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MARVEL SUPER HEROES™

THE UNCANNY X-MEN™



Roster Book

MARVEL SUPER HEROES™

Official Advanced Game Adventure

ROSTER BOOK

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ROSTER BOOK-INTRODUCTION

How to Use This Book

This book, designed for judges and players of the MARVEL SUPER HEROES™ Roleplaying Game, is a complete (or near-complete) compilation of every mutant in the Marvel Universe, as well as their major non-mutant foes.

Full entries, describing all aspects of a mutant's abilities and background, are provided for most characters.

Abbreviated entries are given for mutants who have appeared in other MARVEL SUPER HEROES™ products. These shortened listings describe only the most important points about characters and their capabilities.

Multiple entries were required for several mutants (Beast, Marvel Girl, Cyclops, and others). As characters evolve and gain experience during a campaign, they increase in power and ability. Similarly, characters in the Marvel Universe grow over time through training and by further mutation.

For example, the Scott Summers who joined Professor Xavier's school years ago has matured into the leader of X-Factor. Hank McCoy, the Beast, has gone through a number of physical mutations and no longer resembles the man he once was—he is now, in appearance at least, a "beast," blue fur and all.

Members of groups such as the Crazy Gang, the Technet, the Savage Land Mutates, and others will be found under a single entry. Some mutants have been known to change groups and allegiances. (Magneto, for example, has gone from being the X-Men's greatest foe to being a teammate and back to being a foe again). All of a character's former memberships are listed with each entry. The various mutant groups are discussed in detail in the "Mutant Histories" section of the Campaign Book.

Each entry includes the following information:

NAME—Code name or most common "super-hero" name where available. Real name for those who do not use such code names, last name first (Example: Cheney, Lila).

REAL NAME—"Secret" identity or original name, where applicable.

SUMMARIZED STASTICS—The basic ability scores of the hero. A number of abbreviations are used in this statistics section.

Abilities

F = Fighting
A = Agility
S = Strength
E = Endurance
R = Reason
I = Intuition
P = Psyche

Rank Names

Sh0 = Shift 0
FE = Feeble
PR = Poor
TY = Typical
GD = Good
EX = Excellent
RM = Remarkable
IN = Incredible
AM = Amazing
MN = Monstrous
UN = Unearthly
ShX = Shift X
ShY = Shift Y
ShZ = Shift Z
CL1000 = Class 1000
CL3000 = Class 3000
CL5000 = Class 5000
N/A = Not Applicable

Rank numbers are listed below each rank name in the ability listings. Beneath these scores are the character's Health, Karma, Resources, and Popularity.

POWERS—All known powers are listed, along with major power stunts the individual has developed. Mutants usually have limited initial abilities, but they are masters of power stunts. The Power Rank of each power and stunt is listed, using the abbreviations above.

TALENTS—Known and revealed talents are listed here. In general, talents provide a +1 Column Shift (abbreviated "CS") to related abilities, except where otherwise noted.

GROUPS—A full listing of organizations and partnerships to which the individual has belonged.

IN BRIEF—A summary of the character's background and personality, including how his or her powers were developed.

In addition, information about characters' weaknesses, limitations, equipment, and weaponry is provided where appropriate.



A

ADVERSARY

F	A	S	E	R	I	P
MN	AM	AM	C1000	MN	MN	UN
75	50	50	1000	75	75	100

Health: 1175 Karma: 250
Resources: N/A Popularity: −20

KNOWN POWERS
Omniversal Ability: Adversary seems capable of using any super-powered ability, as long as it furthers his own ends of trickery, chaos, and deception. Any powers he uses are at the MN level. In the past, his tricks have included:

- Illusions of MN ability.
- Change appearance at MN level of ability.
- Ensnarement with MN material strength.
- Dimensional Travel at MN level, but it appears that he must be summoned into a new reality before he can travel there.
- Alter Reality—Bring pieces of one dimension into another with MN ability.
- Interfere with the casting of magical spells and magical abilities with MN ability.
- Resistances of MN ability.

Adversary's powers are limited to those of the type of being whose form he mimics. If this form takes more than half damage, he discards it and is revealed as a shadow-creature with glowing red eyes.
WEAKNESS: All weapons of iron or steel (or alloys of these metals) inflict +3CS damage to Adversary.
TALENTS: Occult Lore, Mythology, Psychology, Mystic Background.
GROUPS: None.
IN BRIEF: Adversary is an Eternal Elder Force, possibly demonic, whose goal is to destroy the universe and create another in its place. He is immortal and cannot be killed—he can only be imprisoned or driven off.

Adversary entered this world through a Dire Wraith who had possessed an ancient Indian shaman named Naze. Adversary banished Forge (a Naze disciple) and one of the X- Men, Storm, to another dimension. He also trapped Roma, guardian of the multiverse, in her own fortress.

Adversary adopted Forge's Dallas headquarters as his base of operations. The X-Men attacked this base and made their way to the dimension where Roma, Storm, and Forge were held prisoner. Longshot's steel blades, Rogue's draining ability, and Colossus' steel form weakened Adversary, but only when they voluntarily sacrificed their lives was Adversary removed from this dimension. Roma brought the fallen X-Men back to life as a reward. Adversary remains active, but not in our dimension.

AGUILA

Alejandro Montoya

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

Health: 70 Karma: 22
Resources: RE Popularity: 7

KNOWN POWERS
Electric Shock: Aguila's body can store up to 100 points of electrical damage, which may be discharged in attacks up to AM intensity (AM Endurance FEAT to maintain consciousness). Aguila regenerates 10 points per round. Range of attack is touch (as an edged attack) or two areas (as an energy attack).
TALENTS: Weapon Specialist, Sword (+2CS in attacks); Bilingual (Spanish and English).
GROUPS: None.
IN BRIEF: A native of Spain acting as a costumed, crime-fighting vigilante. El Aguila (the Eagle) uses his sword to channel his electric shock ability, thereby hiding his mutant nature.

ALCHEMY

Thomas Jones

F	A	S	E	R	I	P
PR	TY	PR	TY	TY	TY	TY
4	6	4	6	6	6	6

Health: 20 Karma: 18
Resources: PR Popularity: 1

KNOWN POWERS
Transmutation: The ability to transmute any substance into a primary element. Each new element is a separate power stunt. In the past, Alchemy has worked primarily with metals like lead, copper, and gold. For each 100 pounds of metal converted he must make an Endurance FEAT or lose an equal number of hit points (one roll per transformation).
TALENTS Chemistry.
GROUPS: None.
IN BRIEF: Tom Jones, a young British mutant, was kidnapped by a group of trolls seeking to overturn the international monetary system. He was rescued by X-Factor, and is determined to master his power and not use it aginst living things.

ALPHA, THE ULTIMATE MUTANT

Initial Form

F	A	S	E	R	I	P
AM	AM	UN	UN	FE	FE	FE
50	50	100	100	2	2	2

KNOWN POWERS
Body Armor: UN rank.
Protection: All forms of attack, UN rank.

Final Form

F	A	S	E	R	I	P
AM	AM	UN	ShX	ShX	ShX	ShX
50	50	100	150	150	150	150

KNOWN POWERS
Body Armor: UN rank.
Protection: All forms of attack, UN rank.
Mental Powers: Shift X ability in all mental powers (including telepathy, telekinesis, force fields, and mind control).
Matter Control: Shift X ability to control all forms of living and non-living matter.
TALENTS: None.
GROUPS: Since Alpha was created by Magneto, it could be argued that he

was a member of the final Brotherhood of Evil Mutants.

IN BRIEF: Despite his name, Alpha is not a true mutant, but a mutate—a creation whose cells were irradiated by Magneto in an attempt to create the ultimate mutant servant. Alpha quickly changed from a brutish hulk to a super-intelligent being and, perceiving that Magneto was evil, reverted the evil mutant and the members of his Brotherhood to child form. Alpha then fled Earth for a destiny among the stars. He was last seen in the company of the Futurian, another highly advanced being, on the Stranger's homeworld.

ANGEL

Warren Kenneth Worthington III

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

Health: 90 Karma: 26
Resources: RM Popularity: 12

KNOWN POWERS

Flight: EX speed, AM agility. Can reach UN speed with Endurance FEAT.

Aerial Adaptions: RM body armor against falling; MN eyesight; can breathe normally at high altitudes.

TALENTS: Business (RM), Martial Arts B, +2CS in aerial combat.

GROUPS: Founding member of the X-Men and X-Factor; founding member and leader of the Champions of Los Angeles; member of the Defenders. Chairman of the Board, Worthington Industries.

IN BRIEF: The Angel described here reflects the mutant's powers from the time he first joined Prof. X's X-Men to the destruction of his wings in the Mutant Massacre. Also see **ARCHANGEL.**

ANIMATOR

Dr. Frederick Animus

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

Health: 42 Karma: 24
Resources: MN Popularity: 15

KNOWN POWERS

No super-human powers.

TALENTS: Animus' reason in matters dealing with medicine, genetic research, and gene splicing is IN.

GROUPS: Former leader of the Ani-Mates, a kingdom of anthromorphic creatures.

IN BRIEF: Dr. Animus was set up on a small island by Cameron Hodge and The Right. There, he was to conduct research aimed at eliminating mutants. Instead, Animus created human/animal creatures called the Ani-mates. Bird Brain, one of the Ani-mates, escaped from Animus' island and brought the New Mutants back with him. The New Mutants and the Ani-Mates overthrew Animus, and Magik sent him into her Limbo dimension. It is assumed that Animator died in that dimension, but this has not been confirmed.

ANNALEE

F	A	S	E	R	I	P
GD	TY	PR	GD	PR	GD	PR
10	6	4	10	4	10	4

Health: 30 Karma: 18
Resources: FE Popularity: 0

KNOWN POWERS

Emotion Control: AM ability. Can control up to eight targets as far as 10 areas away.

LIMITATIONS: The emotion imposed on the target was whichever emotion Annalee felt at the time.

TALENTS: None.

GROUPS: Member of the Morlocks.

IN BRIEF: Annalee's children were killed by Scalphunter in a raid on the Morlocks. Soon afterward, she used her power to kidnap the Power Pack children, seeing them as replacements for her dead children. They broke free of her spell and suggested she adopt Leech, which she did. Annalee was killed in the Mutant Massacre.

APE

F	A	S	E	R	I	P
EX	TY	IN	IN	PR	PR	FE
20	6	40	40	4	4	2

Health: 106 Karma: 10
Resources: FE Popularity: 2

KNOWN POWERS

Shapechange: RM ability to change into objects of RM strength. Among the shapes Ape has adopted are restraints and jars of RM strength and clubs capable of inflicting RM damage. Unlike Warlock, Ape cannot change into working versions of mechanical devices.

TALENTS: Wrestling.

IN BRIEF: Ape, a quiet, cowardly Morlock, is slow of mind and often requires others to think of objects for him to imitate. He is a survivor of the Mutant Massacre, though his present wherabouts are unknown. It is suspected that he has returned to the Alley.

APOCALYPSE

Real name unrevealed

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

Molecular Rearrangement: Apocalypse has MN control over every atom of his being. Among the power stunts he uses are:

- Increase Strength to MN. He may not perform other power stunts while at increased strength.
- Stretch up to three areas (five areas with Endurance FEAT roll).
- Mimic wrestling talent.
- Flight at EX speed.

Immortality: Apocalypse does not appear to age.

Damage Resistance: All physical and energy attacks are −2CS in rank for damage and special effects (stunning, killing, etc.).

Teleportation: Full abilities unrevealed, but at least of AM rank, with ability to take up to five normal-size individuals with him.

TALENTS: Engineering, Invention (AM), Leadership, Genetics (AM).
GROUPS: Leader of the Alliance of Evil, Four Horsemen of the Apocalypse.
IN BRIEF: A phenomenally old mutant, Apocalypse feels it his task to test and improve mutant strains through conflict. His principal opponents have been the members of X-Factor, though he fought both the High Evolutionary and Loki to standstills.

ARCADE

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

Health: 42 Karma: 56
Resources: MN Popularity: 5

KNOWN POWERS
Arcade has no inherent super-human abilities. He uses his talents to create intricate death-traps for those he wishes to eliminate.
WEAPONS: Arcade has been known to carry a variety of handguns. A personal favorite fires monogrammed darts tipped with AM intensity knockout drops. These darts have a range of three areas and can penetrate material of Excellent or weaker strength.
EQUIPMENT: Arcade manufactures or acquires a variety of sophisticated robots. These robots have been used to imitate living individuals, and have the following basic stats:

F	A	S	E	R	I	P
EX	EX	EX	EX	TY	TY	TY

Health: 80 Karma: 0

In addition, the robots may have one or more special abilities, including:
- Explode for RM damage.
- One physical ability at RM level.
- Mimic one physical superpowered ability (such as claws, tentacles, or body armor) at RM level.

Arcade's robots are made of EX strength material.
TALENTS: Applied Technology, Architecture, Robotics, Mechanical Design and Engineering, Weapons Systems. Sure plays a mean Pin Ball, too.
GROUPS: Though not a member of any group, Arcade has two trusted aides—Miss Locke and Mr. Chambers. *Miss Locke* has Marksmanship, Criminal, and Martial Arts A talents and the following abilities:

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

Health: 36 Karma: 30
Resource: TY Popularity: 0

Mr. Chambers has the Mechanical Engineer, Electrician, and Architect talents and the following abilities:

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

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



IN BRIEF: Arcade is an assassin-for-hire, with a variety of clients in the criminal world. Though not a mutant, Arcade has proved a resolute foe of the X-Men and other mutant groups. Claiming to be a spoiled rich kid with a lot of money and a talent for murder, Arcade has set up numerous "Murderworlds" on both sides of the Atlantic. He uses these to execute the individuals he is contracted to assassinate.

Living for the thrill of the game as much as the money earned, Arcade makes sufficient sums from killing ordinary humans that he can absorb the damage wrought on his Murderworlds when he takes on super-human opponents. Visitors to Murderworld in the past have included Spider-Man, Captain Britain, Excalibur, and the X-Men.

ARCHANGEL

Warren Kenneth Worthington III

F	A	S	E	R	I	P
RM	IN	EX	RM	GD	TY	GD
30	40	20	30	10	6	10

Health: 120 Karma: 26
Resources: FE Popularity: 0

KNOWN POWERS
Flight: EX Speed. Can reach Shift X Speed.
Wing Missiles: IN edged throwing damage up to two areas range. At a range of two to five areas, edged throwing damage at EX level. In addition, those hit must make a successful Endurance FEAT roll against MN intensity neural disruption. Failure results in paralysis lasting 2-20 rounds.
Body Armor: Wings are made of AM strength material and if damaged will regenerate themselves.
LIMITATIONS: Under stress, the wings may act of their own accord. A Green Psyche FEAT is required or the character will lose control for 1-10 rounds. Uncontrolled wings attack with AM ability and inflict RM edged throwing damage.
TALENTS: Business (RM), Martial Arts B, +2CS in aerial combat.
GROUPS: In present form, a member

of X-Factor; formerly one of the Four Horsemen of Apocalypse.
IN BRIEF: After his damaged wings were surgically removed, Worthington attempted suicide. He was rescued by Apocalypse and fitted with new wings. He turned on Apocalypse and returned to his former allies in X-Factor.

ARCLIGHT

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

Health: 120 Karma: 46
Resources: GD Popularity: 10

KNOWN POWERS
Shockwave Attack: Set up shockwaves of AM intensity with a range of up to three areas. These do no damage, but check for stuns or slams. Arclight can use this ability in a number of power stunts, including:
- Against selected targets for IN intensity shockwave effect.
- Against an organic object for IN blunt damage.
- Against a non-living object for AM intensity effect.

Body Armor: GD protection from physical and energy damage.
TALENTS: Military.
GROUPS: Member of the Marauders.
IN BRIEF: Nothing is known of Arclight before the Mutant Massacre. She is a member of the Marauders, working for Mister Sinister, and has battled the X-Men, Power Pack, and other super-human groups.

ARIEL

Ariel

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

Health: 34 Karma: 40
Resources: FE Popularity: 0

KNOWN POWERS
Teleportation: Ariel creates a gateway through which she can teleport at CL1000 level of ability. She does not need to see the area to which she wants to teleport, though she must know of its location. There *must* be a doorway of some kind at the starting point for the gateway to form.
Convince: AM rank. She can convince anyone of anything (Psyche FEAT to avoid), as long as she is present. The effect fades as soon as she leaves.
TALENTS: Bargaining.
GROUPS: Former representative of her planet, Coconut Grove; member of the Fallen Angels.
IN BRIEF: All of Ariel's people are teleporters, but Ariel is the only one with the convincing power. Acting as a mutant-hunter, she joined and betrayed the Fallen Angels, but redeemed herself and rescued the team.

ASTRO, VANCE

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

Health: 36 Karma: 26
Resources: PR Popularity: 5

KNOWN POWERS
Mental Bolts: Up to IN force damage, ranging from a single target within three areas, to all targets in the same area he's in.
TALENTS: Wrestling, Martial Arts B.
GROUPS: Current member of the New Warriors; future member of the Guardians of Galaxy.
IN BRIEF: Vance is a latent mutant with telekinetic powers which were brought into existence by a meeting with his "self" from a possible future. In this future, Vance, a member of the Guardians of the Galaxy, was forced to wear a containment suit to avoid the effects of advanced age. He sought to prevent young Vance from becoming an astronaut and making the same mistakes he made. Vance became a costumed hero instead, joining Namorita and a group of other youths to form the New Warriors.

AVALANCHE

Dominic Petros

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: GD protection from physical and energy damage
Disintegrating Touch: MN ability, two area range, non-living and inanimate objects only. Attacking a living object directly causes the power to rebound on Avalanche and inflict the intensity in blunt attack damage.
Earth Moving: A power stunt using the disintegrating touch, this creates a wave of semi-molten earth with a range of four areas, capable of inflicting RM blunt attacks to all in its path. Body armor may protect from damage, but target can still be slammed or stunned.
TALENTS: Bilingual (Greek and English).
GROUPS: Second Brotherhood of Evil Mutants, Freedom Force.
IN BRIEF: Avalanche joined the second Brotherhood of Evil Mutants under Mystique and remained with the team when it became the Freedom Force. Avalanche is currently recovering from wounds suffered in battle with the Reavers.

AURIC

Zhao Kwan

F	A	S	E	R	I	P
GD	GD	GD	GD	TY	TY	TY
10	10	10	10	6	6	16

Health: 40 Karma: 18
Resources: TY Popularity: 5

KNOWN POWERS
Heat Generation: Optic blasts capable of inflicting RM damage. Range of eight areas.
Flight: FE Airspeed.
TALENTS: Bilingual (Chinese and English).
GROUPS: Former member of China Force; current member of Gamma Flight.
IN BRIEF: A young Chinese mutant, Zhao Kwan and his sister, Jimon, were recruited into the government's superpowered organization, China Force. Taking the code-names Auric and Silver, the pair served briefly before defecting to Canada where they became part of that nation's officially recognized hero team, Gamma Flight.

B

BANDERA

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

Health: 80 Karma: 36
Resources: TY Popularity: 20

KNOWN POWERS
Leadership: La Bandera has the RM mutant ability of Leadership—she can harness the beliefs of others, unite them in a common cause, and draw power from them. She can affect all beings in the same area with her. These targets must be non-hostile to La Bandera and willing to support her, at least on some level. With this support La Bandera can perform the following power stunts:

•Cause the group she is with to fight alongside (though not for) her and her cause.

•Fire a bolt of energy from her staff inflicting damage equal to the number of supporters in energy or force (14 supporters = 14 points of damage), to a maximum of IN intensity.

•Supporters always treat La Bandera as if she has a Popularity of 100. This does not cause followers to take leave of their senses—if met with a great enough threat they will flee.

WEAPONS: Bandera carries a staff as the focus of her power blasts. This staff is made of IN strength material and if used as a weapon will inflict GD blunt damage.
TALENTS: Weapons Specialist—Staves.
GROUPS: None.
IN BRIEF: A Cuban-American mutant from Miami, La Bandera established her reputation by battling drug dealers in her home state. She traveled to the Central American nation of Tierra Verde to deal with the problem more directly. In the process, she hooked up with Wolverine and helped lead a revolt against the existing government.

BANSHEE

Sean Cassidy

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: 3

KNOWN POWERS
Sound Generation: UN rank. Sonic screams allow Sean the following power stunts:

•Disruption: UN intensity to non-living targets, MN damage to a single target, or IN damage to all targets within one area.

•Flight: TY airspeed.

•Hypnotic Voice: AM intensity.

•Sonar: AM rank.

Body Armor: EX protection from physical and energy attacks.
TALENTS: Law Enforcement, Handguns, Martial Arts A and B, Electronics, Mechanics.
GROUPS: Former member of Interpol; member of X-Men; strong ties with Moira MacTaggart and her team on Muir Island.
IN BRIEF: A former intelligence agent and unwilling member of Factor Three, Banshee was recruited by Prof. X to join his "new" X-Men. He assisted in the rescue of the old team from Krakoa, the Living Island. Banshee remained with the new team until he injured his voice in an attempt to save Japan. Banshee went into retirement and remained on Muir Island with Moira MacTaggart. There he regained his vocal powers with the aid of the Morlock, Healer. Banshee helped repulse the Reaver attack on that island has become a member of the reformed X-Men.

BEAST (original X-Men)

Henry ("Hank") McCoy

F	A	S	E	R	I	P
RM	RM	EX	EX	EX	GD	EX
30	30	20	20	20	10	20

Health: 100 Karma: 50
Resources: GD Popularity: 10

KNOWN POWERS
Feet: Can use his feet as a second set of hands. +1CS when wrestling.
Climbing: EX ability.
Leaping: The Beast's strength is considered IN for purposes of Leaping.
TALENTS: Biochemistry, Electronics, Acrobatics, Tumbling. Multi-lingual (French, Latin, and English).
GROUPS: Founding member of the original X-Men.
IN BRIEF: The Beast presented here reflects Hank McCoy's powers from the founding of the X-Men to the team's initial disbanding. The Beast has passed through a number of transformations (see below).

BEAST (transformed version)

Henry ("Hank") McCoy

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: 20

KNOWN POWERS
Feet: Can use his feet as a second set of hands. +1CS when Wrestling.
Climbing: RM ability.
Leaping: The Beast's strength is considered AM when Leaping.

•"Banked Shot" power stunt allows the Beast to bounce off several walls unharmed before hitting an opponent. RM Dodging in this attack form; strikes for RM charging damage.

Lightning Speed: EX speed. Endurance FEAT each round to avoid −1CS

on abilities when he stops.
Balance: Can fall up to 30′ and land on his feet without taking damage.
TALENTS: Biochemistry, Genetics, Electronics, Acrobatics, Tumbling, Martial Arts C, Multi-lingual (French, Italian, Russian, Latin, English, and several other languages).
GROUPS: Founding member of the X-Men; member of Avengers and Defenders; founding member of X-Factor.
IN BRIEF: The Beast described here represents both the "blue-furred" variation during his tenure with the Defenders and Avengers, and his current form with X-Factor. Early in his term with X-Factor, The Beast was restored to human appearance while maintaining the abilities listed above.

BEAST ("Pestilence" version)

Henry ("Hank") McCoy

F	A	S	E	R	I	P
IN	IN	MN	EX	FE	GD	EX
40	40	75	20	2	10	20

Health: 175 Karma: 32
Resources: GD Popularity: 10

KNOWN POWERS
Feet: Can use his feet as a second set of hands. +1CS when Wrestling.
Climbing: RM level.
Leaping: The Beast's strength is considered AM when Leaping.
•"Banked Shot" power stunt allows the Beast to bounce off several walls unharmed before hitting an opponent. RM Dodging in this attack form; strikes for RM charging damage.
Lightning Speed: EX speed. Endurance FEAT each round to avoid −1CS on abilities when he stops.
Balance: Can fall up to 30′ and land on his feet without taking damage.
Body Armor: EX protection.
TALENTS: Acrobatics, Tumbling, Martial Arts C.
GROUPS: Founding member of the X-Men; member of Avengers and Defenders; founding member of X-Factor.
IN BRIEF: In battle with Apocalypse and the Four Horsemen, the Beast was infected by Pestilence. This increased his Strength at the expense of his reason. The Beast was then kissed by Infectia. This cancelled out the infection from Pestilence and returned Hank to his earlier, blue-furred form.

BEAUTIFUL DREAMER

F	A	S	E	R	I	P
GD	TY	PR	EX	PR	TY	IN
10	6	4	20	4	6	40

Health: 40 Karma: 50
Resources: FE Popularity: 0

KNOWN POWERS
Mind Control: IN ability to erase and/or implant memories in a sleeping target. Mental defenses apply, but the target gets a Psyche FEAT at −2CS to avoid, regardless.
TALENTS: None.
GROUPS: Member of the Morlocks.
IN BRIEF: Not much is known about Beautiful Dreamer's background, except that she aided Annalee in kidnapping the Power Pack children. (She did this by causing their parents to forget their existence.) Beautiful Dreamer's whereabouts following the Mutant Massacre are unknown.

BELASCO

F	A	S	E	R	I	P
EX	GD	GD	UN	EX	RM	UN
20	10	10	100	20	30	100

Health: 140 Karma: 150
Resources: RM Popularity: −15

KNOWN POWERS
Magic: Belasco is a Master level sorcerer with AM magical abilities. Spells he has demonstrated in the past include:
•Imitation at AM level.
•Mind Control at MN level.
•Psi-Screen at MN level.
•Magic Detection at MN level.
•Body Transformation—Others at MN level.
•Eldritch Beams at AM level.
•Ensnaring at MN level. Belasco traps his victims in crystal, then mystically extracts their skeletons, leaving their human forms alive and trapped.
•Fire Control at AM level.
•Resurection at AM level.
•Immortality.
Summoning the Elder Gods: A ritual to call Belasco's masters, the Elder Gods. To achieve this, he uses a mystic device known as the Beatrice Medallion, powered by "bloodstones," the distilled spirits of female sacrifices. Five of these bloodstones are required for the summoning.
Invulnerability: Granted by the Elder Gods, this ability provides RM body armor. In addition, most edged attacks are considered blunt attacks for purposes of damage. The exceptions are Belasco's sword and Magik's soulsword—being struck with either of these forces Belasco to make a Yellow FEAT roll. If this is failed, he takes normal damage and loses one rank of Endurance and/or Psyche, to a minimum of PR.
LIMITATIONS: Belasco is missing his right arm.
TALENTS: Mystic Background, Atlantean Technology.
GROUPS: Former master of "Limbo."
IN BRIEF: Belasco, a non-mutant, claims to be an eleventh century Italian sorcerer who took up residence in the Savage Land and in his own extradimensional space called Limbo. (This is neither Immortus' Limbo nor that of the Dire Wraiths, however.) Belasco kidnapped the mutant Illyana Rasputin and trained her to be his servant. Magik rebelled and defeated Belasco, stripping him of his magical powers and taking his place as the Lord of Limbo.

BERZERKER

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

Health: 80 Karma: 26
Resources: PR Popularity: −5

KNOWN POWERS
Electric Blasts: AM ability to fire electrical blasts from his fists. Used in a variety of ways, including:
•Bolts of AM energy damage to a single target, three area range.
•Multiple bolts of RM energy damage to all within range.
•Disruption of magnetic locks and other electrical devices with AM ability.
Resistance: Berzerker has MN resist-

ance to electrical attacks.
LIMITATIONS: Water shorts out Berzerker's abilities, reducing them by −1CS. Contact with large amounts of water forces Berzerker to make an Endurance FEAT or short out for 1-10 rounds.
TALENTS: Leadership.
GROUPS: Leader of the Tunnelers.
IN BRIEF: The Tunnelers are a faction of the Morlocks. Most of the Tunnelers died in the Marauders' attack during the Mutant Massacre, but a few made it to the surface with the aid of X-Factor. As they were sneaking out, two of the Tunnelers were killed by humans. Berzerker discharged when Cyclops knocked him into a river. Berzerker's final fate is unknown.

BIG TOP

F	A	S	E	R	I	P
FE	PR	PR	EX	PR	PR	RM
2	4	4	20	4	4	30

Health: 30 Karma: 38
Resources: FE Popularity: 0

KNOWN POWERS
Animation: Big Top can cause her stuffed bear, Bonzo, to grow and move around. Bonzo is made of PR strength material and has the following statistics.

F	A	S	E	R	I	P
GD	GD	PR	GD	-	-	-

Health: 34

TALENTS: Big Top has no known Talents.
GROUPS: Nanny's Lost Boys (and Girls).
IN BRIEF: Big Top was one of the young mutants "rescued" by Nanny. Big Top's mind was altered so she would have no recollection of her past. She accompanied Nanny and the Lost Boys (and Girls) on missions to "rescue" other young mutants. With Nanny's defeat, Big Top and the other young mutants whose families could be located were returned to relatives.

BINARY

Carol Danvers

F	A	S	E	R	I	P
IN	IN	UN	ShZ	GD	RM	MN
40	40	100	500	10	30	75

Health: 680 Karma: 115
Resources: EX Popularity: 0

KNOWN POWERS
Transformation: Binary can change from human form into a red-skinned humanoid with a cold-flame corona.
Flight: CL3000 in space, six areas/round in atmosphere. Agility in flight is MN.
Energy powers: MN waves of heat, gravity, microwaves, up to eight areas of range. In addition, these powers allow the following power stunts:
•Blasts of any energy type above and any size area. Shift Y damage to *all* within the targeted area.
•Light burst of UN intensity, six area radius.
•Repower devices and batteries that operate on electro-magnetic energy.
Cosmic Perception: CL1000 heightened senses on a universal scale. Can determine direction, level, and general purpose of energy within her range.
Alter Ego: In human form Binary has the following stats:

F	A	S	E	R	I	P
IN	EX	EX	RM	GD	RM	RM
40	20	20	30	10	30	30

Health: 110 Karma: 70

TALENTS: Military, Espionage, Detective, Pilot skills.
These skills were lost to Carol Danvers when her abilities and memories were absorbed by Rogue, but they were restored by Prof. X.
GROUPS: Binary is a member of the Starjammers.
IN BRIEF: Carol Danvers was the super-heroine Ms. Marvel before losing her powers and memories in a battle with Rogue. The lost memories were restored by Prof. X, but not the emotions attached to them. Carol Danvers was abducted by the Brood and subjected to an evolutionary ray. This triggered the latent potential residing in her genes and transformed her into Binary. Since escaping and defeating the Brood she has remained with Prof. X and the Starjammers.

BIRD BOY

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

Health: 58 Karma: 22
Resources: FE Popularity: 0

KNOWN POWERS
Flight: TY air speed with GD agility.
Claws: FE damage.
TALENTS: Sense of Direction (EX).
GROUPS: Ani-Mates, New Mutants.
IN BRIEF: Bird Boy is a human/animal hybrid created by Dr. Animus, the Animator. Bird Boy escaped from Animator's island, and was recruited into the New Mutants. The New Mutants helped Bird Boy free his fellows from Dr. Animus' rule and he is currently their leader.

BLACK BISHOP

Harry Leland

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

Health: 66 Karma: 36
Resources: RM Popularity: 15

KNOWN POWERS
Mass Alteration: This automatic power increases the mass of one target in the area occupied by the Black Bishop. Any break in concentration restores the target to normal mass. The effect of this power varies from round to round:
•First Round—any action or attack by the victim requires a Strength FEAT.
•Second Round—any action or attack by the victim requires a Yellow Strength FEAT.
•Third Round—any action or attack by the victim requires a Red Strength FEAT. On this round, and every following round, roll on the Kill column.
LIMITATIONS: Excessive use of his power overtaxes Leland's heart. After the third round, he must make an Endurance FEAT or be forced to check against dying, just like his victim.

TALENTS: Law.
GROUPS: Member of the Hellfire Club's Inner Circle.
IN BRIEF: Harry Leland, a successful corporate lawyer, was recruited as the Black Bishop of the Hellfire Club. He died of a heart attack fighting Nimrod in Central Park.

BLACK KING

Sebastian Shaw

F	A	S	E	R	I	P
RM	GD	GD	AM	EX	EX	RM
30	10	10	50	20	20	30

Health: 100 Karma: 70
Resources: IN Popularity: 15

KNOWN POWERS
Kinetic Absorption: Damage from physical attacks (excluding wrestling) and energy attacks is *added* to Health, not subtracted. For each 50 points gained, Strength and Agility have a +1CS, cumulative, to a maximum of 400 Health, UN Strength and Agility. Energy is lost at 100 points (and −2CS) per ten rounds until back to normal. Damage is taken from the added points. For every attack that raises Health above 400 points make an Endurance FEAT or check for a Kill result.
TALENTS: IN Reason in Business; RM Defense and Armament Design.
GROUPS: Former leader of the Hellfire Club; CEO of Shaw Industries.
IN BRIEF: Sebastian Shaw was, until recently, the leader of the Hellfire Club, an elite, secret organization. He was deposed by the other Lords Cardinal (Magneto and the White and Black Queens) and is plotting to regain his lost position.

BLACK QUEEN

Selene

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
Psychic Vampire: UN ability, on touch. Drains Psyche rank of victim to restore lost Health (max of 110 Health). Victim loses Health equal to lost Psyche. If Health reaches 0 as a result, the victim dies and disintegrates. If Health is greater than 0, the victim is alive and Selene has MN intensity Psychic Control. If she chooses, Selene may turn partially-drained individuals into psychic vampires with this power at their original Psyche rank.
Body Armor: GD protection (psychic in nature).
Psi Screens: AM protection from psionic attacks. Can't use in same round as other mental powers.
Telekinesis: UN control over inanimate objects. Can disintegrate inanimate objects made of materials of MN strength or less.
Pyrokinesis: UN control over fire.
Telepathy: IN ability.
Telepathic Force Bolts: IN intensity.
Momentary Trance: AM intensity, lasts one round. Used with Momentary Speed to create illusion of vanishing.
Momentary Speed: Shift Y Ground Speed, 1 round in 10.
Magic: Master Ability, MN ability in illusions, control, and summoning magics. This *will* cause aging and loss of life energy (no FEAT roll, as described below). Needless to say, this power is rarely used.
LIMITATIONS: All psychic powers other than the Psychic Vampire power may cause loss of Health. For each ability used at EX rank or higher, make an Endurance FEAT. Failure indicates loss of 10 Health. If Health drops below 0, Selene begins to show her true age.
TALENTS: Multi-lingual (English and Latin, so far).
GROUPS: Citizen of Nova Roma; Black Priestess of the Cult of Fire; Black Queen of the Inner Circle of the Hellfire Club.
IN BRIEF: An ancient sorceress who has dwelled both in ancient Rome and in the secret Amazon colony of New Rome, Selene has returned to society as a member of the Inner Circle of the Hellfire Club.

BLACK ROOK

Friedrich von Roehm

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

Health: 42 Karma: 26
Resources: EX Popularity: 10

KNOWN POWERS
Transformation: Von Roehm could transform into a semi-humanoid beast. Health and Karma remained unaltered, but his abilities were changed as follows:

F	A	S	E	R	I	P
RM	RM	RM	IN	TY	RM	GD

In addition, the transformed Black Rook gained the following abilities:
Tracking: RM rank ability
Claws: Allowing RM rank edged attacks.
Speed: Movement at EX speed.
TALENTS: In human form, von Roehm was a jeweler, and High Priest of a cult dedicated to Selene.
GROUPS: A member of the Inner Circle of the Hellfire Club.
IN BRIEF: A New York jeweler and minor member of the Hellfire Club, von Roehm's abilities were revealed when Selene activated his transformation in a battle with Pheonix and Nimrod. The ability to transform was handed down from one generation of von Roehms to the next, but it is not known if this was a true mutation or a sorcerous "gift" from Selene. Von Roehm was totally under Selene's control until his death in combat with Nimrod. It is not known if other members of his family survived him.

BLOB

Fred J. Dukes

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
Immovability: Once firmly planted (a condition which takes one round to achieve), Blob can only be moved by

an adversary of UN strength or greater, and then only on a Red FEAT roll. The Blob is immune to the effects of stuns and slams when planted.
Body Armor: UN against physical attacks, AM resistance to cold, heat, and energy attacks. His senses are not protected.
Bodily Expansion: Blob can flex his fat in such a way that he can break through restraining materials of EX material strength or less.
Entrapment: Can hold an attacking opponent in the folds of his skin on a Psyche FEAT. Once grabbed, the opponent is held with MN Strength.
TALENTS: None.
GROUPS: Former member of original Brotherhood of Evil Mutants and Factor Three; founding member of the Second Brotherhood of Evil Mutants and the Freedom Force.
IN BRIEF: Fred Dukes was a circus worker before Prof. X revealed to him the true nature of his immovability. Since that time, Blob has worked with other evil mutants, first joining the original Brotherhood of Evil Mutants under Magneto, then the Second Brotherhood (later Freedom Force) under Mystique. Blob has left the Freedom Force to act as an independent operative several times, most recently with Avalanche and Pyro.

BLOCKBUSTER

F	A	S	E	R	I	P
IN	GD	AM	MN	GD	TY	GD
40	10	50	75	10	6	10

Health : 175 Karma: 26
Resources: GD Popularity: −10

KNOWN POWERS
Body Armor: EX protection from physical and energy attacks.
TALENTS: Martial Arts A, Wrestling.
GROUPS: Member of the Marauders.
IN BRIEF: Blockbuster was a member of the Marauders, a team of superhuman mutants who slay other superhuman mutants. Blockbuster was apparently killed by Thor, but returned to fight the X-Men at a later date. He may have been cloned by the patron of the Marauders, Mister Sinister.

BLOW-HARD

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

Health: 66 Karma: 18
Resources: GD Popularity: 0

KNOWN POWERS
Hyper-Breath: AM ability, with the following power stunts:
- Blow over a single target. AM strength, one area range.
- Knock over all targets in a single area. IN ability, one area range.
- Kick up debris as missile weapon for RM blunt damage to all targets in one area range.
- Create dustcloud of IN intensity. Blow-Hard uses his pipe as a focus for this power.

TALENTS: None.
GROUPS: Member of the Tunnelers, a sub-group of the Morlocks.
IN BRIEF: A member of a smaller faction within the Morlock community, Blow-Hard and two other Tunnelers escaped to the surface after the Mutant Massacre. Blow-Hard died in a battle with a street gang.

BOOM BOOM

Tabitha Smith

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: Energy Spheres which inflict up to AM damage in one area and which can be set to explode up to 10 rounds after creation. Damage must be set at time of creation and the spheres may be tossed up to two areas away.
TALENTS: Throwing Weapons (Time Bombs), Streetwise, Video Games.
GROUPS: Founding member of the Fallen Angels and X-Terminators; ward of X-Factor; current member of the New Mutants.
IN BRIEF: A young runaway, Tabitha worked first with the Beyonder. Later, she teamed with the mutant thief, Vanisher, as part of his "Fallen Angels" gang of mutant thieves. Boom Boom tried to turn Vanisher over to X-Factor, but changed her mind, eventually joining the team's other mutant-trainees—Rusty, Skids, and Richtor. This team established itself as the X-Terminators during the Inferno incident in New York and eventually merged with the New Mutants. Boom Boom is currently a member of the New Mutants.

BROOD MUTANTS (Group)

HARRY PALMER, LEADER

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

Health: 96 Karma: 18
Resources: FE Popularity: 0

KNOWN POWERS
Body Armor: EX rank.
Claws: GD damage.
Brood Infection: Can implant brood eggs in mutant hosts, which cause them to convert to Brood members in two rounds. Must penetrate body armor to do so and target must fail an Endurance FEAT. Any form of healing or regenerative powers makes the target immune to the effects of the infection.
TALENTS: Paramedic.
GROUPS: Leader of the Brood Mutants.
IN BRIEF: Harry Palmer and his friends found a crashed Brood spaceship. A surviving Brood alien killed Harry's friends and made him the prime carrier of the brood eggs. Harry created the Brood Mutants and led them in battle with the X-Men, who apparently killed them all.

BLINDSIDE

F	A	S	E	R	I	P
GD	GD	IN	GD	TY	TY	TY
10	10	40	10	6	6	6

Health: 70 Karma: 18
Resources: TY Popularity: 0

KNOWN POWERS
Teleportation: PR level of ability, range up to four areas.
Body Armor: EX protection
Claws: GD edged damage
NOTE: The Blindside presented here is *not* Bobbi Chase, the Blindside of the Harriers.

BRICKBAT

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

Health: 111 Karma: 18
Resources: TY Popularity: 0

KNOWN POWERS
Body Armor: EX rank.
Claws: GD damage.

DIVE BOMBER

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

Health: 100 Karma: 18
Resources: TY Popularity: 0

KNOWN POWERS
Flight: EX air speed.
Body Armor: EX rank.
Electrical Resistance: MN rank.
Claws: GD damage.

LOCKUP

F	A	S	E	R	I	P
AM	GD	RM	GD	TY	TY	TY
50	10	30	10	6	6	6

Health: 100 Karma: 18
Resources: TY Popularity: 0

KNOWN POWERS
Paralysis: MN intensity. Lockup must make a successful hold on the grappling chart in order to paralyze.
Body Armor: EX rank.
Claws: GD damage.

SPITBALL

F	A	S	E	R	I	P
GD	GD	RM	TY	TY	TY	TY
10	10	30	6	6	6	6

Health: 56 Karma: 18
Resources: TY Popularity: 0

KNOWN POWERS
Flame Breath: RM damage, one area range.
Body Armor: EX rank.
Claws: GD damage.
TALENTS: Law.

TEMPTRESS

F	A	S	E	R	I	P
GD	GD	RM	EX	GD	GD	RM
10	10	30	20	10	10	30

Health: 70 Karma: 50
Resources: TY Popularity: 0

KNOWN POWERS
Mind Control: RM level, activated through sense of smell (by pheromones).
Body Armor: EX rank.
Claws: GD damage.

TENSION

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

Health: 70 Karma: 18
Resources: TY Popularity: 0

KNOWN POWERS
Stretching Limbs: RM ability, up to three areas away. Can use limbs to grab an opponent (grappling attack) and slam him to the ground for AM damage.
Body Armor: EX rank.
Claws: GD damage.

WHIPHAND

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

Health: 70 Karma: 18
Resources: TY Popularity: 0

KNOWN POWERS
Energy Arms: Transform arms into energy bands for energy attacks at one area range, RM intensity.
Body Armor: EX rank.
Claws: GD damage.

BURNER

Byron Calley

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

Health: 46 Karma: 16
Resources: PR Popularity: −5

KNOWN POWERS
Heat and Fire Generation: RM ability, with the following power stunts:
•Create fire within two areas, RM ability.
•Project flame from hands, RM energy damage, three area range. Burner cannot control the flames he creates.
Fire Resistance: Immune to his own flames, but can be affected by other fires.
TALENTS: Criminal.
GROUPS: Member of Mutant Force.
IN BRIEF: A mutant with pyrotechnic abilities, Burner first appeared publicly as a member of Mutant Force. Increasingly concerned with his own well-being in a world growing more hostile to mutants, Burner has become a member of the Resistants under the codename Crucible.

BUSHWACKER

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

Health: 70 Karma: 20
Resources: PR Popularity: −10

KNOWN POWERS
Gun-Arm: Bushwacker's right forearm has been replaced with a bionic prosthesis which can change into a gun. Gun shapes and effects include:
•Pistol inflicting EX shooting damage, two area range.
•Multi-chamber Rifle inflicting IN shooting damage, four area range.
•Shotgun inflicting EX damage to all targets within a single area.
TALENTS: Military, Espionage.
IN BRIEF: Bushwacker is a former CIA agent with a deep hatred of mutants. A freelance assassin, he executes his mutant victims in a manner he feels is stylish, even artistic.

C

CABLE

(Full name unrevealed)

F	A	S	E	R	I	P
IN	EX	EX	EX	EX	EX	EX
40	20	20	20	20	20	20

Health: 100 Karma: 60
Resources: GD Popularity: 0

KNOWN POWERS

Bionic Arm: RM material strength. Provides RM strength in hand to hand combat.

Bionic Eye: Provides vision into infrared and ultra-violet range, plus telescopic vision.

TALENTS: Handguns, Semi-automatic Weapons, Military, Espionage, Leadership.

GROUPS: CIA as well as contacts in a number of other espionage agencies, including Interpol and SHIELD.

IN BRIEF: Cable, a former agent of the CIA, is outfitted with bionic replacement parts. He is not a mutant, but he has been involved in a long-standing conflict with Stryfe and his Mutant Liberation Front. In the vacuum created by the loss of both Prof. X and Magneto, Cable has stepped in as the leader/mentor of the New Mutants.

CALIBAN (Morlocks)

F	A	S	E	R	I	P
TY	GD	GD	RM	TY	RM	IN
6	10	10	30	6	30	40

Health: 56 Karma: 76
Resources: FE Popularity: 0

KNOWN POWERS

Mutant Detection: AM ability, within 25 miles.

Fear-Enhanced Strength: When Caliban is afraid, he can boost his Strength to RM (and Health to 76). The increased Strength lasts until he fails a Green Endurance FEAT or until the cause of fear goes away. He may use this ability no more than once per hour.

Emotion Projection: Caliban can project fear with IN intensity. The target must be no more than one area away and fail a Psyche FEAT to be affected. Affected targets flee.

Night Vision: Caliban can see in the dark and suffers no penalty for fighting in darkness.

TALENTS: None.

GROUPS: Member of the Morlocks.

IN BRIEF: Caliban was one of the Morlocks, a collection of mutants who lived in the tunnels beneath Manhattan. His mutant-locating power made him very useful in locating and recruiting new members for the group. With the destruction of the Morlock community, Caliban joined X-Factor, but self-doubt caused him to ally himself with Apocalypse. Apocalypse modified Caliban's abilities, turning him into his "Hell Hound"(see below).

CALIBAN (Apocalypse's Hell Hound)

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

Health: 100 Karma: 76
Resources: FE Popularity: −10

KNOWN POWERS

Mutant Detection: AM rank. He can detect any mutant whose power is in use or any mutant known to him, range 25 miles.

Fear-Enhanced Strength: Apocalypse's modification allows Caliban to increase his Strength by tapping into his own fear and the fear of others. Generally, Caliban's appearance can inspire enough Fear to raise his Strength to IN. The effects of terrorized individuals, including those victims who are affected by his fear-inducing powers, can raise his Strength to AM. His Health is unaffected by this increase.

Emotion Projection: Caliban can project fear at AM intensity either by touch or at a range of one area.

Night Vision: Caliban can see in the dark and suffers no CS penalty for darkness.

Body Armor: RM rank against all attacks.

TALENTS: Martial Arts A and C.

GROUPS: Caliban is a servant of Apocalypse.

IN BRIEF: Caliban threw in with Apocalypse in the hope that Apocalypse would increase his powers. This he did, in the process transforming Caliban from an ineffective mutant into a powerful, evil creature completely under his control. In order to prove his worth, Caliban battled both Archangel and Sabretooth.

CALLISTO

F	A	S	E	R	I	P
IN	EX	GD	EX	GD	IN	GD
40	20	10	20	10	40	10

Health: 90 Karma: 60
Resources: FE Popularity: 2(20)

KNOWN POWERS

Hypersenses: IN level of ability, allowing the following power stunts:

- IN Tracking.
- IN Poison Detection.
- Attackers attempting to surprise are at −6.

WEAPONS: Callisto has in the past carried several precision weapons, including:

Knife, EX material, GD damage.

Slingshot, range two areas, five points damage (roll on blunt throwing table).

TALENTS: MN knowledge of New York's underground tunnel system; +1CS when knife-fighting; RM skill with slingshot; Leadership.

GROUPS: Former leader of the Morlocks; former associate of Dr. Moira MacTaggart.

IN BRIEF: Callisto was the leader of a group of subterranean mutants known as the Morlocks. With the destruction of that community in the Mutant Massacre, Callisto sought asylum first with the X-Men and then with Dr. Moira MacTaggart. Sent back to New York by MacTaggart, Callisto was captured by Masque and transformed into a beautiful woman. She has since encountered Colossus and the Genoshan rebels.

CANNONBALL

Samuel Guthrie

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: 4

KNOWN POWERS
Flight: EX air speed; Agility FEAT to turn. Can make AM level charge attack when flying.
Force Field: While in flight, he and those he carries have MN protection against physical and energy attacks.
TALENTS: Mining, Science Fiction, Leadership.
GROUPS: Founding member of the New Mutants.
IN BRIEF: Sam is a mutant whose ability manifested itself during a mining cave-in. He was recruited by Donald Pierce, at that time the renegade White Bishop of the Hellfire Club. Pierce used Cannonball as his agent against Professor Xavier's new students, but Cannonball rebelled and joined the New Mutants. Since that time he has been a co-leader of the team (with Mirage).

CAPTAIN BRITAIN (First Incarnation)

Brian Braddock

F	A	S	E	R	I	P
RM	RM	RM	IN	GD	RM	EX
30	30	30	40	10	30	20

Health: 130 Karma: 60
Resources: GD Popularity: 50

KNOWN POWERS
Braddock believed that his power was derived from a set of mystic artifacts given to him by Merlin. These artifacts—the star-sceptre and the amulet of right—gave Captain Britain the following powers:
Flight: GD Speed.
Force Fields: RM strength.
Storage: The star sceptre and Captain Britain's uniform are mystically stored within the amulet of right.
LIMITATIONS: Captain Britain can only use the powers described above when he possesses both the amulet and the star sceptre.
TALENTS: Student, British Folklore.
GROUPS: None.
IN BRIEF: Merlin and Roma appeared to Brian Braddock and chose him as the protector of this dimension's England. To that end they gave him the star sceptre and the amulet which Brian believed provided him with his power. The Captain Britain described here is Braddock at the start of his career.

CAPTAIN BRITAIN (Interim Version)

Brian Braddock

F	A	S	E	I	P	
IN	RM	RM	AM	GD	IN	EX
40	30	30	50	10	40	20

Health: 150 Karma: 70
Resources: EX Popularity: 100

KNOWN POWERS
Brian Braddock believed his powers were derived from his costume, a suit of mystic circuitry. The suit (apparently) gave him the following powers:
Strength Boost: Increases strength to IN. (Health remains unchanged.)
Flight: Shift X speed.
Force Fields: EX rank.
LIMITATIONS: Captain Britain depends upon his suit for his powers. Unless he has it, he receives no benefit. Also, Brian Braddock became an alcoholic during this period in his life.
TALENTS: Physics, British Folklore and History.
GROUPS: None.
IN BRIEF: Merlin transformed Captain Britain's sceptre and amulet into a suit equipped with mystic circuitry. While Brian believed his abilities derived from the suit (and he was powerless without them), the suit actually provided a transition state for his own innate abilities.

CAPTAIN BRITAIN (Current Form)

Brian Braddock

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: 40

KNOWN POWERS
Flight: Shift X Speed.
Force Field Generation: RM rank.
LIMITATIONS: Captain Britain is tied to the land of Britain (and its extra-dimensional counterparts). For each day away from the British Isles, make a Psyche FEAT. Failure indicates a drop of one rank in all physical abilities (minimum of EX). Braddock is also an alcoholic.
TALENTS: British Folklore and History, Physics.
GROUPS: Excalibur.
IN BRIEF: Brian Braddock eventually learned that his father was a native of the extra-dimensional land called Otherworld. He also discovered that his powers were inborn and not the result of artifacts or suits—these merely helped him develop his powers. Captain Britain, who may or may not be a mutant, has joined former members of the X-Men in the group, Excalibur.

CASSIDY, BLACK TOM

Thomas Samuel Eamon Cassidy

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: −7

KNOWN POWERS
Heat Blast: RM intensity and range.
Kinetic Blast: RM intensity and range.
Focus: Black Tom can focus his powers through a wooden shillelagh, raising the intensity and range to AM.
Invulnerability (Sonics): UN resistance to all sonic attacks, including those of his brother Sean and niece Theresa.
TALENTS: Criminal Background, Bilingual (Irish and English).

GROUPS: Black Tom is a long-time partner of Juggernaut.
IN BRIEF: Black Tom is the brother of the X-man, Banshee, and uncle of the Fallen Angel, Siryn. Unlike these relatives, Black Tom is a black-hearted rogue who robs and steals with grace and style. For some time, he has worked with Cain Marko, better known as Juggernaut, and is the "brains" of the pair.

CATSEYE

Sharon Smith

F	A	S	E	R	I	P
GD	EX	GD	GD	PR	EX	EX
10	20	10	10	4	20	20

Health: 50 Karma: 44
Resources: PR Popularity: 2

Feline Form

F	A	S	E	R	I	P
EX	EX	EX	EX	PR	EX	EX
20	20	20	20	4	20	20

Health: 80 Karma: 44

KNOWN POWERS
Transformation: Catseye can change from human to feline form, gaining a prehensile tail and a number of abilities in the process.
- Claws: GD edged damage.
- Wallcrawling: GD ability.
- Infravision: GD ability.

LIMITATIONS: In feline form, ability to handle objects becomes PR.
TALENTS: Student, Photographic Memory.
GROUPS: Member of the Hellions.
IN BRIEF: Abandoned as a baby, Catseye grew up in her feline form. To this day, she is more comfortable in that form than in human form. However, the White Queen has helped her develop a human personality. Catseye feels an affinity for Wolfsbane, a member of the New Mutants who has shape-changing powers similar to her own.

CHANCE

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

Health: 46 Karma: 24
Resources: FE Popularity: 0

KNOWN POWERS
Power Magnification: RM rank. On a successful power FEAT, Chance can enhance the ability of all mutants within one area by one rank. In doing so, she forces those individuals to use those powers, even if they do not want to.
Power Negation: UN rank. Chance can act as a power-damper for all mutants within one area. Affected characters must make a Psyche FEAT against the UN rank of the power before using a mutant ability.
LIMITATIONS: Chance's power has only recently manifested itself and her control over it is erratic. When angry or upset, she must make a Psyche FEAT to *avoid* using either her magnification or negation power (Judge's choice).
TALENTS: Knife-fighting, Streetwise, Martial Arts B, Bilingual (Korean and English).
GROUPS: Member of the Fallen Angels.
IN BRIEF: A Korean immigrant whose mutant powers have just begun to show themselves, Chance is still learning her abilities. A member of the Fallen Angels, Chance should not be confused with the technological assassin of the same name.

CHANGELING

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

Health: 24 Karma: 18
Resources: PR Popularity: 0

KNOWN POWERS
Imitation: AM intensity ability to alter his appearance, clothes, and voice by psionic means.
Mind Blast: An EX rank power given to Changeling by Prof. X when he imitated the professor.
Telepathy: Another EX rank power granted by Prof. X for the duration of Changeling's imitation.
TALENTS: Leadership.
GROUPS: Former second-in-command of Factor Three; former leader of the X-Men (imitating Prof. X).
IN BRIEF: Changeling first appeared as the team leader of Factor Three, a group of mutants working for alien masters. Changeling turned on his masters and aided the X-Men and other mutants in destroying Factor Three. Soon afterwards, Prof. X asked Changeling to imitate him while he prepared himself mentally for the invasion of the Z'Nox. While masquerading as Prof X, Changeling was killed by a subterranean madman named Grotesk.

CHANTEL, LOURDES

F	A	S	E	R	I	P
TY	GD	TY	EX	GD	GD	EX
5	10	6	20	10	10	20

Health: 42 Karma: 40
Resources: GD Popularity: 0

KNOWN POWERS
Teleportation: Chantel can "jaunt" up to 100 miles away. In order to carry additional people, she must make an Endurance FEAT or fall unconscious. (Passengers are unaffected.)
TALENTS: None revealed.
GROUPS: Member of the Hellfire Club.
IN BRIEF: A Spanish mutant, Lourdes was in love with Sebastian Shaw prior to his ascension as Black King of the Hellfire Club. Lourdes was killed by a Sentinel while protecting Shaw.

CHENEY, LILA

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

Health: 66 Karma: 36
Resources: RM Popularity: 55

KNOWN POWERS
Teleportation: Lila has the ability to teleport across interstellar distances, carrying anyone or anything in the same area with her. She can only teleport to areas with which she is familiar and then only at interstellar distances.



In teleporting from place to place on Earth, she relays through a Dyson Sphere.

TALENTS: Performer, Singing, Guitar, Thievery (RM).

GROUPS: Leader of the Lila Cheney Band.

IN BRIEF: An interstellar thief maintaining a cover on earth as a popular rock singer, Lila Cheney once attempted to steal the Earth, a plan foiled by the New Mutants. During this time, Lila fell in love with Sam Guthrie. Lila's base is a Dyson Sphere (a huge shell completely surrounding a star) in an unknown star system.

CLOAK

Tyrone Johnson

F	A	S	E	R	I	P
TY	GD	EX	IN	TY	EX	GD
6	10	20	40	6	20	10

Health: 76 Karma: 36
Resources: FE Popularity: 2

KNOWN POWERS

Cloak: Cloak's abilities are centered around the gateway to an extra-dimensional space. This space contains a hungry being which amplifies and feeds off the fears of those who enter. This being is held at bay by the energy of Dagger's Light. The cloak gives Johnson the following powers:

- Teleport, Shift X range, taking along others wrapped in the cloak.
- Intangibility equivalent to MN body armor. Becomes tangible, and vulnerable, when hunger is in check.
- Darkness generation, EX intensity.
- Vampirism affecting any unprotected individual within the cloak. Those affected must make a Psyche FEAT each round or lose a rank of Psyche. When Psyche is reduced to 0, the individual is consumed by the cloak. Cloak can forcibly eject those within the cloak's dimension by making a Psyche FEAT roll against EX intensity. Long periods without a victim increase the cloak's "need" to feed.

TALENTS: Tyrone recently learned how to read.

GROUPS: Partner of Dagger.

IN BRIEF: Tyrone Johnson and Tandy Bowen's mutant nature allowed them to survive the testing of a synthetic drug which killed the others in their

kidnapped test group. Escaping, the pair found that the tests had released their mutant abilities. The pair's abilities are a matched set of light and dark.

COLLINS, RUSTY

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

Health: 32 Karma: 22
Resource: FE Popularity: −5

KNOWN POWERS
Pyrotechnics: MN control over flame. Can generate EX fire damage versus one target. On Psyche FEAT can encompass up to two areas for AM damage.
Heat Resistance: UN resistance to fire.
TALENTS: Student.
GROUPS: Ward of X-Factor; member of the X-Terminators, New Mutants, Mutant Liberation Front.
IN BRIEF: Rusty's pyrotechnic power manifested itself in an accident shortly after he joined the Navy. The incident severely burned a woman. X-Factor was called in to deal with the problem. They rescued Rusty and began to teach him how to deal with his mutant ability. He joined other young mutants collected by X-Factor and became one of the X-Terminators. Later, he joined the New Mutants. He and another mutant, Skids, escaped government authorities and joined the terrorist Mutant Liberation Front.

COLOSSUS

Piotr Nikolaievitch Rasputin

(Peter Nicholas)

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

Armored Form:

F	A	S	E	R	I	P
EX	GD	MN	IN	TY	TY	EX
20	10	75	40	6	6	20

Health: 145 Karma: 32
Resources: PR Popularity: 0

KNOWN POWERS
Body Armor: AM protection from physical and energy attack; MN resistance to heat and cold; EX resistance to corrosives; RM resistance to electrical damage.
Self-Sustenance: When in armored form, Colossus has no need to eat, drink, or breathe.
Invisibility to Machines: Colossus and the other X-Men who fought with Roma against the Adversary were rewarded with UN invisibility to cameras and other mechanical devices—Colossus cannot be photographed and will not be detected by sensors or robots, including ordinary Sentinels.
TALENTS: Artist, Pilot, Martial Arts A, Bilingual (Russian and English).
GROUPS: Member of the X-Men.
IN BRIEF: Colossus is a Russian mutant recruited by Prof. X to rescue the original X-Men from the island-mutant Krakoa. Following the rescue, he remained a member of the team. Upon passing through the Siege Perilous, Colossus was reincarnated as the American artist Peter Nicholas. He is unaware of his mutant nature and powers and has developed a popular following as an artist.

CONCUSSION

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

Health: 70 Karma: 22
Resources: PR Popularity: 0

KNOWN POWERS
Force Bolts: IN intensity force bolts shot from the hands.
TALENTS: Bilingual (Russian and English).
GROUPS: Member of a cell of Soviet Mutants.
IN BRIEF: Concussion is a mutant with the ability to fire concussive energy from his fists. He is a member of a cell of other superpowered mutants led by Father Alexi Garnoff.

CRAZY GANG (Group)

IN GENERAL: The Crazy Gang is a group of criminals from an alternate Earth who dress and act like storybook characters. Hopeless on their own, they do their best work under the direction of others. Most recently, Arcade has provided that direction, though the group was defeated by Excalibur and is now in custody.

EXECUTIONER

F	A	S	E	R	I	P
EX	GD	EX	EX	PR	FE	RM
20	10	20	20	4	2	30

Health: 100 Karma: 36
Resources: FE Popularity: 0

KNOWN POWERS
Robotic Construction: As a humanoid Robot, Executioner has EX body armor and cannot be affected by gases, poisons, disease, or mind-controlling attacks.
WEAPONS: Executioner's chief weapon; an axe capable of doing EX edged damage.
TALENTS: Axemanship.
IN BRIEF: A humanoid robot Programmed to respond to the Red Queen's orders (chiefly "Off with his head"), Executioner is quick to answer the call.

JESTER

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

Health: 70 Karma: 20
Resources: FE Popularity: 0

KNOWN POWERS None.
WEAPONS: Jester's chief weapon is a foil capable of inflicting GD damage.
TALENTS: Swordsmanship, Acrobatics, Juggling, Tumbling.
IN BRIEF: Of moderate intelligence and initiative, Jester is the closest thing the Crazy Gang has to a master planner. This Jester should not be confused with Daredevil's retired foe of the same name or the individual who has taken up the old Jester's bag of tricks.

KNAVE

F	A	S	E	R	I	P
GD	GD	IN	RM	TY	PR	PR
10	10	40	30	6	4	4

Health: 90 Karma: 14
Resources: FE Popularity: 0

KNOWN POWERS
Body Armor: GD protection from physical and energy assaults.
TALENTS: Martial Arts A.
IN BRIEF: A reluctant and morose warrior and criminal, Knave grudgingly follows the others' orders.

RED QUEEN

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

Health: 42 Karma: 12
Resources: FE Popularity: 0

KNOWN POWERS
No known super-human powers.
WEAPONS: Sceptre/rolling pin, TY blunt weapon damage.
TALENTS: None.
IN BRIEF: No powers, no talents, tends to yell a lot and boss people around. This makes the Red Queen the leader of the group.

TWEEDLEDOPE

F	A	S	E	R	I	P
GD	GD	RM	RM	PR	FE	TY
10	10	30	30	4	2	6

Health: 80 Karma: 12
Resources: FE Popularity: 0

KNOWN POWERS
Hyper-inventions: Tweedledope is an idiot savant with AM ability to build things.
TALENTS: None.
IN BRIEF: Tweedledope is always piecing things together with varying degrees of success. He apparently built Widget though, as usual, he didn't realize what he had done.

CRIMSON

F	A	S	E	R	I	P
RM	RM	RM	RM	EX	RM	AM
30	30	30	30	20	30	50

Health: 120 Karma: 100
Resources: EX Popularity: 0

KNOWN POWERS
Empathic Vampire: Crimson has AM ability to feed off the emotional distress of others. This is achieved by touch. Each time he feeds, all of the victim's abilities are −1CS for 1-10 turns. If he feeds with intent to kill, the victim's Endurance drops −1CS per turn of feeding, until it reaches Sh0, at which point the victim dies.
Flight: GD speed.
Invisibility: RM rank psionic ability to "cloud men's minds" and, thus, become invisible.
Mutant Detection: MN ability, on sight.
TALENTS: None Revealed.
GROUPS: Member of the Raven.
IN BRIEF: Crimson is one of the Raven, an offshoot of humanity similar to the Eternals, but fewer in number and with the need to feed off human emotions. The Raven are old, decadent, and cruel in their treatment of "human cattle," taking pleasure in the sufferings of others. They recently discovered in mutants a fresh source of emotional relief. Crimson is among the more powerful of the Raven, though is not their leader.

CRIMSON COMMANDO

Frank Bohannan

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
Thought Suppression: More of a talent than a super-human power, this allows the Crimson Commando to suppress surface thoughts. Provides IN protection from detection by telepaths such as Psylocke. This ability gives the Commando a +1 on initiative, and, if initiative is gained, allows him to blindside an opponent.
WEAPONS: Crimson Commando uses several weapon types:
Daggers: GD edged damage.
Revolver: TY range. Cylinder holding 5 bullets. Three of the bullets are capable of penetrating RM armor and inflicting GD shooting damage. Two bullets are rubber and do GD blunt attack damage.
EQUIPMENT: Crimson Commando has a wide variety of equipment, including:
Body Armor providing EX protection from physical attacks and GD protection from energy attacks.
Utility Belt containing all of the following items:
- 50′ reel of fine wire in buckle.
- AM intensity flash grenades.
- TY intensity incendiary grenades.
- EX intensity smoke bomb.
- TY intensity tear gas.
- IN damage plastic explosive and timer.
- Lockpicks and skeleton key.
- Mini-torch of RM intensity.

TALENTS: Martial Arts B, C, and D, Wrestling, Thrown Objects, Acrobatics, Tumbling, Marksmanship, Espionage, Military, Weapons Mastery, Tracking, Leadership, Multi-lingual (German, Russian, and English).
GROUPS: Former member of US Military and OSS; ally of Stonewall and Super Sabre; current Member of Freedom Force.
IN BRIEF: A mutant whose power allowed him to raise his abilities to their absolute maximum and maintain them far into old age. Crimson Commando was a WWII hero, but in recent years, he, Stonewall, and Super Sabre began capturing and killing criminals. Storm put a stop to that and forced them to turn themselves in. Commando, Stonewall, and, Super Sabre joined the Freedom Force.

CRUCIBLE

Byron Calley

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

Health: 50 Karma: 16
Resources: PR Popularity: 0

KNOWN POWERS
Heat & Fire Generation: RM ability with the following power stunts:
- Create fire within two areas, RM ability.
- Project flame from his hands, RM energy damage, three area range.

•Wrap himself in his own flames. Those touching or attacking Crucible unprotected by body armor or fire resistance suffer RM damage. Crucible cannot otherwise control flames of his own creation.
Fire Resistance: Immune to his own flames. He can be affected by other fires.
EQUIPMENT: Crucible wears the standard Resistant uniform, providing GD protection from physical and energy attacks.
TALENTS: Criminal.
GROUPS: Former member of Mutant Force; current member of the Resistants.
IN BRIEF: Formerly a mutant criminal with Mutant Force, Burner renamed himself Crucible when he joined the Resistants, a group of mutants fighting government hostility toward, and mistreatment of, mutants.

CYBELLE

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

Health: 38 Karma: 18
Resources: FE Popularity: 0

KNOWN POWERS
Acid Touch: IN dissolving intensity. Can bore through rock at one area/round. Can only affect inorganic material.
Resistance—Acid: MN resistance to acid and other corrosives.
TALENTS: None.
IN BRIEF: Cybelle was killed by Harpoon during the Mutant Massacre.

CYCLOPS (Initial)

Scott "Slim" Summers

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

Health: 42 Karma: 50
Resources: PR Popularity: 0

KNOWN POWERS
Optic Blast: EX damage, two area range. Cyclops cannot control this damage and affects all targets in his line of sight.
Partial Invulnerability: Cyclops cannot be hurt by the reflection of his own eye-beams or by the energy blasts of his brother, Havok. He can be slammed and stunned by these beams.
EQUIPMENT: Cyclops' eyeblasts are uncontrollable, functioning whenever his eyes are open. He wears a set of ruby lenses which allow him to use his blasts as described above.
TALENTS: Student.
GROUPS: Leader of the X-Men.
IN BRIEF: These stats represent Scott Summers' abilities when he was recruited by Prof. X to be team leader of the X-Men.

CYCLOPS (Current Version)

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

Health: 76 Karma: 70
Resources: GD Popularity: 20

KNOWN POWERS
Optic Blasts: Up to AM damage at three areas range. For each area beyond three, reduce damage by one rank. Cyclops' Agility is IN with his eyebeams. He can perform a number of power stunts with this power, including:
•Use the blast to break a fall, inflicting only TY damage on the target.
•Attack multiple targets on a successful Agility FEAT. He can affect up to eight targets in a single area if there are sufficient reflectors (mirrors, glass, metal) around. Damage is reduced to IN.
•Affect two adjacent areas with a wide-angle beam. Anyone in those areas takes RM energy damage.
•Transform other energy sources (notably electricity) into optic blast energy. When attempting this, Cyclops must make a Red Psyche FEAT or take damage from the energy source he tried to transform.
EQUIPMENT: Cyclops' eyeblasts are uncontrollable, functioning whenever his eyes are open. He wears a set of ruby lenses which allow him to use his blasts as described above.
TALENTS: Leadership, Spacecraft and Aircraft Pilot, Spatial Geometry (used in planning "bankshots" of optic energy), Martial Arts A and C, Multilingual (Russian, English, and Japanese).
GROUPS: Founding member and leader of the X-Men. Founding member and leader of X-Factor.
IN BRIEF: Summers has established a long career as a costumed adventurer, as leader of both the X-Men and X-Factor.

CYPHER

Douglas Ramsey

F	A	S	E	R	I	P
TY	TY	TY	GD	RM	GD	TY
6	6	6	10	30	10	6

Health: 28 Karma: 46
Resources: PR Popularity: 3

KNOWN POWERS
Linguistics: IN ability to translate spoken and written languages. Can communicate with others in new languages on a successful FEAT roll.
TALENTS: Computers (hardware and software).
GROUPS: Member of the New Mutants.
IN BRIEF: Doug Ramsey was recruited into the New Mutants in order to communicate with the techno-organic being known as Warlock. He served in the New Mutants until his death at the hands of Dr. Animus.



D

DAGGER

Tandy Bowen

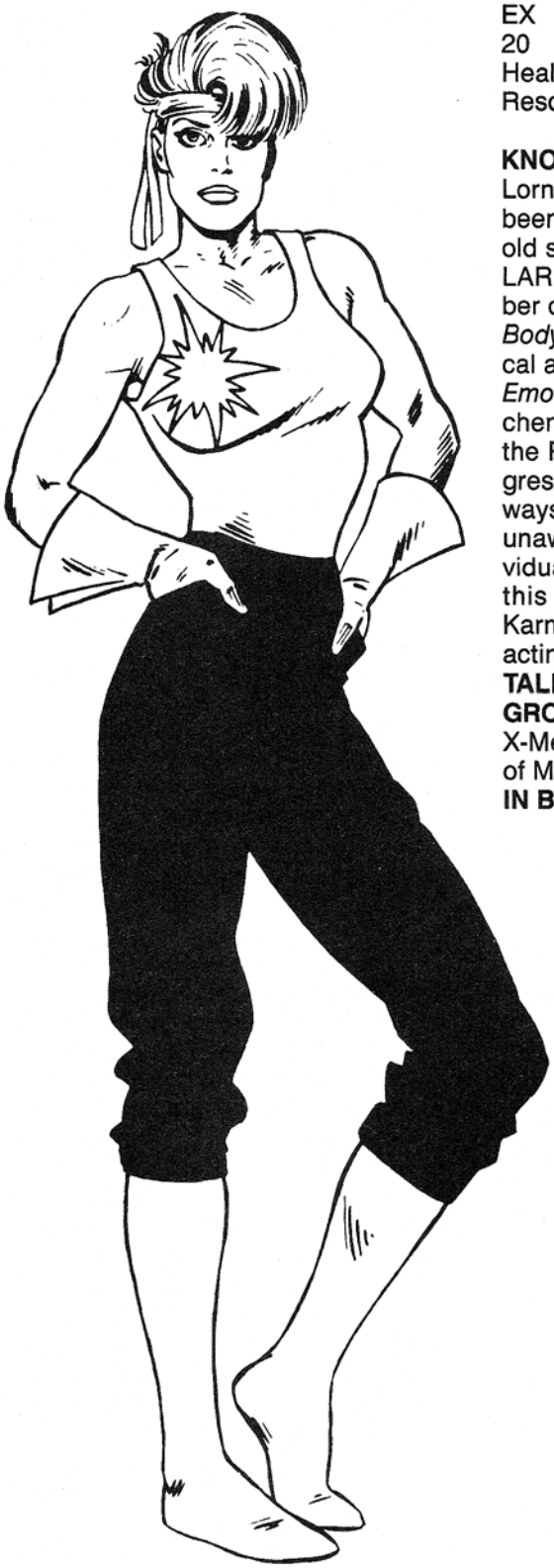
F	A	S	E	R	I	P
PR	TY	TY	RE	GD	GD	GD
4	6	6	30	10	10	10

Health: 46 Karma: 30
Resources: FE Popularity: 4

KNOWN POWERS
Light Generation: RM intensity. This light can offset the negative effects of traveling through Cloak's Darkness.
Light Daggers: Daggers of "living light" that inflict EX damage and penetrate up to GD body armor. Target must make an Endurance FEAT versus EX intensity or be knocked unconscious for 1-100 rounds and suffer −3CS for three days. A successful Endurance FEAT allows the target to remain conscious but still results in −1 CS for 1-10 days. Effects are not cumulative. In addition, Tandy can use the following power stunts:

- •EX ability to cure drug addiction or substance abuse.
- •Create a sword of RM damage, capable of punching through force fields of EX rank.
- •Create a "Light Punch," allowing her to touch another person and pass her power into him or her without visible display.
- •Locate Cloak by instructing her daggers to seek him.

LIMITATIONS: Tandy Bowen's current Fighting and Agility scores reflect the fact that she is blind (she used to have EX Fighting and Agility scores). When fighting alongside Cloak, and able to communicate with him, both abilities are increased to TY. She cannot be harmed by illusions or sight-based attacks.
TALENTS: Dancer, Acrobatics, Tumbling, Martial Arts C, Horseback Riding, Circus Performance.
GROUPS: Partner of Cloak.
IN BRIEF: Kidnapped and subjected to an experimental drug, Tandy's nascent mutant ability transformed her into Dagger. She teamed with Cloak (Tyrone Johnson), another survivor of the drug experiment, and became a costumed vigilante fighting drug traffickers. Tandy was blinded in battle and has since been learning to live with her disability.



DANE, LORNA

F	A	S	E	R	I	P
EX	EX	AM	AM	GD	EX	RM
20	20	50	50	10	20	30

Health: 140 Karma: 60
Resources: TY Popularity: 0

KNOWN POWERS
Lorna's former powers as Polaris have been stripped away by Zaladane. Her old stats can be found under the POLARIS entry. She currently has a number of abilities, however, including:
Body Armor: IN protection from physical and energy weapons.
Emotion Control: Either through some chemical or psionic ability, Lorna has the RM ability to make others act aggressively. This emotion control is always in operation and Lorna herself is unaware of its full ramifications. Individuals who are under the influence of this power should receive extra Karma for good roleplaying (i.e., overacting).
TALENTS: Geophysics.
GROUPS: A "reserve member" of the X-Men; present member of the X-Men of Muir Island.
IN BRIEF: Polaris' mutant abilities

were stripped from her by Zaladane. In their place Lorna Dane discovered she had developed a super-human level of strength and resistance. She escaped the Savage Land and made her way to Muir Island where she joined Banshee and others in repelling an attack by the Reavers. She is currently held prisoner there by Legion, under the control of the shadow-king.

DARKSTAR

Laynia Petrovna

F	A	S	E	R	I	P
GD	EX	GD	AM	GD	EX	IN
10	20	10	50	10	20	40

Health: 90 Karma: 70
Resources: GD Popularity: 5 (20 in USSR)

KNOWN POWERS
Darkforce Manipulation: IN intensity. Darkstar can manipulate the darkforce material in a number of power stunts:

- A beam inflicting IN damage at a range of two areas.
- Create solid objects of IN material strength, up to two areas in size. If Darkstar is rendered unconscious, darkforce objects disappear.
- Form protection shield up to AM material strength. If Darkstar is rendered unconscious, the shield disappears.

Teleportation: One mile range, RM accuracy. She can take up to three others with her.
Flight: GD air speed.
TALENTS: Espionage, Bilingual (English and Russian).
GROUPS: Champions of Los Angeles, Soviet Super Soldiers.
IN BRIEF: A Soviet mutant, Darkstar was trained to act as an agent of her government. Following an aborted mission in the United States, she joined the Champions of Los Angeles. She later returned to her native land to form the Super Soldiers with her brother Vanguard and the hero Ursa Major. The team was originally government sponsored, but has of late been acting as an independent group.

DAZZLER (Original Version)

Alison Blaire

F	A	S	E	R	I	P
TY	GD	TY	GD	PR	TY	TY
6	10	6	10	4	6	6

Health: 32 Karma: 16
Resources: PR Popularity: 5

KNOWN POWERS
Sound/Light Conversion: Dazzler can convert sound into light energy. The intensity of this ability and the power stunts associated with it depend on the level of ambient sound. The list below offers the Judge some guidelines for determining the power's intensity. (Note that, when using her ability at MN level or higher, Dazzler must make an Endurance FEAT or lose consciousness for 1-10 rounds.)

Complete Silence	Sh0
Humming	PR
Singing	TY
Normal Background	EX
Radio, Crowds	RM
Loud Music, Traffic	IN
Subway, Explosions	AM
Jets, Rockets	MN
Banshee's Scream	UN
Black Bolt's Voice	ShX

The power stunts she can implement include the following:

- Laser capable of doing damage of intensity determined by ambient noise (see above), one area range.
- "Dazzle" to confuse and blind for 1-10 turns. Target must make an Endurance FEAT against light's intensity or attack at −4CS to hit.
- Calm or Hypnotize targets at light's intensity, one area range. Targets must make a Psyche FEAT or become tranquilized for 1-10 turns.
- A "lightshow" of dancing lights similar to those used in professional rock tours.

EQUIPMENT: Dazzler regularly uses two items:
Roller Skates: Dazzler has clip-on roller skates that allow her to skate at three areas per round.
Tape Deck: Provides a sound source for EX use of her powers.
TALENTS: Singer, Roller Skating.
GROUPS: None.
IN BRIEF: A mutant whose abilities manifested themselves when she was in her late teens, Alison Blaire chose to be a professional singer rather than follow her father into law. She used her light-generating abilities to supplement her act. The description here represents Alison's abilities at the time that she first came to public attention, prior to the release of the Dazzler movie.

DAZZLER (Current Version)

Alison Blaire

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

Health: 60 Karma: 18
Resources: PR Popularity: 0

KNOWN POWERS
Sound/Light Conversion: Dazzler can convert ambient sound into light energy which she can use to implement a number of power stunts. The intensity of her abilities depends on the level of sound. Use the following guide:

Complete Silence	Sh0
Humming	PR
Singing	TY
Normal Background	EX
Radio, Crowds	RM
Loud Music, Traffic	IN
Subway, Explosions	AM
Jets, Rockets	MN
Banshee's Scream	UN
Black Bolt's Voice	ShX

At MN level or higher Dazzler must make an Endurance FEAT or be −1CS on attacks for 1-10 rounds, cumulative. The power stunts she can implement include:

•Laser with two area range, capable of inflicting damage up to the intensity level determined by the level of ambient sound (see list above).

•"Dazzle" to confuse and blind for 1-100 turns. Target must make an Endurance FEAT against light's intensity or be −4CS to hit.

•Calm or Hypnotize targets at light's intensity, one area range. Targets must make a Psyche FEAT or become tranquilized for 1-100 turns.

•A "lightshow" of dancing lights similar to those used in professional rock tours.

•By directing her lightblasts beneath her, Dazzler can "fly" in a straight line at FE air speed (two areas/turn).

Intimidation: The spectacular effects accompanying Dazzler's powers make them appear greater than they are. An opponent unaware of her abilities must make a Psyche FEAT against GD intensity or be demoralized—attempts to flee or fight are at −2CS to hit.

Resistance to Light: UN resistance to light-based attacks.

Invisibility to Machines: UN invisibility to recording devices and machine intelligence.

EQUIPMENT: Dazzler's costume contains circuitry to contain ambient sound sufficient for use of abilities up to RM intensity for five rounds before exhausted.

TALENTS: Singer, Roller Skating, Show Business.

IN BRIEF: With the release of the Dazzler movie, Allison's mutant nature became public knowledge. Her life and career fell apart in the backlash. She joined the X-Men and passed through the Seige Perilous. Awaking with her powers but no memory of her past (on a beach belonging to the missing Lila Cheney), she took up residence in Cheney's house. The successful rerelease of the Dazzler movie helped Alison regain her place in the entertainment community and she has not rejoined the X-Men.

DEAN, LAURA

F	A	S	E	R	I	P
FE	PR	FE	EX	FE	TY	TY
2	3	2	20	2	6	6

Health: 27 Karma: 14
Resources: FE Popularity: 0

KNOWN POWERS

Dimensional Gates: AM ability to open gates to other dimensions. In attempting to reach a new dimension Laura must make a Red FEAT, but once the gateway is created she can open gates to that dimension at will. Laura can close the gates she makes or let them close naturally (which they do when she stops concentrating on them).

Link: In the past, Laura used her gating ability to switch places with her twin, Goblyn. Both currently exist in this dimension.

TALENTS: None.

GROUPS: Former member of Beta Flight, the Alpha Flight training group.

IN BRIEF: Both Laura and her twin are mutants, though only Goblyn was visibly so before birth. When an attempt was made to kill Goblyn in the womb, Laura moved her twin into another dimension. Autistic into adolescence, Laura was recruited by various villains who wished to use her Goblyn persona. She finally joined Alpha Flight to defeat the Dream Queen but left the team to seek a more normal life for herself and her sister.

DEATHBIRD

F	A	S	E	R	I	P
RM	EX	RM	RM	GD	GD	GD
30	20	30	30	10	10	10

Health: 110 Karma: 30
Resources: ShY Popularity: −10

KNOWN POWERS

Flight: GD air speed, with MN agility in flight.

Pinions: Deathbird can fire sharp feathers from her wings, inflicting GD edged attack damage. Uses normal agility for these attacks.

Talons: Made of RM strength material and capable of inflicting EX edged attack damage.

Berserk Frenzy: A successful Red Endurance FEAT can increase Fighting and Endurance by +1CS, with no effect on health. Up to ten rounds/day.

WEAPONS: Telescoping javelins carried in wrist-brackets. Deathbird can throw them up to four areas. Among the types of javelins available are:

•Normal: RM edged damage.

•Gas: Fills one area. Anyone unprotected is −1CS on all FEATs for three rounds.

•Electrical: A pair of javelins which, upon contact with one another, fire a bolt of IN intensity lightning, two area range. Up to eight bolts can be fired before the javelins are drained.

TALENTS: Weapon Specialist (Javelins), Martial Arts E; Shi'ar Law and History.

GROUPS: Current ruler of the Shi'ar Empire. She is feared and hated, but her orders are followed.

IN BRIEF: The younger sister of Lilandra, Deathbird is an atavistic mutant, a throwback to the earlier days when the Shi'ar were winged. Insane and power-hungry, Deathbird captured the Shi'ar throne with the aid of the Brood and the Badoon.

DESTINY

Irene Adler

F	A	S	E	R	I	P
PR	TY	PR	EX	GD	UN	MN
4	6	4	20	10	100	75

Health: 34 Karma: 185
Resources: GD Popularity: 5

KNOWN POWERS

Precognition: Destiny can scan the probability lines of the future with great accuracy for events in the near future, lesser accuracy for those further on. Her power is 97% correct for the next round and −10% for each subsequent round. This power has the following effects:

•Destiny and all compatriots within three areas have an initiative of 11. She must be able to communicate with allies to give them this benefit.

•Destiny can use her Karma for another character within two areas.

•Destiny can make long-range predictions. The Judge makes a Pysche FEAT to determine what she sees:

Within 15 minutes	Green
Within 24 hours	Yellow
Beyond 24 hours	Red

Failure indicates a misleading scenario and, for the time in question, Destiny loses all initiative and surprise benefits.

LIMITATIONS: Blindness. Destiny cannot see and is immune to sight-based attacks (including holograms and illusions). Mental illusions *can* affect her.
WEAPONS: Crossbow Pistol, GD range and damage.
TALENTS: Bows, Bilingual (German and English).
GROUPS: Founding member of the second Brotherhood of Evil Mutants; founding member of the Freedom Force.
IN BRIEF: Not to be confused with the Sub-Mariner's foe of the same name, Destiny was a long-time friend of Mystique and served as coordinator and planner for both teams. Destiny was killed, apparently by Legion, during the Reaver attack on Muir Island.

DEVIL DINOSAUR

F	A	S	E	R	I	P
GD	TY	MN	UN	TY	PR	FE
10	6	75	100	6	4	2

Health: 191 Karma: 12
Resources: FE Popularity: −5

KNOWN POWERS
Bite: MN Edged Attack
Stomp: Devil Dinosaur's stomp attack takes two forms. A one-footed stomp can reach into an adjacent area and inflict MN damage; a leaping stomp reaches up to two areas away for UN damage. Those attempting to dodge a leaping stomp do so at −1CS. Devil can also perform a groundstrike maneuver using this ability.
Leaping: Devil moves at RM ground speed, and can leap up to three areas, though not higher than one area.
Tracking: IN rank.
Body Armor: AM body armor, IN against energy attacks.
TALENTS: None.
GROUPS: Partner of Moon Boy, member of the Fallen Angels.
IN BRIEF: Devil is a mutated, dinosaur-like creature from a parallel dimension where the dinosaurs did not die out, but existed alongside humanoid creatures. Devil became friends with the humanoid, Moon-Boy, and they've had several adventures together. The mutant Ariel opened a gate to Devil's dimension and brought both Devil Dinosaur and Moon-Boy to Earth. Devil is currently living secretly (well, as secretly as a 25′ tall tyrannosaur *can*) in Manhattan.

DIAMOND LIL

Lillian Crawley

F	A	S	E	R	I	P
EX	GD	EX	UN	PR	TY	TY
20	10	20	100	4	6	6

Health: 150 Karma: 16
Resources: PR Popularity: 0

KNOWN POWERS
Body Armor: Diamond Lil's flesh is impenetrably hard. This gives her the following abilities:
- UN body armor.
- Nails inflict EX edged damage. Able to gouge materials of UN material strength or less.
- Hair can inflict EX edged damage.
- UN Resistance to heat, cold, acids, though not to poison, disease, and magical attacks.

Diamond Lil can be stunned or slammed by attacks of EX or higher but takes no damage. An Intuition FEAT is required to determine if she even notices attacks of TY strength or less.
TALENTS: Criminal.
GROUPS: Member of the original Gamma Flight and Omega Flight. Current member of Alpha Flight.
IN BRIEF: A Canadian mutant with diamond-hard skin, Lil was recruited into Gamma Flight as a trainee. With the shutdown of that program, Lil was recruited into Omega Flight but, influenced by her affection for Madison Jeffries, changed sides and joined Alpha Flight.

DOPPLEGANGER

Dr. Wolfgang Heinreich

F	A	S	E	R	I	P
GD	TY	TY	AM	RM	TY	AM
10	6	6	50	30	6	50

Health: 72 Karma: 86
Resources: RM Popularity: 0

KNOWN POWERS
Power Duplication: AM ability to mimic the appearance, voice, and powers (but not memories, scent, or power stunts) of an individual he touches. The full effect is achieved after two rounds. After that, Doppleganger is an exact copy of the victim, with all of that person's abilities except Health and Karma, which remain at Heinreich's original levels. The duplication lasts as long as Heinreich wishes or until he is knocked unconscious.
Mutant Detection: AM ability to tell if a person is a mutant simply by touching him or her.
TALENTS: Genetics (specialist in mutant abilities).
GROUPS: Former member of the Soviet KGB.
IN BRIEF: An East German mutant recruited by the KGB, Doppleganger headed up a Siberian genetics program whose aim was to create mutant super-soldiers. This organization was destroyed by X-Factor and Heinreich appeared to have been killed. In reality, he escaped to America and is still at large.

DRAGONESS

F	A	S	E	R	I	P
EX	RM	GD	RM	GD	GD	GD
20	30	10	30	10	10	10

Health: 90 Karma: 30
Resources: TY Popularity: −5

KNOWN POWERS
Flight: Flies by means of leathery wings. GD airspeed.
Fire Generation: IN intensity, three area range.
Fire Protection: IN protection.
TALENTS: Aerial Combat.
GROUPS: Mutant Liberation Front.
IN BRIEF: A young Japanese woman whose family was exposed to the atomic blast at Hiroshima, Dragoness has contempt for mankind (which she considers responsible for her twisted form). Seeking revenge, she joined Stryfe's Mutant Liberation Front. Recently, she, Sumo, and Kamikaze fought the New Mutants in Madripoor.

E

EEL

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

Health: 70 Karma: 22
Resources: TY Popularity: 0

KNOWN POWERS
Flattened Shape: Eel has the ability to reshape his body into a large, flattened form, giving him +2CS to grappling rolls. He can also use this power to extend up to one area away.
Body Armor: EX protection from physical and energy damage.
Water Breathing
Swimming: Up to three areas/turn
Resist Cold: EX ability.
LIMITATIONS: As an Atlantean, Eel can only survive in open air for four hours. From that time on, he loses 1CS per hour; when all abilities reach Sh0, he is in danger of dying.
TALENTS: None.
GROUPS: Member of S.U.R.F.
IN BRIEF: Eel is an Atlantean mutant with the ability to flatten himself into a large, flat shape well suited to combat. He has joined Sharkskin, Undertow, Namorita, and other Atlantean mutants in adventures.

EMPATH

Manuel Rodrigo de la Rocha

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

Health: 32 Karma: 95
Resources: EX Popularity: 5

KNOWN POWERS
Emotion Control: MN ability to control one emotion at a time, but can affect many targets in the same area simultaneously. Range of one area.
Empathy: MN ability to detect the feelings of others. Empath cannot control feelings that do not exist in the target. Monomaniacs make FEATs +2CS higher than normal when he tries to control emotions that run counter to their monomaniacal streak. Robots are unaffected by his power.
TALENTS: Student, Bilingual (Spanish and English).
GROUPS: Member of the Hellions. Has worked for Amahl Farouk.
IN BRIEF: The mutant son of a noble but impoverished Castilian family, Empath uses his ability to push others around, making them dance to his tune. He is trying to control his power in order to win the heart of Magma. The two currently live in Nova Roma.

ERG

F	A	S	E	R	I	P
TY	TY	TY	EX	TY	PR	PR
6	6	6	20	6	4	4

Health: 38 Karma: 14
Resources: FE Popularity: 0

KNOWN POWERS
Energy Absorption: EX ability, with the following power stunts:
•Automatically absorbs energy of less than EX rank.
•Can absorb greater energies (up to MN) on Power FEAT rolls. Failure stuns Erg for 10-100 rounds but does no other damage.
•Can redirect absorbed damage through an eyeblast −1CS weaker than the highest energy he has absorbed.
TALENTS: None.
GROUPS: Member of the Morlocks.
IN BRIEF: One of the survivors of the Mutant Massacre which claimed the lives of his fellow Morlocks, Erg's present whereabouts are unknown. He may have returned to the alley in which the Morlocks made their home.

EVANS, WILLIAM, JUNIOR

F	A	S	E	R	I	P
PR	TY	PR	TY	TY	TY	UN
4	6	4	6	6	6	100

Health: 20 Karma: 112
Resources: FE Popularity: 0

KNOWN POWERS
Reality Warping: Willie Evans has UN ability to warp reality. He usually uses this power to duplicate the superhuman powers of others. In the past, he has manifested the following abilities:
•Force and energy beams of up to MN strength.
•Force fields of MN strength.
•Create duplicates of his favorite heroes with MN abilities.
•Create creatures with MN abilities.
•Create explosions of MN force.
•MN ability to override mechanisms.
•MN ability to reverse others' powers.
•To handle the more destructive side of his nature, Evans created Grunt, a malicious advisor that sat on his shoulder and suggested evil ideas.
TALENTS: None.
GROUPS: None.
IN BRIEF: Willie Evans Jr. was a young mutant with the ability to make his dreams reality. After Evans did battle with the Fantastic Four, Reed Richards recommended that the youngster be sent to Prof. X's School, but Willie Senior declined, hoping to raise his son in a more normal manner. This attempt failed soon after the death of the boy's mother. At that point, the evil, frog-headed Grunt began suggesting malicious ways in which Evans could use his powers. The crisis came to a head when Project Pegasus kidnapped the boy. In the resulting carnage, Iron Man and X-Factor were called in. Evans defeated his Grunt-side, but only at the cost of his own life. Grunt apparently survived the death of his creator, but his present whereabouts are unknown.

F

FAMINE

Autumn Rolfson

F	A	S	E	R	I	P
FE	GD	FE	RM	GD	TY	GD
2	10	2	30	10	6	10

Health: 44 Karma: 26
Resources: FE Popularity: −30

KNOWN POWERS
Rot: Famine has MN ability to rot organic food, up to MN range.

•As a power stunt, Famine can induce hunger in one target, range of one area. The target must make an Endurance FEAT or collapse from the pain, taking EX damage. The pain lasts as long as Famine wishes it to or until he is knocked unconscious.

EQUIPMENT: Famine's equipment is as follows:
Mechanical Horse: As one of Apocalypse's Horsemen, Famine has a mechanical flying horse with RM Con, EX Speed, IN Body, and TY Protection. The horse has an IN strength personal force field capable of protecting itself and its rider. Apocalypse has MN ability to teleport the steed at will.
Body Armor: RM protection from physical and energy weapons.
TALENTS: None.
GROUPS: The Four Horsemen of Apocalypse.
IN BRIEF: An anorexic young mutant was chosen by Apocalypse as a member of the Four Horsemen. Famine, War, Pestilence (Plague), and Death (Archangel) sought to start a war between humankind and mutants. Despite battles with X-Factor and Captain America, the war did not occur, and Famine escaped with Apocalypse and War. She is still in the service of Apocalypse.

FAROUK, AMAHL

(Physical Form)

F	A	S	E	R	I	P
FE	PR	PR	EX	GD	GD	MN
2	4	4	20	10	10	75

Health: 30 Karma: 95
Resources: RM Popularity: 0

(Spirit Form)

F	A	S	E	R	I	P
N/A	N/A	N/A	N/A	GD	GD	MN
				10	10	75

Health: N/A Karma: 95
Resources: N/A Popularity: 0

KNOWN POWERS (Physical Form)
Telepathy: UN rank. Farouk can perform the following power stunts:

•Project mental bolts of UN range and damage.
•Mental probe of AM rank.
•Mind control of AM rank.

Psi-Screen: Shift X rank.
Astral Projection: Psyche is considered UN for his astral form.

KNOWN POWERS (Spirit Form)
Possession: Farouk can possess another being. That being must either be near death or using some mental or psionic ability in order for the possession to take place. In either case, the individual must have a Psyche of MN or less, and Farouk must make a Red Psyche FEAT. Farouk's Reason, Intuition, Psyche, and Karma replace those of the victim, though Farouk can maintain the voice and memory of the target to help maintain the ruse. If the victim had mental abilities, Amahl can use those abilities (and his own) at his own Psyche level.
TALENTS: Criminal, Multi-lingual (English and a number of Arabic languages), Law (Egyptian)
GROUPS: Former Shadow King of the Hellfire Club
IN BRIEF: Farouk was a crime lord in the Eastern Mediterranean, as well as "Shadow King" of the Hellfire Club. In this capacity, he was a power behind the Lords Cardinal in the years before Sebastian Shaw took over. Farouk met and fought Prof. X early in the Professor's career, with the end result that Farouk's human body died. Farouk's astral form survived the ordeal, and later gained the ability to possess others. In the past, he has possessed mutants with psionic or other mental abilities, or individuals near death. As the shadow king, Farork has pursued Storm recently took control of Legion and Muir Island.

FENRIS

Andreas and Andrea Strucker

Andreas

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

Health: 46 Karma: 20
Resouces: EX Popularity: −7

Andrea

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

Health: 42 Karma: 36
Resources: EX Popularity: −7

KNOWN POWERS
Andreas—Concussive Force: IN force damage and range.
Andrea—Disintegration Ray: IN intensity disintegration of non-living material. Has no effect on living material or non-living material of MN stength or greater.
LIMITATIONS: Andrea and Andreas can only use their powers when they are in physical contact with each other. Both powers cannot be used at the same time.
EQUIPMENT: Fenris uses a number of agents (all stats TY), and equips them with battle armor of RM material strength. This armor provides a number of benefits: IN body armor, RM protection against heat, cold, radiation, and energy attacks; +3CS increase in Strength (maximum of RM); +4CS increase in Endurance (maximum of IN); PR air speed; blasters (energy attacks) of RM damage and three area range.
TALENTS: Espionage, Guns.
IN BRIEF: Andrea and Andreas Strucker are the children of Baron Von Strucker, the Nazi war criminal. While not mutants themselves, genetic manipulation by scientists in their father's service gave them super-human powers. Together they form the costumed criminal team called Fenris, which is also the name of their criminal

organization. They tangled with the X-Men at Magneto's trial in Paris and in Madripoor.

FIRESTAR

Angelica Jones

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

Health: 56 Karma: 30
Resources: PR Popularity: 0

KNOWN POWERS

Microwave Manipulation: Firestar absorbs ambient microwave radiation and projects it with AM ability. Her power stunts to date include:

- Microwave blast of up to UN damage to living targets, MN damage to unliving targets. Range of three areas.
- Generate heat of MN intensity, melting up to one area/round. Can create microwave "bubbles," achieving the same effect up to two areas away.
- Flight at TY air speed and EX agility.
- Create a heat shell around herself for AM protection.

Partial Immunity: Firestar is immune to microwaves and microwave attacks.
TALENTS: Student.
GROUPS: Hellions.
IN BRIEF: Firestar is a mutant whose ability surfaced only recently. She was enrolled at the Massachusetts Academy under the control of the White Queen. She has fought on the side of the Hellions a number of times, but more out of loyalty to her allies than any evil nature of her own. Most recently she has joined the New Warriors.

FLASHBACK

Gardner Monroe

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

Health: 28 Karma: 26
Resources: PR Popularity: −4

KNOWN POWERS

Temporal Fugue: MN ability to summon up to six future selves at a time. These future selves appear up to two areas away, fight and act under Flashback's direction, and return to the future at his command or if he loses consciousness.
TALENTS: Actor.
GROUPS: Former member of Omega Flight.
IN BRIEF: A trainee member of Beta Flight when that government program was shut down, this Canadian mutant was recruited into Omega Flight to battle the original Alpha Flight. Flashback went into shock regarding his possible death, and has not been heard of since.

FOREARM

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

Health: 100 Karma: 22
Resources: TY Popularity: −5

KNOWN POWERS

Multiple Attacks: Forearm has four arms, and can make up to two attacks per turn for normal damage, or one attack for IN damage.
Body Armor: TY protection from physical and energy damage.
TALENTS: Martial Arts B.
GROUPS: Member of the MLF.
IN BRIEF: Nothing is known of Forearm before he joined the Mutant Liberation Front and began accompanying them on terrorist missions against human targets.

FORGE

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: 5

KNOWN POWERS

Invention: Forge can subconsciously understand and then create sophisticated devices, giving him the equivalent of AM ability in kit-bashing, cybernetics, electronics, and sonics, and UN ability in optics and holography.
Bionics: Forge's right hand and right leg are artificial, but of such craftmanship that Forge suffers no reduction in ability. The leg is obviously artificial and can be removed. Forge generally disguises the artifical nature of his hand.
Magic: Forge has innate mystic ability, which has manifested itself in the following ways:

- Spirit Sight permitting him to see through all illusions, manipulations, and disguises to see things as they are, on a yellow Psyche FEAT.
- MN power to Open/Seal Gates to other mystic dimensions.

EQUIPMENT: Forge's X-Men uniform provides him with EX protection from physical and energy attacks.
TALENTS: Business, Military, Bilingual (Cheyenne and English), Mystic Background, Occult Lore (Native-American magic).
GROUPS: Forge is a member of the X-Men.
IN BRIEF: Forge has both mutant ability and training in mystic arts. Injured in Vietnam, he turned his back on his mystic heritage and concentrated on designing new weapons and devices for the U.S. Government. He created both a super-human power detector and a device to remove mutant powers, though the latter was destroyed after prototypes defeated Storm, Termite, and the Dire Wraith.

Forge joined the X-Men in battle with the Adversary, casting the spell which sealed the Adversary in his home dimension. Unfortunately, the X-Men had to sacrifice their lives to make the spell work. Forge has since joined the reborn X-men.

FRENZY

F	A	S	E	R	I	P
RM	GD	AM	AM	GD	GD	GD
30	10	50	50	10	10	10

Health: 140 Karma: 30
Resources: TY Popularity: −5

KNOWN POWERS

Body Armor: RM protection from physical and energy attacks.
Resistance: IN resistance to extreme temperatures, and heat- and cold-based attacks.
TALENTS: Martial Arts B, C, and E.
GROUPS: Alliance of Evil.
IN BRIEF: The short-tempered Frenzy was an agent of Apocalypse's Alliance of Evil before operating with the group independent of Apocalypse's guidance. In both cases the Alliance fought with X-Factor.

G

GAMBIT

F	A	S	E	R	I	P
RM	IN	GD	RM	EX	RM	RM
30	40	10	30	20	30	30

Health: 110 Karma: 80
Resources: GD Popularity: 0

KNOWN POWERS

Explosive Power: Gambit can imbue small, tossable objects (knives, cards, pens, etc.) with blasting damage. This force can vary from TY to RM concussive damage, and affects a small area (one target or clustered group of targets). Maximum range of such items is two areas.

Emotion Control: RM ability to influence others through the sound of his voice. A successful power FEAT means that the target will listen to Gambit for as long as he continues a reasonable line of communication. If the target fails a Psyche FEAT, he will be open to suggestion. Self-destructive suggestions result in a −4CS modifier. If the target is aware of Gambit's power, he can add Karma to the roll.

TALENTS: Crime, Acrobatics.

GROUPS: The X-Men.

IN BRIEF: Gambit remains an enigmatic figure. An American citizen of Creole or French descent, Gambit operates in the Mississippi Valley. He hooked up with Storm during the period when she was regressed to childhood by Nanny. Gambit and Storm operated as an effective pair of thieves, robbing criminals of their spoils. Eventually, Storm's memory returned and she rejoined the X-Men, taking Gambit with her.

GARNOFF, FATHER ALEXI

F	A	S	E	R	I	P
TY	TY	TY	RM	EX	GD	MN
6	6	6	30	20	10	75

Health: 48 Karma: 105
Resources: PR Popularity: 0

KNOWN POWERS

Hypnotism: Garnoff has mutant hypnotic abilities of MN level. He has manifested the following power stunts:

- Stun with MN ability.
- Erase memories and plant false memories temporarily (1-10 hours) with MN ability.
- Mind control with IN ability.

TALENTS: Religion, leadership, Bilingual (English & Russian).

GROUPS: Leader of a group of Soviet mutants.

IN BRIEF: Father Alexi Garnoff, a mutant with hypnotic abilities, is the leader of a small cell of superpowered mutants. This underground cell works against Soviet abuses of mutants. They teamed up with X-Factor to defeat Doppleganger. Garnoff turned himself and Iron Curtain in, hypnotizing X-Factor to provide a cover for this mission. Garnoff's current activities are unknown.

GAROKK THE PETRIFIED MAN

F	A	S	E	R	I	P
EX	EX	IN	UN	GD	IN	UN
20	20	40	100	10	40	100

Health: 180 Karma: 150
Resources: UN Popularity: 0 (100 among followers)

KNOWN POWERS

Matter Manipulation: Class 1000 within the Savage Land. This includes creating cities from nothing, moving cities from other dimensions, and creating dimensional rifts, as well as tranforming his own form to energy. After using this power for large tasks, it becomes UN for 1-10 days.

Eye Beams: Energy beams of UN intensity heat, light, or concussive force. Reduced to AM intensity after major use of Matter Manipulation power.



Immortality
Body Armor: IN versus physical attacks, AM versus energy attacks.
Telepathic Ability: Can monitor the activities of followers in the Savage Land at PR rank.
LIMITATIONS: Garokk does not leave the Savage Land.
TALENTS: Leadership.
GROUPS: None.
IN BRIEF: Garokk is the incarnated spirit of the Savage Land. In the past, he has acted nobly to protect it, but his means often cause suffering and death for nonbelievers. Garokk is supported strongly by Zaladane, his high priestess. She exerts strong influence on his actions, even pitting Garokk against the X-Men on a number of occasions. He recently sacrificed himself to the High Evolutionary's devices in order to restore the balance of the Savage Land. Garokk is believed dead as a result of this, but the petrified man has returned from such "certain" deaths a number of times before.

GATEWAY

F	A	S	E	R	I	P
TY	TY	PR	EX	TY	RM	AM
6	6	4	20	6	30	50

Health: 36 Karma: 86
Resources: FE Popularity: 0

KNOWN POWERS
Teleportation: Gateway can teleport individuals globally with Class 1000 ability. He seems to know the traveller's desired location (within one area), and when they wish to return. Gateway operates from a sacred spot in Australia, and requires a fire and his bullroarer to open the gate.
TALENTS: Aboriginal lore and mystic tradition.
GROUPS: X-Men.
IN BRIEF: Not much is known about the enigmatic Gateway, and as he remains silent in his duties, few are likely to learn much more. He is willing to open a gate for all who desire one, and has served both the Reavers and the X-Men. The X-Men "inherited" Gateway when they captured the Reavers' Australian base, and left him behind when the last members passed through the Siege Perilous and into new lives. He currently minds the Gateway for the Reavers.

GOBLYN

F	A	S	E	R	I	P
EX	RM	EX	IN	PR	EX	GD
20	30	20	40	4	20	10

Health: 110 Karma: 34
Resources: FE Popularity: 0

KNOWN POWERS
Claws: RM edged damage.
Body Armor: GD versus physical and energy attacks.
Hiding: –2CS to anyone trying to spot her in shadows due to her dark skin
Tracking: RM ability.
Link: Goblyn was able to use the gating power of her twin, Laura Dean, to switch places with her. Both twins currently exist in this dimension.
TALENTS: None.
GROUPS: Member of Beta Flight, the trainee team of Alpha Flight.
IN BRIEF: Goblyn and Laura Dean were twins. Even in the womb, Goblyn was an obvious physical mutation, and the doctors attempted to kill her but she was rescued by her sister's gating power. Goblyn and Laura Dean could switch places between the two dimensions. Villains like Scrambler and Bedlam were interested in using Goblyn as an agent, but she and Laura were rescued by Alpha Flight, and after defeating the Dream Queen, were reunited in this dimension. Laura and Goblyn have left the team to seek more normal lives.

GOMI

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

Health: 26 Karma: 46
Resources: PR Popularity: 0

KNOWN POWERS
Telekinetic Bolt: IN rank range and concussive force.
Pet Lobsters: Gomi had a pair of pet cyborged lobsters named Bill and Don. Don was accidentally squished by Devil Dinosaur, but Bill survived. Both Bill and Don had the following stats:

F	A	S	E	R	I	P
EX	TY	TY	EX	FE	PR	PR
20	6	6	20	2	4	4

Health: 56 Karma: 10

•Bill and Don could inflict RM grappling damage with their pincers. The pair could apparently survive indefinitely out of water.
TALENTS: Cybernetics.
GROUPS: Fallen Angels.
IN BRIEF: Gomi was the test subject of his cousin's experiments in creating mental abilities through cyborging. While not a mutant, he has joined a number of other runaways in the Fallen Angels.

GOSSAMYR

F	A	S	E	R	I	P
PR	GD	TY	GD	TY	TY	IN
4	10	6	10	6	6	40

Health: 30 Karma: 52
Resources: FE Popularity: 0

KNOWN POWERS
Emotion Control: IN intensity, operating continuously. All in the same area as Gossamyr must make a Psyche FEAT or have all emotions (envy, anger, greed, etc.) heightened. Even someone aware of Gossamyr's power, must make a Green FEAT to avoid its effects. Players whose characters are under Gossamyr's influence should over-react to stimuli, and the Judge should reward them with Karma for doing so.
Minor Death: An ability by which Gossamyr can shut off her Emotion Control while resting. Few of her race have this ability.
Flight: PR airspeed.
Invisibility: By wrapping herself in her wings, Gossamyr can attain invisibility of TY rank.
Adult Form: As a natural part of her life-cycle, Gossamyr will eventually weave an energy cocoon of Shift Z material strength, in which she will advance to her adult form. This adult form has the following stats:

F	A	S	E	R	I	P
ShY	ShY	ShY	ShY	ShY	ShY	ShY
200	200	200	200	200	200	200

Health: 800 Karma: 600

These adults are usually caring, thoughtful beings. If awakened too

early, however, mental damage is inflicted and the creature will be insane. Legends of these creatures destroying planets are likely the result of such early awakenings.
TALENTS: None.
GROUPS: Ally of the New Mutants.
IN BRIEF: Gossamyr, an alien being still in her youngest cycle, was captured by the star-slaver, Spyder. She escaped from Spyder and encountered the New Mutants through Lila Cheney. Aided by Cheney and the New Mutants, Spyder was defeated, but not before Gossamyr's relatives emerged from their coccoons prematurely and had to be teleported away by Cheney. Gossamyr then left the group to learn how to control her emotion-altering powers.

GREMLIN

F	A	S	E	R	I	P
GD	GD	PR	RM	IN	GD	RM
10	10	4	30	40	10	30

Health: 54 Karma: 80
Resources: GD Popularity: 5

KNOWN POWERS
Genius: Gremlin's Reason is AM in the areas of engineering, electronics, physics, genetics, and biology.
EQUIPMENT: Gremlin used several pieces of equipment, including:
Titanium Man Armor: In his last days, Gremlin wore a modified version of the Titanium Man armor. The suit gave him the following stats:

F	A	S	E	R	I	P
RM	AM	AM	MN	IN	GD	RM
30	50	50	75	40	10	30

Health: 205

In addition, the suit provided IN Protection from physical attack, MN protection from energy attacks, and MN resistance to heat, cold, and radiation. The suit had gauntlet blasters (AM Force damage, 10 area range), a helmet-mounted heat-beam (IN energy damage, five area range), gauntlet-mounted tractor beams (IN strength, five area range), and radar rings (which could grapple an opponent up to five areas away at RM Strength). The suit could fly at MN air speed, and if used as weapons, the boots inflicted RM force damage.
Hand Gun of GD strength material, which inflicted EX damage and ignored body armor up to IN.
Flying Harness allowing flight at GD airspeed.
Pet—Droog: At one time Gremlin kept a bio-engineered dog named Droog ("Friend"). Droog had the following stats:

F	A	S	E	R	I	P
RM	GD	UN	AM	TY	TY	GD
30	10	100	50	6	6	10

Health: 190 Karma: 22

Droog was sentient and spoke in rhyme.
GROUPS: Soviet Super Soldiers.
IN BRIEF: The mutated son of the Soviet Gargoyle, the diminutive Gremlin followed his father in serving the Soviet Union. Gremlin later became disenchanted with his government, and left to join Vanguard, Darkstar, and Ursa Major in the Soviet Super Soldiers. With the destruction of the original Titanium Man, Gremlin developed his own Titanium Man armor to help his team. It was in this armor that he apparently perished, in battle with Iron Man during the Armor Wars.

GYPSY MOTH

Sybil Dvorak

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

Health: 42 Karma: 18
Resources: RM Popularity: 0

KNOWN POWERS
Psychokinesis: MN control over nonliving material. She can also affect living material at the RM level, though she is reluctant to do so. Her most common power stunts are:
- Cause a victim's costume or hair to constrict and bind (wrestling hold of the cloth's material strength, maximum of RM).
- Affect organic materials at −4CS, usually causing muscles to cramp. The target must make an Endurance FEAT or suffer up to RM damage and possible stun. Range of one area.

Flight: PR Airspeed.
TALENTS: Bilingual (English and Romanian).
IN BRIEF: This Romanian mutant currently lives a hedonistic lifestyle in Southern California. She tends to be flighty, and her crimes are usually either for revenge or "kicks."

GYRICH, HENRY PETER

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

Health: 24 Karma: 30
Resources: AM Popularity: 10

KNOWN POWERS
No super-human powers.
TALENTS: Bureaucracy.
GROUPS: Agent of the U.S. Government.
IN BRIEF: Henry Peter Gyrich is a career bureaucrat who has specialized in super-human activities, most recently in mutant affairs as a member of Project: Wideawake. He is suspicious of super-powered individuals, and is continually seeking to control or regulate their activities.



H

HARDCASE AND THE HARRIERS (Group)

IN GENERAL: In addition to live ammunition, the Harriers sometimes equip themselves with tear gas and mercy bullets to knock out their opposition. They use these in situations where civilians might be hurt, or where they are required to act in a less-damaging manner than usual.

HARDCASE

Sergeant-Major Harry Malone

F	A	S	E	R	I	P
IN	EX	EX	EX	EX	EX	EX
40	20	20	20	20	20	20

Health: 100 Karma: 60
Resources: GD Popularity: 0

KNOWN POWERS
No super-human powers.
TALENTS: Military, Espionage, Leadership, Marksman, Wrestling, Martial Arts A, B, and C.
GROUPS: Current leader of the Harriers; former agent of SHIELD, Royal Marine Commandos.
IN BRIEF: Hardcase is the leader of the Harriers, a team of former SHIELD agents now working freelance for the highest bidder. While not a mutant, Hardcase has worked with Wolverine and Dr. Moira MacTaggart.

'AXE

Jerome Hamilton

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

Health: 60 Karma: 22
Resources: GD Popularity: 0

KNOWN POWERS
No super-human powers.
TALENTS: Military, Espionage, Martial Arts C, Wrestling, Weapons Specialist (Axe), EX edged weapon damage.
IN BRIEF: One of the stronger Harriers, Axe is also the most temperamental of the team. In addition to his axe, he carries a semi-automatic rifle.

BLINDSIDE

Bobbi Chase

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

Health: 70 Karma: 56
Resources: TY Popularity: 0

KNOWN POWERS
Thought Suppression: More of a learned ability than a true superpower, this allows Blindside to use her Psyche as defense against detection by telepaths and mind-controllers. She also subtracts one from her initiative rolls (in addition to other modifiers) and can blindside her opponent if she has initiative.
TALENTS: Espionage, Guns, Martial Arts B, D, and E.
IN BRIEF: Quick-thinking and deadly, Blindside can surprise and incapacitate an opponent quickly.

LIFELINE

Deacon

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

Health: 50 Karma: 40
Resources: TY Popularity: 0

KNOWN POWERS
No super-human powers.
TALENTS: First Aid, Medicine.
IN BRIEF: Lifeline is the team's medic. He takes a paternal attitude toward the others (all except Hardcase).

LONGBOW

Amelia Greer

F	A	S	E	R	I	P
GD	RM	GD	GD	GD	EX	GD
10	30	10	10	10	20	10

Health: 60 Karma: 40
Resources: TY Popularity: 0

KNOWN POWERS
No super-human powers.
TALENTS: Weapons Specialist (Bow), Espionage, Military, Martial Arts A.
IN BRIEF: Longbow prefers to attack enemies long-distance. She is as proficient with a bow as the Avenger, Hawkeye, but it is unknown if she has any specialty arrowheads.

PISTON

Andrei Semyanovitch Rostov

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

Health: 40 Karma: 22
Resources: TY Popularity: 0

KNOWN POWERS
No super-human powers.
TALENTS: Mechanics, Driving, Piloting, Bilingual (English and Russian).
IN BRIEF: The "wheel-man" of the team, Piston is responsible for the upkeep and operation of the team's vehicles.

RANGER

Jesus Suarez

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

Health: 60 Karma: 26
Resources: TY Popularity: 0

KNOWN POWERS
No super-human powers.
TALENTS: Marksman, Espionage, Military, Weapons Specialist (Sniper Rifle), Bilingual (Spanish and English)
IN BRIEF: A specialist with a high-powered rifle, Ranger is the team's sniper and watchdog.

SHOTGUN

Zeke Sallinger

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

Health: 60 Karma: 22
Resources: TY Popularity: 0

KNOWN POWERS
No super-human powers.
TALENTS: Weapons Specialist (Shotgun), Military, Espionage, Comic Books.
IN BRIEF: Not as good a shot as Ranger, Zeke Sallinger made the shotgun his weapon of choice—its broad range helps make up for his lack of accuracy.

TIMEBOMB

Louis Joubert

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

Health: 42 Karma: 50
Resources: TY Popularity: 0

KNOWN POWERS
No super-human powers.
TALENTS: Demolitions Expert, Espionage, Military, Martial Arts B, Bilingual (French and English).
IN BRIEF: The team's demolition expert, Timebomb spends his free time wiring up booby-traps and bombs to defend the Harriers' hideouts.

WARHAWK

Tom Nakadai

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

Health: 40 Karma: 40
Resource: TY Popularity: 0

KNOWN POWERS
No super-human powers.
EQUIPMENT: Warhawk uses a set of Jetwings that allow him to fly at GD air speed. The wings are made of EX strength material.
TALENTS: Espionage, Piloting (Jetwings), Aerial Combat (+1CS when fighting in the air).

HARPOON

F	A	S	E	R	I	P
EX	IN	EX	RM	TY	TY	GD
20	40	20	30	6	6	10

Health: 110 Karma: 22
Resources: GD Popularity: −10

KNOWN POWERS
Imbue energy: Harpoon can imbue objects with mutant energies allowing them to accomplish specific effects with MN ability. To date, he has only done this with his steel harpoons. (It is not known whether Harpoon can imbue other items with other abilities, but it is possiblity.) He has invested his harpoons with power in the following ways:
- IN Force Damage
- IN Energy Damage
- IN Shooting Damage
- IN Electric Damage
- IN Stunning Intensity
- IN Disintegrating Intensity

Body Armor providing GD protection from physical and energy damage.
WEAPONS: EX material harpoons capable of inflicting GD edged attack damage or edged throwing damage.
TALENTS: Weapons Specialist (Harpoons), Bilingual (Inuit and English)
GROUPS: Member of the Marauders.
IN BRIEF: Harpoon is an Eskimo with the mutant ability to invest energy into objects, such as his harpoons. Harpoon is a member of the Marauders and took part in the Mutant Massacre.

HAVOK

Alexander Summers

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

Health: 76 Karma: 30
Resources: TY Popularity: 10

KNOWN POWERS
Plasma Generation: MN damage if power is focused in one direction, up to three areas range. AM damage if the power is radiated in all directions, two area range.
Absorption: MN ability to absorb plasma energy and redirect it one round later.
Partial Invulnerability: Havok cannot be harmed by the ruby eye-beams of his brother, Cyclops.
TALENTS: Geophysics, Geology.
GROUPS: Member of the X-Men.
IN BRIEF: The younger brother of Cyclops, Havok's powers first manifested themselves in conflict with the Living Pharaoh. After attempting to live a normal life with Lorna Dane (Polaris), Havok officially joined the X-Men. Havok eventually passed through the Siege Perilous with the rest of the team and was returned to Earth as a freedom fighter in Genosha.

HEALER

F	A	S	E	R	I	P
PR	TY	TY	GD	GD	EX	IN
4	6	6	10	10	20	40

Health: 26 Karma: 70
Resources: FE Popularity: 4

KNOWN POWERS
Regeneration: UN ability to heal others. Restore up to 100 Health and reverse the effects of failed Endurance FEATS. Must make an Endurance FEAT after each attempt or will not be able to heal for 1-10 days thereafter.
LIMITATIONS: Can't affect diseases, including those created by Plague. Can't affect non-mutants.
TALENTS: First Aid, Knowledge of Mutant and Human Physiology.
GROUPS: Member of the Morlocks.
IN BRIEF: A respected Morlock, Healer's origin is unknown. He disappeared after the Mutant Massacre. In the past, he made his home on Muir Island with Callisto, Sunder, and other exiles.

HODGE, CAMERON

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

Health: 32 Karma: 50
Resources: RM Popularity: 10

KNOWN POWERS
No super-human powers.
EQUIPMENT: As the secret head of the Right, Hodge has access to a variety of weapons, including:
Missile Launcher firing missiles which inflict RM explosive damage to all in the target area, 10 area range.
Robot Duplicate of himself with the following stats:

F	A	S	E	R	I	P
EX	TY	EX	TY	N/A	N/A	N/A

Health: 52

"Prism Armor" (worn by the robot) providing GD body armor against physical

attacks, RM protection from energy attacks, and AM protection from Cyclops' eye-beams.

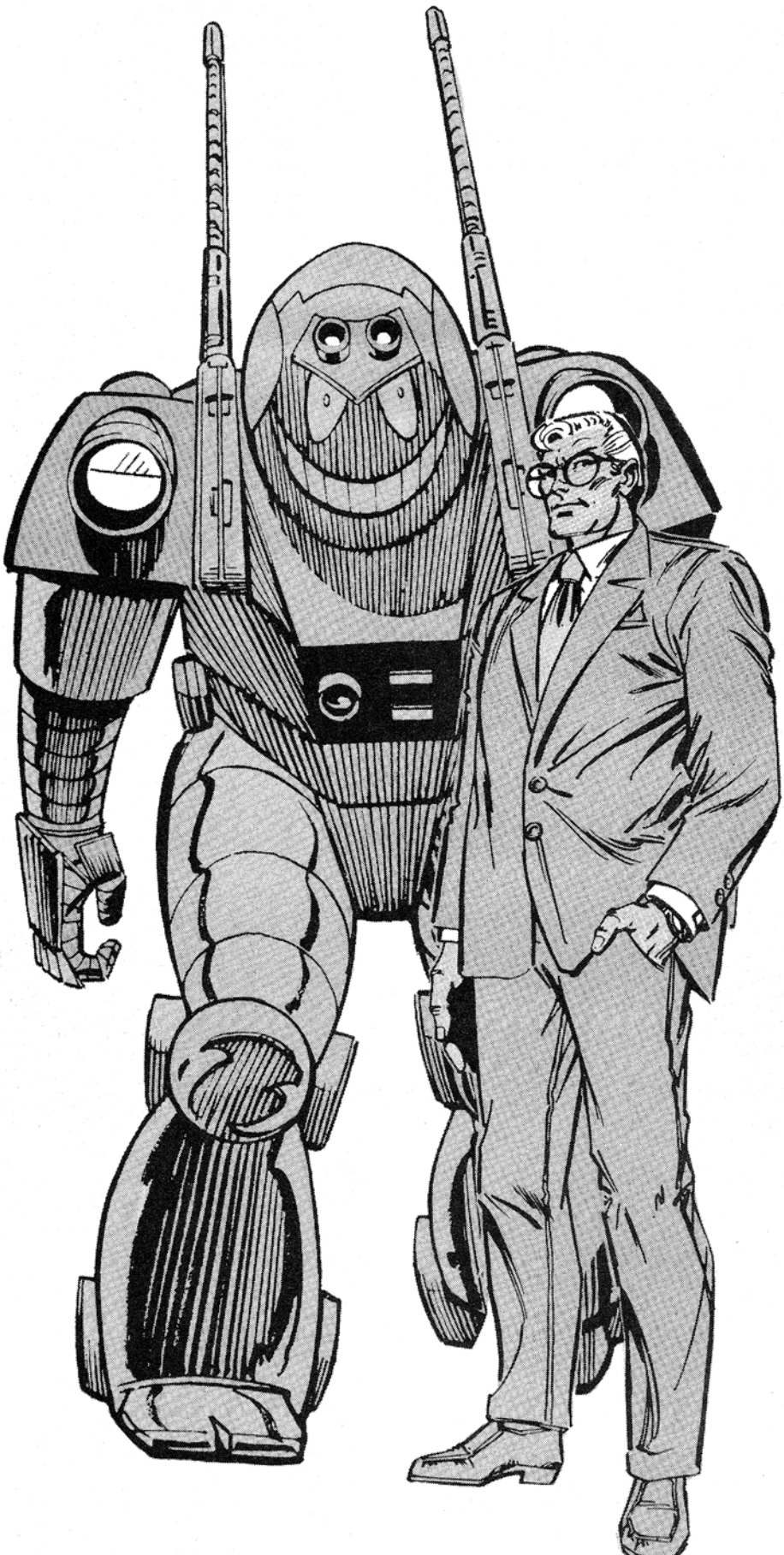
"Smiley-face" battlesuits used by the Right's agents as warriors, guards, and instigators of anti-mutant attacks. The smiley-face suits provided the following abilities:

- Raise Fighting, Agility, Strength and Endurance by +1CS, to a maximum of RM.
- Provide EX body armor from physical and energy attacks.
- Flight at GD airspeed.
- Machine guns capable of inflicting IN shooting damage. These were linked to targeting computers so the user would hit only intended targets within one particular area.
- Shoulder-launched missiles inflicting IN force damage to all targets within a single area.
- Anti-mutant devices of IN intensity and effect. These were developed by the Right to counteract specific mutant powers (e.g., fire for Iceman, tentacles for the Beast). Specific anti-mutant devices must be installed in specific suits of armor in advance.

TALENTS: Law, Advertising, Public Relations, Leadership.

GROUPS: Commander of The Right; public relations man for X-Factor.

IN BRIEF: Cameron Hodge, long-time friend of the Angel, was secretly the Commander, leader of the Right, an organization dedicated to the destruction of mutant-kind. Through his friendship with Angel, Hodge became the PR Man for the newly-created X-Factor. Hodge used his position to expand general hatred against mutant-kind. In his will, Angel left his large fortune to Hodge, who used it to support the Right. The other members of X-Factor finally tumbled to Hodge's scheme. Hodge appears to have died in two separate incidents, one involving a plane crash near Ani-Mator's Island, the other in battle with Angel (then known as Archangel). Whether Hodge is truly dead remains to be seen, and the future of the Right is up in the air.



ICEMAN (Original Version)

Robert "Bobby" Drake

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

Health: 42 Karma: 16
Resources: TY Popularity: 0

KNOWN POWERS

Ice Generation: Iceman has EX ability to generate snow and ice, pulling moisture from the air. Using this ability he can perform the following power stunts:

•Create snow-shields of EX material strength and protection.

•Throw snowballs for EX blunt damage, up to three area range.

•Create slick areas of EX slipperiness. He can move along these areas at GD ground speed.

Invulnerability to Cold: UN rank.

Body Armor: GD protection vs. physical attacks and TY protection vs. energy attacks, including flame and heat. These last two, however, weaken Iceman's armor by the rank number of the attack for 1-10 rounds.

TALENTS: Student.

GROUPS: Founding member of the X-Men.

IN BRIEF: The statistics above represent Iceman at the start of his career, when the X-Men first came to public knowledge in conflict with Magneto. Iceman's appearance at the time was snowman-like.

ICEMAN (Current Form)

Robert "Bobby" Drake

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: 26

KNOWN POWERS

Ice Generation: Iceman has RM ability to generate snow and ice, pulling moisture from the air. Using this ability he can perform the following power stunts:

•Create snow-shields of RM material strength and protection.

•Throw snow and ice balls for RM blunt damage, up to three area range.

•Create slick areas of RM slipperiness.

•Form weapons and ice-shapes of RM material strength. When using such weapons in edged or blunt attacks, Iceman receives +1CS. Such shapes last for 5-25 rounds. If used to trap opponents, the ice holds them with RM strength.

•Project cold at RM intensity.

•Create a ramp which he can slide along at EX ground speed.

Invulnerability to Cold: UN rank.

Body Armor: RM protection vs. physical attacks and GD protection vs. energy attacks, including flame and heat. These last two, however, weaken Iceman's armor by the rank number of the attack for 1-10 rounds.

LIMITATIONS: Loki's intervention boosted Iceman's powers to UN levels in all categories, but Bobby Drake can't control them. To maintain his abilities at the power levels listed above, he must wear an inhibitor belt made of IN strength material. If it is ever turned off or damaged, Iceman radiates UN cold.

TALENTS: Accounting.

GROUPS: Founding member of the X-Men and Champions of Los Angeles; member of the Defenders; founding member of X-Factor.

IN BRIEF: The stats above reflect Iceman's abilities after a sporadic career as a costumed adventurer. Iceman tried to lead a normal life several times, but always returned to that of a hero.

INFECTIA

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

Health: 40 Karma: 30
Resources: GD Popularity: −1

KNOWN POWERS

Perception: RM ability to perceive and decipher genetic structures. Allows her to construct devices such as power restraints to diminish super-human abilities with AM strength.

Molecular modification: Infectia has RM ability to alter and affect organic material. She does this through a kiss which creates "Antibodies." Any organic creature can be affected; robots and energy-beings cannot.

Humans changed into Antibodies retain their humanoid form, but tend to be big and blocky with horns and fangs. They follow Infectia's orders as if she had RM mind control. Antibodies are inherently unstable, and last for just 1-10 hours. Use of their super-human abilities (making FEAT rolls or using powers), extends this life expectancy to 4 + 1-10 rounds, after which they disintegrate.

A typical Antibody has these stats:

F	A	S	E	R	I	P
EX	GD	RM	RM	PR	PR	PR

The Antibodies have exhibited the following modifications:

• +3CS to Fighting, Agility, Strength, and Endurance.

• −2CS to Reason, Intuition, and Psyche.

•One or two EX rank powers. These have included Body Armor, Water Breathing, Regeneration, Flight, Size Control, Claws and/or Fangs, Extra Body Parts, and Elongation.

Antibodies are produced when Infectia kisses normal humans. Once, she attempted to use her power on the Beast, a fellow mutant, resulting in an EX damage explosion which returned the Beast to an earlier, furry form. Infectia can improve or transform mutants at the whim of the Judge.

TALENTS: Genetics.

GROUPS: None.

IN BRIEF: Infectia is a mutant with the ability to transform others with a kiss. A spoiled young lady, she attempted to alter and enslave Iceman in order to gain control of X-Factor's ship. Instead, she inadvertently kissed the Beast, mutating him back to an earlier incarnation and undoing the effects of two previous modifications.

IRON CURTAIN

Simas (full name unrevealed)

F	A	S	E	R	I	P
EX	GD	IN	RM	TY	TY	GD
20	10	40	30	6	6	10

Health: 100 Karma: 22
Resources: PR Popularity: 0

KNOWN POWERS

Body Armor: IN protection from physical and energy attacks.

TALENTS: None revealed.

GROUPS: Member of an organization of Soviet Mutants.

IN BRIEF: Simas is a Soviet mutant with super-human strength and resistance. He is the assistant of Father Alexi Garnoff, leader of a cell of super-powered mutants operating against Soviet abuses of mutant citizens. Simas and Garnoff turned themselves in to the authorities as a cover for X-Factor activities in the Soviet Union. His present whereabouts are unknown.

J

JADE DRAGON

Dei Guan

Human Form

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

Health: 36 Karma: 26

Dragon Form

F	A	S	E	R	I	P
RM	GD	IN	IN	TY	GD	GD
30	10	40	40	6	10	10

Health: 120 Karma: 26
Resources: TY Popularity: 0

KNOWN POWERS
Dragon Form: Dei Guan can transform himself into a large dragon. Attackers are +2CS to hit him at his increased size. The transformation takes one round and gives him the following abilities:

- Flight at PR air speed (four areas/round).
- Body armor of EX rank.
- Fire breath with four area range for IN energy damage to a single target or EX damage to all targets in a single area.
- Prehensile tail usable for grappling at +1CS.
- Claws inflicting EX edged damage.

TALENTS: Military, Martial Arts A (in human form), speaks Chinese, but not English.
GROUPS: None.
IN BRIEF: A Chinese mutant with the ability to transform into a large dragon, Dei Guan was mistakenly believed to be a defector following his escape from China with Alpha Flight. A loyal patriot, Jade Dragon has since returned to his homeland.

JETSTREAM

Haroun Ibn Sallah al-Rashid

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

Health: 60 Karma: 32
Resources: GD Popularity: 5

KNOWN POWERS
Flight: Focused plasma blasts propel him at GD airspeed. Those caught in his wake take RM energy damage.
Cybernetics: Allows him to control his plasma-powered flight. Also gives him the following abilities:

- GD thermal vision.
- GD sight up to one mile away.
- Radio transceiver, range 20 miles.
- Collapsible, backpack-sized focus for plasma-powers.
- RM resistance to fire. The mechanisms within Jetstream's body are made of IN materials.

TALENTS: Student, Bilingual (Moroccan and English).
GROUPS: Member of the Hellions.
IN BRIEF: A young mutant who is both Moor and Berber, Jetstream's power burned him severely. The only way the Hellfire Club could save him was to turn him into a cyborg. Jetstream has a great sense of honor, and remains with the Hellions out of a sense of duty.

JUBILEE

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:* IN ability to generate and control multicolored globules of energy. These plasmoids vary in power and intensity from TY to RM, at Jubilee's discretion. They have a range of two areas and can inflict either blinding or force damage on all targets of her choice in the target area. Jubilee can absorb these without harm.
TALENTS: Acrobatics, Tumbling, First Aid.
GROUPS: The latest incarnation of the X-Men.
IN BRIEF: A young Chinese-American from Southern California whose parents died in a car crash, Jubilee survived as a homeless "mall-rat" using her power to entertain. When the X-Men visited her mall on a shopping spree (during which they found themselves caught up in a battle with M-Squad) Jubilee followed them through a dimensional bridge created by Gateway.

The bridge took them to Gateway's homeland—Australia. There, Jubilee lived the life of a scavenger until the remaining X-Men passed through the Siege Perilous and Wolverine was captured by Donald Pierce and the Reavers. Jubilee helped Wolverine escape and aided him in rebuilding the X-Men. Jubilee is adventurous, forthright, and outspoken. However, her speech is pure California mall dialect, and anyone talking to her may need a translator.

JUGGERNAUT

Cain Marko

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 has both biological body armor of UN rank and a CL 3000 force field that covers his entire body. This field is effective against physical and energy attacks, radiation, toxins, corrosives, cold, and gasses. It provides MN protection against magical attacks. The force field and natural body armor provide no protection against psionic or other mental attacks, but a helmet and skullcap made of mystic metals provides UN protection against psionic attacks.
Self-sustenance: Juggernaut has no need to eat, breathe, or drink, and is unaffected by disease, due to the mystic nature of his abilities.
Movement: Juggernaut can move two areas/round, and anyone trying to stop him treats him as Class 1000 material. He pays no attention to force fields and objects of less than IN strength; those of greater strength will slow him down to one area/round.
TALENTS: Military Background.
GROUPS: Partner of Black Tom.
IN BRIEF: The stepbrother of Professor Xavier, Cain Marko was cursed and transformed into a human juggernaut when he stole the Crimson Crystal of Cyttorak. Juggernaut, aided by Black Tom Cassidy, has fought the X-Men and other super-powered heroes.

K

KAMIKAZE

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

Health: 70 Karma: 22
Resources: TY Popularity: −5

KNOWN POWERS
Flight: EX airspeed.
Explosive Touch: RM force damage on touch. Must be in flight and able to move arms to use this power.
TALENTS: None known.
GROUPS: Mutant Liberation Front.
IN BRIEF: A member of Stryfe's MLF, Kamikaze and teammates Sumo and Dragoness fought the New Mutants in Madripoor.

KARMA

Xi'an Coy Manh

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

Health: 32 Karma: 101
Resources: TY Popularity: 0

KNOWN POWERS
Possession: UN ability to take over the minds of humans, mutants, and animals. She must be in the same area as her target when she attempts to take control. The target gets a Psyche FEAT against the power's intensity to avoid falling victim to Karma's power. A similar FEAT is allowed every half-hour to shake off the effects of a successful possession. Karma can perform the following power stunts with her ability:

•Perform actions with both her physical form and the possessed form on a successful Psyche FEAT.

•Possess multiple targets in the same area on a Red Psyche FEAT. The intensity of the possession is reduced by −1CS for each additional target after the first. If the possessed form is reduced to less than five Health, killed, or rendered unconscious, Karma is driven back to her own body and can do nothing else for 1-10 rounds.

TALENTS: Survival Abilities (RM), Business Administration, Multi-lingual (English, French, and Vietnamese).
GROUPS: Former member of the New Mutants.
IN BRIEF: This Vietnamese mutant fled from her criminal uncle to enroll in Prof. Xavier's School. She served with the New Mutants until she was possessed by the spirit of Amahl Farouk. Becoming an international crime lord under Farouk's control, Karma eventually freed herself and rejoined the New Mutants. She has since left in search of her two younger siblings, and has recently been spotted working with her corrupt uncle in Madripoor.

KRAKOA

The Island That Walks Like a Man

F	A	S	E	R	I	P
ShZ	ShZ	UN	ShZ	GD	UN	ShX
500	500	100	500	10	100	150

Health: 1600 Karma: 260
Resources: N/A Popularity: N/A

KNOWN POWERS
Living Island: The entire island of Krakoa is sentient, a mutant being which feeds on mutants and mutant abilities. Mutant victims hooked up to Krakoa's feeding areas are drained 1CS in all abilities per week until death occurs. They are unconscious until cut free. The statistics above apply both to the island itself and to the living mutant form it created to battle the X-Men. As a living island, Krakoa has the following powers:

•Earth Control over its own being, at UN ability.

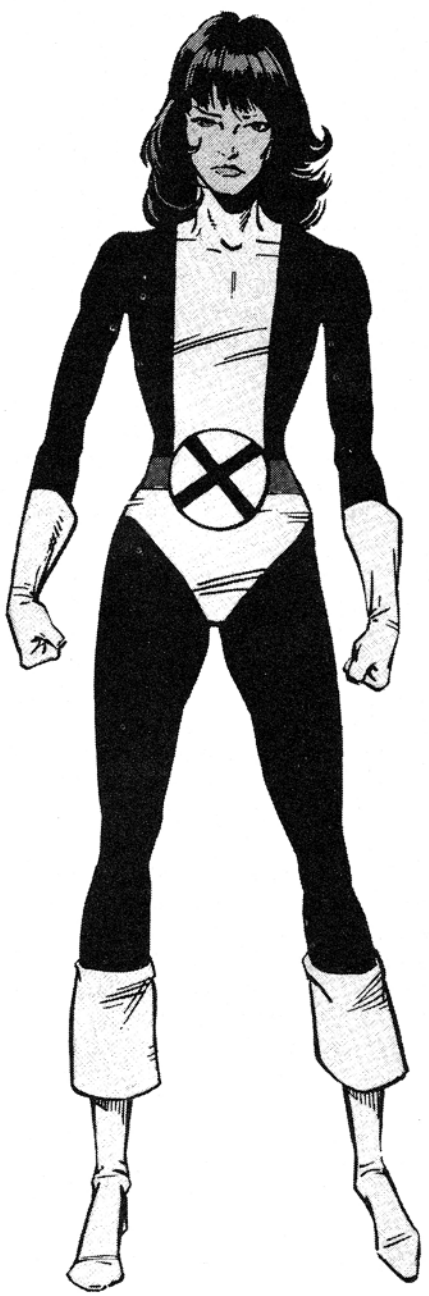
•Plant Control over its own being, at UN ability.

•Animal Control over animals on it, at UN ability.

•Force Beams of MN ability.

•Regeneration at 50 points per round, as long as the island is in contact with the earth.

TALENTS: None.
GROUPS: None.
IN BRIEF: A colony-being made up of component mutant pieces irradiated by early atomic blasts, Krakoa gained life and intelligence, and a hunger that only the energies of mutant beings could fill. Krakoa lured and trapped the original X-Men, sending a depowered Cyclops back as a "judas goat" to fetch more. Cyclops and Prof. X gathered the new X-Men and attacked again, freeing the old team. It took the combined energies of the entire team, Prof. X's mental powers, and the restored power of Lorna Dane (as Polaris) to cut the ties of the island with the earth and send it into space. It is presumed to have died in the vacuum.



L

LADY DEATHSTRIKE

Oyama Yuriko

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: Yuriko's body has been modified in Spiral's Body Shops. This body has a number of advantages, including:

- Claws of IN material strength, capable of inflicting up to RM edged damage.
- The cyborg form provides RM protection from physical damage and IN protection from energy attacks.

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

GROUPS: Current Member of the Reavers.

IN BRIEF: Lady Deathstrike is the daughter of a Japanese scientist who was said to have developed the method by which Wolverine's bones were bonded to his skeleton. She feels the only way to honor her late father is to slay Wolverine and recover his bones. An early attempt backed by family retainers was foiled by Wolverine and Alpha Flight. Deathstrike struck a deal with Spiral, and in Spiral's Body Shops, became a cyborg warrior. A second attempt, involving the three cyborg Hellfire mercenaries Reece, Cole, and Macon, also failed. Her third attempt, in the service of the White King, saw Wolverine captured and tortured before he eventually escaped. Deathstrike wants Wolverine dead, but on her own terms, with honor and in battle, and the escape of her nemesis means she may yet have that opportunity.

LEECH

F	A	S	E	R	I	P
FE	TY	PR	EX	TY	TY	PR
2	6	4	20	6	6	4

Health: 32 Karma: 16
Resources: FE Popularity: 0

KNOWN POWERS

Negation: Class 1000 ability to negate super-human powers (mutant or otherwise). Can turn this ability on or off at will. No effect on technological devices.

TALENTS: Student.

GROUPS: Ward of X-Factor; member of the X-Terminators.

IN BRIEF: One of the Morlocks from beneath Manhattan, Leech fled to the security of X-Factor following the massacre of the Morlocks by the Marauders. Leech is currently in school with his friend Artie Maddicks.

LEGION

David Charles Haller

F	A	S	E	R	I	P
PR	TY	PR	GD	PR	GD	MN
4	6	4	10	4	10	75

Health: 24 Karma: 89
Resources: EX Popularity: 0

KNOWN POWERS

Psionics: Legion has multiple personalities, three of them, each in control of a different mental ability.

Telepathy: MN ability to read and project thoughts. Also AM intensity telepathic bolts with a range of three areas. Legion's telepathic power is controlled by his "Jemail Karami" personality, a terrorist who has become the most reasonable of Legion's personalities.

Telekinesis: Levitate objects up to one ton, up to five areas away. Generate an AM strength force field around himself. "Fly" up to three areas/round. Legion's telekinetic ability is controlled by his "Jack Wayne" personality, a swaggering adult who wants to dominate all of Legion's abilities.

Pyrokinesis: Generate heat of RM intensity up to five areas away. Cause materials up to IN strength to burst into flame. This ability is controlled by Legion's "Cyndi" personality, a temperamental teenage girl.

TALENTS: None.

GROUPS: Currently controls the new X-Men of Muir island.

IN BRIEF: The son of Professor X and Gabrielle Haller, Legion's powers manifested themselves during a terrorist attack, causing his mind to splinter into a number of separate personalities. Legion recently began to rebuild his core personality (with the help of Prof. X). The "Jack Wayne" persona has become dominant and is currently influencing most of the residents of Muir Island (the exception being Lorna Dane, who is being held prisoner). The members of the Muir Island group are not aware of Legion's control, nor of the fact he is himself under the control of Amahl Farouk, The Shadow King.

LIFTER

Ned Lathrop

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

Health: 42 Karma: 14
Resources: PR Popularity: −3

KNOWN POWERS

Density Control: IN ability to increase his own density. By increasing density, Lifter gives himself the following abilities.

- RM strength (Health unchanged).
- RM Protection against physical and energy attacks.

Gravity Control: Can reduce objects up to 10 tons to a manageable weight (about 50-200 lbs.), within one area. He can toss such objects with TY agility for IN damage.

TALENTS: Criminal.

IN BRIEF: A mutant criminal with gravity- and density-affecting powers, Lifter joined Magneto's Mutant Force and served under a variety of leaders. In recent years, he has become concerned with the plight of super-human mutants and helped found the Resistants, taking a new name—Meteorite.

LILANDRA

Princess-Majestrix (in exile) Lilandra Neramani

F	A	S	E	R	I	P
EX	EX	RM	RM	EX	GD	EX
20	20	30	30	20	10	20

Health: 100 Karma: 50
Resources: AM Popularity: 0 on Earth; −20 among loyalists; 50 among rebels

KNOWN POWERS
Limited Telepathy: Lilandra has a Shift Z telepathic link with Professor X.
EQUIPMENT: IN rank battle armor.
WEAPONS: Lilandra uses an IN strength blaster as her primary weapon and a laser sword (IN edged damage) for hand-to-hand combat.
TALENTS: Leadership, Martial Arts A and E, +1CS with Laser Swords, IN Reason with Shi'ar devices.
GROUPS: Former leader of the Shi'ar Empire; current member of the Starjammers.
IN BRIEF: Lilandra Neramani enlisted the aid of Professor X and the X-Men to overthrow her insane brother. She in turn was overthrown by her mad sister, Deathbird. She, Professor X, and the Starjammers have fought as rebels against the new ruler of the Shi'ar.

LINK

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

Health: 42 Karma: 32
Resources: FE Popularity: 0

KNOWN POWERS
Telekinesis: RM ability. Used to create force bolts of RM damage.
TALENTS: Mime, Juggling.
GROUPS: Heartbreak Hotel.
IN BRIEF: One of a number of low-powered mutants making their home in a commune on the West Coast. Link acts as a street performer—a mime—using his mutant abilities to enhance his act.

LITTLEHALE, REBECCA

F	A	S	E	R	I	P
PR	PR	PR	GD	TY	TY	TY
4	4	4	10	6	6	6

Health: 22 Karma: 18
Resources: FE Popularity: 5

KNOWN POWERS
Teleportation: RM ability to teleport, currently uncontrolled. Rebecca teleports toward the brightest light in her vicinity. She seems to be limited to Earth, but the limits of her power is unknown and she might be able to teleport to the Sun or Moon.
TALENTS: None.
GROUPS: None.
IN BRIEF: A very young mutant who began wearing sunglasses to avoid seeing bright lights after her power manifested itself. Rebecca went teleporting around New York before being rescued by Power Pack and returning home. Her present activities are unknown.

LIVING MONOLITH

Ahmet Abdol

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

Health: 46 Karma: 56
Resources: RM Popularity: 0

KNOWN POWERS
Invulnerability—Cosmic Radiation: Abdol could not be harmed by cosmic rays or attacks which derived from cosmic radiation. Instead, he could use these powers to increase his own abilities.
Cosmic Radiation Absorption: Abdol has no super-human powers until exposed to cosmic radiation. When exposed to such radiation, Abdol increases in abilities and size. He also gains super-human powers in four stages, as follows:

Stage I—The Living Pharaoh

Exposure to EX or RM strength cosmic energy causes Abdol to grow to a height of 26′. In this form he has the following stats and abilities:

F	A	S	E	R	I	P
EX	EX	MN	AM	EX	EX	RM
20	20	75	50	20	20	30

Health: 165 Karma: 70

Energy Blasts: AM rank, five area range.
Body Armor: IN rank.
Movement: EX ground speed.

Stage II—Living Monolith

Exposure to IN or AM rank cosmic radiation for at least 10 rounds causes Abdol to grow to a height of 33′. His skin becomes stone-like, and his eyes begin to glow. His stats and abilities in this form are as follows:

F	A	S	E	R	I	P
RM	GD	UN	MN	EX	EX	IN
30	10	100	75	20	20	40

Health: 215 Karma: 80

Energy Blasts: MN, seven area range.
Body Armor: AM rank.
Movement: IN land speed.

Stage III—Living Monolith

Exposure to MN or UN rank cosmic radiation for at least 50 rounds causes Abdol to grow to a height of 41′. His skin appears to be stone and his eyes glow. In this form, his stats and abilities are as follows:

F	A	S	E	R	I	P
IN	GD	ShX	UN	EX	RM	AM
40	10	150	100	20	30	50

Health: 300 Karma: 100

Energy Blasts: UN rank, 12 area range.
Body Armor: MN rank.
Movement: IN ground speed.

Stage IV—Living Planet

If he maintains Stage III for an extended period of time, the Living Mon-

olith begins to absorb ambient cosmic energy and continues to grow to hundreds of feet in height. In this form, he was eventually sent into space, where he became the Living Planet.

F	A	S	E	R	I	P
MN	GD	ShZ	ShY	EX	RM	UN
75	10	500	200	20	30	100

Health: N/A Karma: N/A

Energy Blasts: CL 1000.
Body Armor: CL 1000.
Movement: Space travel only.

WEAPONS: In human form, Abdol carried an energy blaster (IN damage with six-area range).
SERVANTS: The Living Monolith was the leader of a religious cult awaiting the return of Egypt's Pharaohs. The members of this cult are currently under the leadership of Plasma. Typical cult-member stats are:

F	A	S	E	R	I	P
GD	TY	TY	TY	PR	PR	TY
10	6	6	6	4	4	6

Health: 28 Karma: 14

Cult-members have used a number of devices, including:
Aircars capable of GD air speed, with EX body, and GD control. These aircars can carry up to five cult members and/or prisoners.
Concussion Guns, GD force damage, two area range.
Ring of Silence containing sleep gas of IN intensity.
Electrified Bolo Snare which ensnares at EX strength as well as nullifying mutant powers at EX intensity.
TALENTS: Archeologist, Bilingual (Egyptian and English).
GROUPS: Leader of the Cult of the Living Pharaoh.
IN BRIEF: Abdol's mutant powers were linked with Havok of the X-Men. Several times, he attempted to leech off Havok's power to increase his own, but was defeated by the X-Men and other super-human agents. Finally succeeding in raising his power to the point, he began increasing from natural cosmic radiation alone. He soon realized that he could no longer move in Earth's gravity, and that his presence would destroy the entire planet. With the aid of Thor, Abdol was thrown into another solar system, where he became the Living Planet.

LOBO, CARLOS

Human Form

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

Health: 50 Karma: 32
Resources: GD Popularity: −10

Wolf Form

F	A	S	E	R	I	P
RM	AM	IN	IN	TY	AM	GD
30	50	40	40	6	50	10

Health: 160 Karma: 66

KNOWN POWERS
Transformation: Carlos can transform into a humanoid wolf during the nights of the full moon. While in wolf form, he has the following abilities:
•Claws and Teeth: RM Edged attack.
•Hyper-Senses: MN sight, hearing, and smell. AM tracking ability.
•Limited Invulnerability: Can't be harmed by normal weapons. Can be affected by force and energy blasts, and may be stunned and slammed, though Health is not affected. Can be harmed and slain by silver weapons.
TALENTS: Crime, Bilingual (Spanish and English)
GROUPS: Former partner of the late Eduardo Lobo. The brothers were known as Los Lobos.
IN BRIEF: Carlos and Eduardo were mutants with abilities paralleling those of lycanthropy (though they were genetic as opposed to mystic in nature). In a turf war with the Kingpin of Crime, the Kingpin enlisted a mutant, Persuader, to control Punisher and use him to kill the Lobo Brothers. Spider-Man interfered, Punisher broke loose of the mental control, and both Persuader and Eduardo died.

LOCUST

Dr. August Hopper

F	A	S	E	R	I	P
TY	GD	GD	RM	TY	TY	RM
6	10	10	30	6	6	30

Health: 56 Karma: 42
Resources: TY Popularity: 0

KNOWN POWERS
No super-human powers.
EQUIPMENT: Locust uses a variety of devices to change and control insects.
Magno-Ray: A device that can increase the size of insects 500 times, making an ordinary insect about 20' tall. A giant beetle or cockroach would have the following abilities:

F	A	S	E	R	I	P
EX	EX	RM	RM	FE	FE	FE
20	20	30	30	2	2	2

Health: 100 Karma: 6

Control Helmet: Built into his body suit, the control helmet gives Hopper AM ability to control insects.
Body Armor: EX protection from physical and energy attacks.
Wings: Mechanical wings allow GD airspeed.
TALENTS: Entomology, Invention.
GROUPS: None.
IN BRIEF: A foe of the original X-Men, Locust had the ability to cause insects to grow and control their actions. He got out of prison soon after X-Factor returned to earth, and unleashed giant cockroaches in an attempt to seek vengeance. He was defeated and returned to prison.

LOCKHEED

Present Version

F	A	S	E	R	I	P
GD	RM	FB	GD	EX	EX	EX
10	30	2	10	20	20	20

Health: 52 Karma: 60
Resources: N/A Popularity: 0

KNOWN POWERS
Fire Breath: RM intensity.
Flight: TY air speed (six areas/round).
Psi-Screen: Class 1000 psi- screen.
TALENTS: None revealed.
GROUPS: Kitty Pryde's pet and, as a result, a member of the X-Men and Excalibur.
IN BRIEF: First encountered by the X-Men on "Broodworld," Lockheed became Kitty Pryde's pet and companion, and travelled with her on her adventures as an X-Man and as a member of Excalibur.

LOCKHEED

Nazi-Earth Version

F	A	S	E	R	I	P
GD	EX	RM	RM	GD	GD	GD
10	20	30	30	10	10	10

Health: 90 Karma: 30
Resources: NA Popularity: 0

KNOWN POWERS
Fire Breath: Breath of AM intensity.
Psi-Screen: CL 1000.
TALENTS: None Revealed.
GROUPS: Former member of the Nazi-version of Excalibur; currently working for this Earth's version of Excalibur.
IN BRIEF: A Lockheed from another dimension, where Nazi Germany won WWII and the members of Excalibur serve as Nazi agents. The Nazis imprisoned this flightless dragon and used it to power a steam-driven train. The dragon continued to serve this world's Excalibur voluntarily in its jaunts across the dimensions. To avoid confusion, this dragon was known as "Big Lockheed," while Kitty Pryde's pet was "Little Lockheed."

LONGSHOT

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

Health: 90 Karma: 56
Resources: TY Popularity: 6

KNOWN POWERS
Probability Manipulation: Longshot unconsciously manipulates probability fields to his own benefit. Whenever rolling dice involving Longshot or allies in contact with him, the dice are read in the most advantageous manner. (For example, a "1" and "9" could be a 19 or a 91, depending on what would be best for the character.)
Aura Reading: Longshot has an IN ability to read the psychic aura of an object. He can "hear" the thoughts of those who handled the object.
EQUIPMENT: Longshot carries a set of cleaver-like blades which he tosses for GD damage up to one area away. In the past, he has also used a jetpack which allowed him to fly at TY air speed (six areas/round).
TALENTS: Acrobatics, Tumbling, Martial Arts A and E, +1CS with his cleavers.
GROUPS: A former member of the X-Men.
IN BRIEF: A rebel fighting the evil Mojo in his own dimension, the three-fingered mutant, Longshot, has twice ventured on Earth. The second time he arrived, he lacked all memory of his previous journey, and joined the X-Men as an ally. He has since left the team, searching for the secrets of his past.

LUCIFER

F	A	S	E	R	I	P
EX	GD	GD	GD	RM	GD	RM
20	10	10	10	30	10	30

Health: 50 Karma: 70
Resources: RM Popularity: 0

KNOWN POWERS
Limited Telepathy: EX level, but lacking any power stunts.
WEAPONS: Lucifer used an ion gun capable of inflicting EX force damage, two area range.
EQUIPMENT: Lucifer used many Quist technological devices in his attemped take-over of Earth. These included:
Teleportation Ray: CI1000 ability, but only to and from the Quist homeworld, Quistaa.
Dominus: A highly advanced computer created by the Quists for subjugation of other races. Dominus takes many years to analyze the nature of new races, but once his analysis is complete, he bombards the targeted race with UN strength mind control rays. This allows the Quists to take over the planet quickly.
The Ultra-Robots: Six specially-designed robots created to maintain and protect Dominus. The Ultra-Robots have EX body armor, fire RM force blasts, and fly at EX air speed. They cannot be affected by mind-control powers. Their stats are:

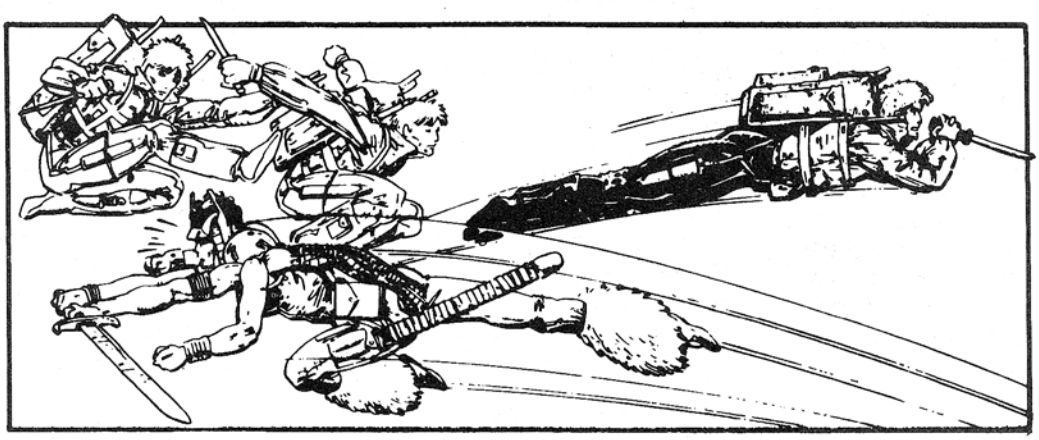
F	A	S	E	R	I	P
EX	RM	RM	EX	N/A	N/A	N/A
20	30	30	20			

Health: 100

TALENTS: None.
GROUPS: None.
IN BRIEF: The Lucifer presented here is the villain at the time he fought Prof. X and the X-Men. The advance agent of an alien race known as the Quists, Lucifer was to lay the groundwork so that the Dominus computer could effect a takeover of all mankind.

The fight with Lucifer cost the young Prof. X the use of his legs. The X-Men defeated Lucifer and damaged the Dominus computer. As punishment, the Quist Supreme Commander recalled Lucifer and banished him to the Nameless Dimension. Lucifer escaped and gained super-human powers, but hasn't fought the X-Men or other mutant-based groups since.

Dominus was improved by the Quists and became fully sentient. He went on to conquer his makers. The computer was eventually destroyed by the West Coast Avengers.



M

M-SQUAD (Group)

The stats for typical M-Squad members are:

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

Health: 28 Karma: 22
Resources: GD Popularity: 10

KNOWN POWERS
No super-human powers. M-Squad is made up of typical humans.
EQUIPMENT: Squad members carry a variety of weapons, including:
Mutant detectors of RM ability, two area range. These make a lot of noise when a mutant is in the area.
Mutant energy streamers capable of inflicting IN stunning damage. These may be disrupted by energy powers and/or light abilities. Fired from energy rifles.
Mutant containment grips which shoot 1-10 tendrils (IN grappling strength) made of IN strength material. These take 1-10 rounds to trap a mutant target. Once trapped, the mutant is stuck, and can be retrieved later.
TALENTS: Parapsychology, Pseudoscience.
IN BRIEF: Parapsychologists entrapped by the Inferno found that their detection gear had been modified in ways that they themselves did not fully understand. They did understand the possibility of making a quick buck, and moved out to the west coast, billing themselves as a cut-rate, X-Factor-style, mutant-hunting service.

MOIRA MACTAGGART

Dr. Moira Kinross MacTaggart

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

Health: 46 Karma: 60
Resources: RM Popularity: 10

KNOWN POWERS
No super-human powers.
WEAPONS: In combat, Moira can use a sub-machine gun capable of inflicting EX damage at RM range.
EQUIPMENT: Moira currently wears a suit of body armor which provides EX protection from energy and physical attacks.
TALENTS: Genetics (specialist in super-human mutations).
GROUPS: Leader of the new X-Men of Muir Island.
IN BRIEF: A leading genetics researcher and the founder of the Mutant Research Center on Muir Island in Scotland, Moira was also Xavier's "silent partner" in founding his school for young mutants. Moira's research center has become a center for mutant studies, especially the study of powerful and potentially dangerous mutants (including Moira's own son, Proteus, and Xavier's son, Legion). Legion's influence over the inhabitants of Muir island is making them more angry and some "hero-like." Under such influence, Moira has formed a new X-Men team to carry on Xavier's dream.

MADDICKS, ARTIE

Arthur Maddicks

F	A	S	E	R	I	P
FE	PR	PR	GD	TY	GD	GD
2	4	4	10	6	10	10

Health: 20 Karma: 26
Resources: FE Popularity: 0

KNOWN POWERS
Telepathy: Arty can read minds and visibly project images from both his own mind and others. He can do this with EX ability and has developed several power stunts:
- Project images from his own mind automatically.
- Create a mindlink to read thoughts and memories, on a Power FEAT roll.
- Paralyze someone through that mindlink, with EX intensity, checked against their Psyche.

LIMITATIONS: Artie is mute, and can only communicate through his thought projections.
TALENTS: Student.
GROUPS: Artie is a ward of X-Factor and a junior member of the X-Terminators.
IN BRIEF: Artie Maddicks' father kidnapped the Beast in hopes of using him as a guinea pig for experiments he hoped would allow him to reverse his son's mutation. X-Factor rescued Artie and the Beast (who reverted to an earlier form in the process). Artie's father was apparently killed. Artie became a ward of X-Factor, learning to use his abilities. Both Artie and his best friend, Leech, are in primary school, trying to live normal lives.

MADROX, JAMIE

James Arthur Madrox

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
Duplication: Jamie can create multiple images of himself. Each time he is struck or takes any kind of sudden jolt, he can create a replica with abilities and Health identical to his own. These multiple images are psionically linked to Jamie, though all have independent thoughts and what is discovered by one is not known to all. If a duplicate is killed, Jamie must make a Psyche FEAT or fall unconscious for 1-10 rounds. Jamie can dispel the duplicates at will, pulling them back into his own body. If the Health of duplicates varies when they merge in his body, Jamie has an average of all the Health scores involved.
EQUIPMENT: Jamie wears a costume which provides GD protection and prevents the creation of unwanted duplicates from chance impacts. Only a blunt or force attack of EX or higher generates a duplicate (and both Madrox and the duplicate take full damage from the attack). At one point this suit malfunctioned, lowering the impact level to TY, but it was capable of

absorbing IN amounts of electrical and heat damage. This malfunction has been repaired.

TALENTS: Student, Genetics.

GROUPS: A member of the Fallen Angels.

IN BRIEF: Madrox has the mutant ability to replicate himself, a power held somewhat in check by his special costume. He joined Dr. Moira MacTaggart in her research in genetic mutation on Muir Island, but left the island with Siryn to hunt down Sunspot and Warlock, who had run away from the New Mutants. The four of them fell in with the Fallen Angels, a street gang of super-powered youths, and Madrox has decided to remain with them.

MAGIK

Illyana Nikolievna Rasputin

F	A	S	E	R	I	P
EX	GD	GD	IN	GD	EX	AM
20	10	10	40	10	20	50

Health: 80 Karma: 80

Resources: IN Popularity: 0

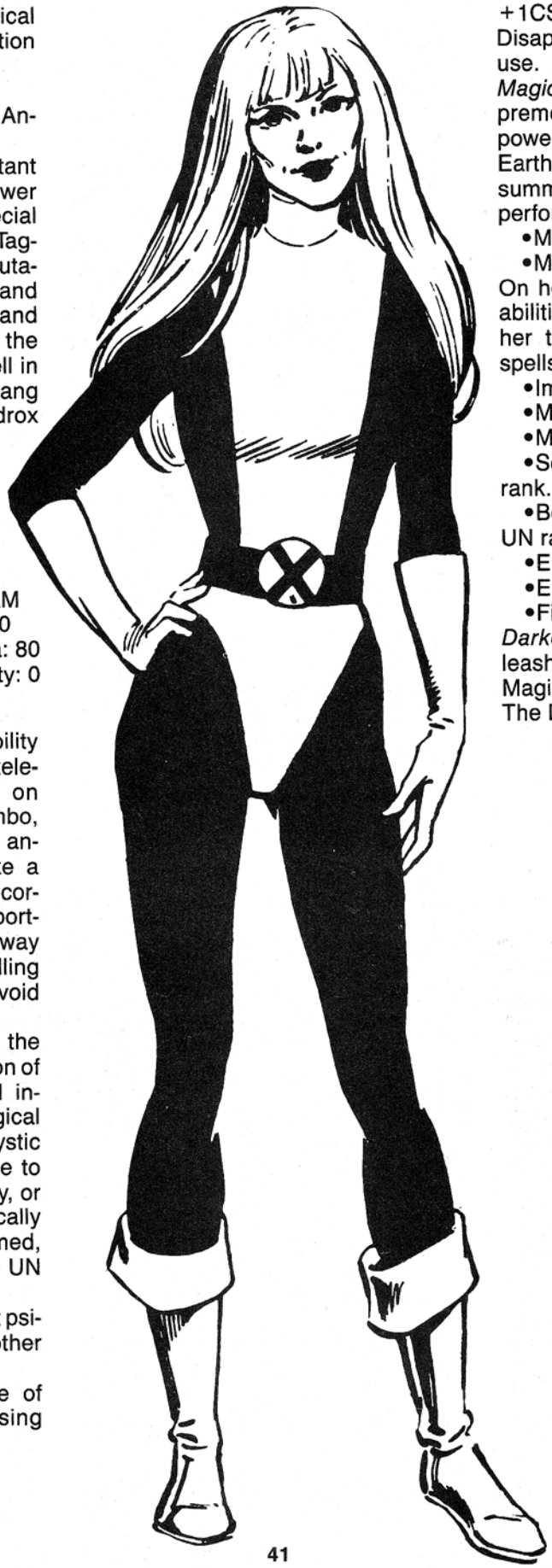
KNOWN POWERS

Teleport Discs: Magik's AM rank ability allows her to create discs which teleport the individual(s) standing on them. The discs teleport to Limbo, where a second set teleports to another location. Magik must make a Psyche FEAT to target the disc correctly. A failed roll means the teleporters appear up to a quarter-mile away from the desired point. An unwilling target may attempt to Dodge to avoid being captured by a teleport disc.

Soulsword: Magik could summon the soulsword, a physical manifestation of her magical powers. The sword inflicts MN edged damage to magical creatures (including those from mystic dimensions). It inflicts no damage to non-magical creatures, machinery, or robots. If such an item is magically controlled, possessed or transformed, the magic will be dispelled at the UN rank.

Psi-Screen: MN protection against psionic attacks, mind-control, and other telepathic abilities.

Body Armor: Appears upon use of magic at the EX rank, increasing +1CS/round to a maximum of AM. Disappears at close of combat or spell use.



Magic: Magik was the sorceress supreme of her native "Limbo," but her powers were greatly reduced on the Earthly plane. On Earth, in addition to summoning her soulsword, Magik can perform the following magical acts:

- MN ability to create an astral form.
- MN ability to detect magical auras.

On her home plane, she had similar abilities to those of Belasco, allowing her to utilize at least the following spells:

- Imitation at MN rank.
- Mind Control at UN rank.
- Magic Detection at UN rank.
- Scrying the Earthly Plane at UN rank.
- Body Transformation—Others at UN rank.
- Eldritch Beams at MN rank.
- Ensnaring at UN rank.
- Fire Control at MN rank.

Darkchilde Variation: With the unleashing of the Inferno in New York, Magik turned fully to her dark side. The Darkchilde was a demonic muta-

tion of Magik, and had the above stats, with the following modifications:

•Body Armor became IN.

•Illyana could use all spells as in Limbo.

TALENTS: Student, Mystic Background, Bilingual (Russian and English).

GROUPS: Former member of the New Mutants.

IN BRIEF: Illyana is the younger sister of Colossus, captured by Belasco and raised in Limbo. Illyana defeated Belasco and escaped Limbo, eventually becoming one of the New Mutants. Continually warring with the darker side of her magical abilities and personality, Illyana became the Darkchilde during the Inferno. The Darkchilde was slain, and within its armor was found the young Illyana, restored to her age and appearance before Belasco kidnapped her. Illyana returned to her parents in Russia, and the soulsword appeared, its blade trapped in stone, at the base of Excalibur's lighthouse.

MAGMA

Amara Juliana Olivians Aquilla

F	A	S	E	R	I	P
GD	EX	TY	IN	RM	GD	GD
10	20	6	40	30	10	10

Health: 76 Karma: 50
Resources: GD Popularity: 5

KNOWN POWERS

Earth Control: MN, allowing her the following power stunts.

•Create MN damage earthquakes in four area range.

•Creature miniature volcano, MN damage, four area range.

•Transform stone into molten lava, reshape it, and let it cool in new shape.

Body Armor: GD protection against physical attacks. UN protection vs. fire and heat attacks.

Flaming Form: Gives off EX intensity light and GD intensity Heat.

Lava Blasts: MN intensity, three area range. Can use this ability to tunnel through material of MN strength or less.

Healing: Magma regains her Endurance rank in Health every 10 rounds, if on the ground. If reduced to 0 Health, she will fall unconscious for 1-10 rounds, at the end of which time she will regain her full Health. No check for dying is necessary.

LIMITATIONS: Magma's powers are weakened when she is not in contact with the ground. For every 10 rounds without such contact, she uses her powers at −1CS, up to a maximum of −3CS. The penalty disappears after 10 rounds of direct contact with the earth.

TALENTS: Student, Sword, Computer, Jungle Survival, Bilingual (Latin and English).

GROUPS: Former member of the New Mutants.

IN BRIEF: Magma is a native of Nova Roma, an ancient Roman colony in the Amazon region, which survived to this day. She joined the New Mutants in order to discover more about the outside world, but has since returned to her native land.

MAGNETO (Original Version)

Magnus (full name unknown)

F	A	S	E	R	I	P
TY	RM	TY	MN	IN	EX	IN
6	30	6	75	40	20	40

Health: 113 Karma: 100
Resources: RM Popularity: −20

KNOWN POWERS

Magnetic Control: MN ability to manipulate iron and iron-based alloys. He has used this ability in a number of power stunts:

•He can assemble complex machinery in one round.

•Inflict up to MN damage to mechanical constructs.

•Manipulate ferrous objects up to MN range.

•Attack a target by levitating and throwing metallic objects with MN accuracy, inflicting damage up to the strength of the material the objects are made of.

•Ensnare an opponent with metal objects at the strength of the material the objects are made of.

Force Field: MN protection for himself, AM for one area, and −1CS for each additional area (maximum three areas). The force field stops all physical, energy, and psionic attacks.

Levitation: TY air speed and control.

Energy Control: Magneto can also control a number of energy forms, including heat, light, ultra-violet, and gamma radiation, up to IN damage to a target within 10 areas, and AM damage on touch.

Magnetic Detection: Magneto can detect movement within magnetic lines of force, and has MN ability to detect invisible or disguised creatures.

Telepathic Projection: TY ability.

Astral Projection: PR ability.

Body Armor: EX protection against physical attack.

EQUIPMENT: Magneto has used a wide variety of equipment in the past, including:

Power enhancing mechanisms that increase his magnetic control powers by +1CS.

Jet-pack that flies at GD speed.

Arm-blasters capable of inflicting IN force damage.

The Magno Ship, a space shuttle used for reaching Asteroid M. This vehicle has IN Speed, EX Body, TY Control, and GD Protection.

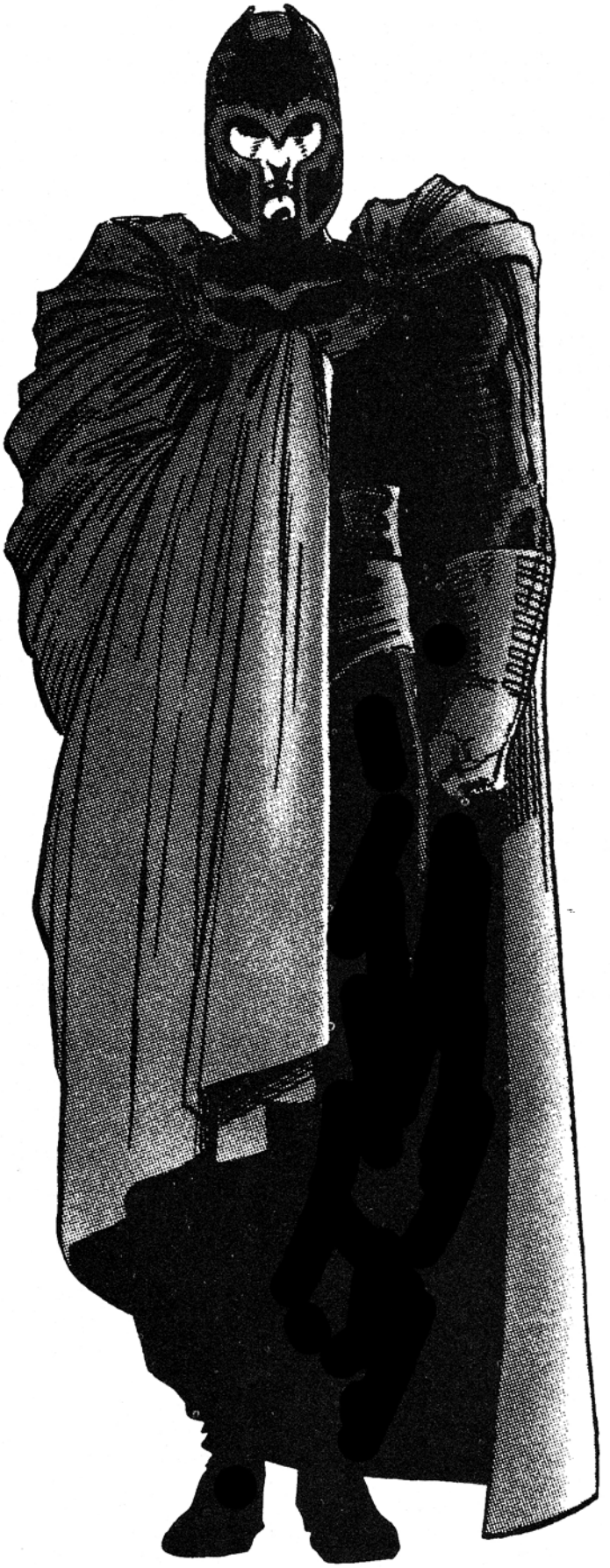
The Magna Car, a flying car propelled by magnetic power. It has RM Speed, EX Body, GD Control, and TY Protection.

The Genetic Transformer, a device created by Magneto (from the villain Maelstrom's notes and prototypes). It has RM ability to give ordinary humans mutated abilities and to alter the abilities of mutants.

TALENTS: Genetic Manipulation and Engineering, Electronics, Robotics, Engineering, Computers, Leadership, Espionage, Multi-lingual (English, German, Russian, and several other languages).

GROUPS: Founder and leader of the original Brotherhood of Evil Mutants.

IN BRIEF: The abilities and powers listed above represent Magneto at the outset of his costumed career as a "super-criminal." His professed aim was personal world domination, but age and the late development of his mutant powers often forced him to use devices to enhance his power and allies, such as the original Brotherhood, to carry out his plans. Magneto clashed with the X-Men and a number of other super-powered individuals in



his battles against humanity. Magneto created Alpha the Ultimate Mutant, who turned on his creator and transformed Magneto into a child.

MAGNETO (Current version)

Magnus (full name unknown)

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: −40

KNOWN POWERS

Magnetic Control: UN ability to manipulate iron and iron-based alloys. He has used this ability in a number of power stunts:

- Assemble complex machinery in one round.
- Inflict up to UN damage to mechanical constructs.
- Manipulate ferrous objects with unlimited range.
- Attack a target by levitating and throwing metallic objects with UN accuracy, inflicting damage up to the strength of the material the objects are made of.
- Ensnare an opponent with metal objects at the strength of the material the objects are made of.
- Create openings in metal surfaces and close them behind him with no loss in the material strength of the surface.
- Toss opponents into the air and drop them from great heights, up to AM damage.

Force Field: UN for himself, MN for one area, and −1CS for each additional area. The force field stops all physical, energy, and psionic attacks.

Flight: RM air speed (15 areas/round). Magneto can cause other characters to fly at −1CS to power rank for each additional person, minimum of GD air speed.

Energy Control: Magneto can control a number of energy forms, including heat, light, ultra-violet, and gamma radiation, up to AM damage to a target within 20 areas, and MN damage on touch.

Magnetic Detection: Magneto can detect movement within magnetic lines of force, and has UN ability to detect invisible or disguised creatures.
Telepathic Projection: GD ability.
Astral Projection: TY ability.
Body Armor: EX protection against physical attacks.
TALENTS: Genetic Manipulation and Engineering, Electronics, Robotics, Engineering, Computers, Leadership, Espionage, Multi-lingual (English, German, Russian, and several other languages).
GROUPS: Founder and leader of the original Brotherhood of Evil Mutants; member of the X-Men; Mentor of the New Mutants; "Grey King" of the Hellfire Club.
IN BRIEF: Following Magneto's "rebirth" at the hands of Eric the Red, he became more powerful than before, but also began rethinking his motives as an evil mutant. He attempted to work for the general good, even to the point of joining the X-Men and serving as headmaster of Xavier's school in Prof. X's absence. His heavy-handed techniques and questionable actions soon drove him away from these groups and back to form as an "evil" mutant. This time, his aim is not world domination, however—he believes that if he plays the part of the dangerous "mutie", he will attract attention to himself and away from less-powerful and more vulnerable mutants. He has re-established his base in the Savage Land.

MAGNETO (Robot Version)

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

Health: 60 Karma: 46
Resources: N/A Popularity: −20

KNOWN POWERS
Magnetic Control: MN ability to manipulate iron and iron-based alloys. He has used this ability in a number of power stunts:
•He can inflict up to MN damage to mechanical constructs.
•Manipulate ferrous objects with MN range.
•Attack a target by levitating and throwing metallic objects with MN accuracy, inflicting damage up to the strength of the material the objects are made of.
•Ensnare an opponent with metal objects at the strength of the material the objects are made of.
•Create openings in metal surfaces and close them behind him with no loss to the material strength of the surface.
•Toss opponents into the air, dropping them from great heights, up to AM damage.
Force Field: IN for himself, MN for one area, maximum.
Body Armor: RM protection against physical attacks.
TALENTS: None.
GROUPS: Leader of Mesmero and the Demi-Men.
IN BRIEF: A construct of Starr Saxon (later known as Mr. Fear and also as Machinesmith), the Magneto robot was designed to gather and lead a mutant criminal force. The robot would, in turn, be led by Saxon. The robot was deceptive enough to fool Mesmero, Lorna Dane, and the X-Men, but the Sentinels quickly recognized the Robot's false nature and destroyed it. Machinesmith either gathered the scraps for reconstruction or built another improved version of the creature, which was used to attack pro-mutant protesters.

MAGUS

F	A	S	E	R	I	P
MN	UN	UN	ShZ	MN	UN	UN
75	100	100	500	75	100	100

Health: 775 Karma: 275
Resources: N/A Popularity: 0

KNOWN POWERS
Shapechanging: The Magus' techno-organic body is mutable, allowing him the following power stunts:
•Increase size from 6′ to 45 million miles (the latter only when not near any planets—on planetary surfaces his usual maximum height is several hundred feet).
•Mimic functioning machines (e.g., planes, helicopters, and spaceships) up to the CL 1000 level.
•UN ability to assume organic appearance. AM skill at mimicking particular humans.
•Create optical sensors and other parts up to 10 areas from his main form.
Body Armor: The Magus' body is made of IN material strength matter, which provides AM body armor due to the dispersed nature of his organic form.
Conversion: Magus has UN ability to regain lost Health by converting living organic objects to a crystalline matrix, then draining the matrix of life energy. Magus regains Health equal to the target's Health, or material strength. The target can make an Endurance FEAT to avoid. Touch must be "flesh"-to-flesh (similar to Rogue's abilities) in order to function.
Space Travel: Magus can travel through space with CL 3000 ability. He is immune to the effects of vacuum.
Holographic Projection: Magus can project images of any object in his memory banks up to a distance of 20 areas away. These illusions are of UN effectiveness, but can be revealed as illusions on touch.
Cloaking: Magus has CL 1000 protection against all forms of electronic tracking, as well psionic or physical tracking powers or talents.
Limited Telepathy: Magus has IN telepathic ability. He uses this ability primarily to learn the languages of his prey, doing so within five rounds.
TALENTS: None known or needed.
GROUPS: None known or needed.
IN BRIEF: The ruler of the Technarchs and the father of the New Mutants' Warlock, Magus sought out his son with the intent of destroying him. Warlock and the New Mutants defeated Magus, but instead of killing him restored his youth and returned him to his home planet. The abilities of the young, less-powerful Magus may be similar to Warlock's, but this is not known.

MALICE

F	A	S	E	R	I	P
FE	FE	FE	UN	EX	MN	MN
2	2	2	100	20	75	75

Health: 106 Karma: 170
Resources: N/A Popularity: −10

KNOWN POWERS
Energy Being: Malice is an energy being, and as such has several abilities

in her natural state:

•She has no need to breathe, eat, or sleep in this state.

•Malice cannot be harmed by physical or energy attacks that are not on her unknown wavelength (MN reason FEAT to discover what that wavelength is). Malice can be affected by magical and mental attacks.

•Ignores physical barriers.

Possession: MN ability, with the target receiving a Psyche FEAT to avoid. Once in possession of a victim, Malice has full control of the target's abilities, physical (though not mental) attributes, and memories. Malice gains Karma equal to that lost by her host body. She gains the host body's Health, and in case of that body's death, will leave.

LIMITATIONS: Malice can *only* attack with her possession ability.

TALENTS: Malice has no abilities herself but takes on those of people she possesses.

GROUPS: Servant of Mister Sinister; member of the Marauders.

IN BRIEF: A mutant whose natural form is a wisp of energy, Malice fought the X-Men by taking possession of a number of their bodies, the possession signalled by a small choker around the victim's neck. She possessed Lorna Dane (Polaris) and in that form fought alongside the Marauders. However, Malice found she could not separate from Polaris. Such a separation was finally affected by Zaladane, though where Malice went in the transfer is unknown.

MANDRILL

Jerome Beechman

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

Health: 84 Karma: 46
Resources: PR Popularity: −5

KNOWN POWERS

Speed Bursts: Mandrill can reach EX land speeds for three rounds at a time.

Pheromones: MN intensity, can affect all women in adjacent areas or one particular female target in a five-area range. Intended victims must make a Psyche FEAT to avoid the effects. If this fails, the female will be extremely attracted to Mandrill and subject to his commands. If reinforced over a period of months, this influence becomes the equivalent of MN mind control. An electric shock of GD intensity or greater will negate the control.

TALENTS: Leadership, Survival.

GROUPS: Leader of the Mutant Force and Fem-Force; partner of Nekra.

IN BRIEF: The mutant son of an atomic research scientist, Mandrill was abandoned by his parent in the desert. He teamed up with another abandoned mutant, Nekra, and the pair engaged in a number of plans to conquer some chunk of the world or another. Mandrill uses his female-influencing pheromones to create armies of women to carry out his plans.

MARVEL GIRL (Original Version)

Jean Grey

F	A	S	E	R	I	P
TY	GD	TY	EX	GD	GD	IN
6	10	6	20	10	10	40

Health: 42 Karma: 60
Resources: TY Popularity: 10

KNOWN POWERS

Telekinesis: Jean has RM ability to mentally manipulate objects. She can perform the following power stunts:

•Create a mental force shield up to RM strength protection against physical attacks.

•Project force bolts of pure telekinetic energy for RM damage.

•RM ability to move physical objects, with a weight equivalent of GD strength.

TALENTS: Student.

GROUPS: Founding member of the original X-Men.

IN BRIEF: The above stats represent Jean Grey's abilities at the time she joined the X-Men. A telepathic trauma crushed her nascent telepathic abilities, and at that time she was limited to telekinetic abilities.

MARVEL GIRL (Pre-Phoenix Version)

Jean Grey

F	A	S	E	R	I	P
TY	GD	TY	RM	GD	RM	AM
6	10	6	30	10	30	50

Health: 52 Karma: 90
Resources: TY Popularity: 15

KNOWN POWERS

Telekinesis: Jean has IN ability to mentally manipulate objects. She can perform the following power stunts:

•Create a mental force shield up to IN strength protection against physical and energy attacks.

•Project force bolts of pure telekinetic energy for IN damage.

•IN ability to move physical objects, with a weight equivalent of EX strength.

•Fly at EX air speed. With up to ten others, this is reduced to GD air speed.

Telepathy: RM ability to read minds. Jean used this skill to perform the following power stunts:

•RM ability to read minds.

•RM ability to project thoughts, RM range.

•RM ability to execute mental attacks, including erasing thoughts and exercising mental control.

TALENTS: Resist Domination.

GROUPS: Founding member of the original X-Men.

IN BRIEF: The above stats represent Jean Grey's abilities at the time of the founding of the new X-Men, prior to the creation of Phoenix.

MARVEL GIRL (Current Version)

Jean Grey

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: TY Popularity: 20

KNOWN POWERS
Telekinesis: IN ability to mentally manipulate objects. She can perform the following power stunts:
•Create a mental force shield up to IN strength protection against physical and energy attacks.
•Project force bolts of pure telekinetic energy for IN damage.
•Move physical objects with IN ability, with a weight equivalent of RM strength.
•Fly at RM air speed. With up to ten others, this is reduced to EX air speed.
Multiple Personae: For a short time following the Inferno, Marvel Girl manifested the personalities (though not the powers) of the Phoenix Force and the clone Madelyne Pryor created by Mr. Sinister. On a failed Psyche FEAT, she will fall into one of these other personalities for 1-10 rounds, or until forced to make another FEAT roll.
TALENTS: Resist Domination.
GROUPS: Founding member of the original X-Men and X-Factor.
IN BRIEF: The above stats represent Jean Grey's current abilities. After her release from the energy cocoon in which Phoenix placed her, Jean's telepathic abilities were again placed in remission. Following a battle with the Celestials, her multiple personality problem seems to be solved as well, but she still retains the memories, if not the personalities and powers, of Phoenix and Madelyne Pryor.

MASQUE

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

Health: 50 Karma: 22
Resources: FE Popularity: −5

KNOWN POWERS
Shapechange Others: Masque has MN control over the flesh of others, and can reform a victim's features and body on touch. He has used this ability for the following power stunts:
•Degrade a target's appearance for −20 to popularity.
•Improve a target's appearance for +20 to popularity.
•MN ability to duplicate appearances.
•Change appearance of the living and recently dead.
•Induce blindness or deafness.
•Cut off air by sealing over ears and nose.
LIMITATIONS: Masque cannot affect his own twisted features with his shapechanging ability.
TALENTS: None.
GROUPS: Member of the Tunnelers, a faction of the Morlocks.
IN BRIEF: Masque was retained by Callisto to modify the appearance of new Morlocks to give them physical characteristics reflecting their mutant nature. During the Mutant Massacre, Masque and several of the other Tunnelers made it to the surface with X-Factor. Masque returned to the alleys, where he captured Callisto, changing her into a beautiful woman. Masque is intent on re-establishing the Morlocks with himself as their leader.

MASTER MOLD

F	A	S	E	R	I	P
RM	EX	MN	UN	RM	GD	PR
30	20	75	100	30	10	4

Health: 225 Karma: 44
Resources: IN Popularity: −10

KNOWN POWERS
Robotic Construction: Master Mold is a robot, and as such has a number of special abilities:
•Immunity to poison, disease, and gas.
•Invulnerability to mental attacks such as mind control and mind readings (though telepathic force bolts and other such attacks function normally).
•Master Mold does not need to breathe, and is unharmed by the effects of outer space and being underwater.
•When fully assembled, Master Mold is 30' tall. Anyone attacking him has a +2CS chance of hitting.
•Master Mold is made of RM strength material. This material provides EX protection against physical and energy attacks.
•Master Mold can repair himself, using available technology and materials, with the equivalent of 20 Health regained per round, until reduced to 10 Health or less.
Mutant Detection: UN ability to sense individuals with mutant DNA, several hundred mile range.
Flight: EX air speed.
Mind Control: AM ability.
Brain Module: Master Mold's central consciousness resides within a "brain module," of which there are a number scattered throughout the world. Destruction of one form (with one brain module) does not fully destroy Master Mold. The brain modules are made of UN strength material, and have MN ability to generate a new body. As a protective measure, each brain module can inflict IN energy damage to anyone touching it.
WEAPONS: Master Mold has in the past created a number of weapons systems, including:
Hunter Missiles which seek-and-destroy targets. These have AM speed, IN control, and are made of EX material strength alloy. The hunter missiles have RM tracking ability and, once they locate a target, will attempt to destroy it with AM strength energy beams.
Beacon Probe similar to the Hunter Missiles, but capable of inducing sleep with AM intensity in two areas.
Force Beams or energy rays of RM strength.
Gas Jets located in the palms. These fire RM potency knockout gas up to two areas.
Stun Ray, RM intensity, three area range.
Disintegrator Ray, RM strength, effective against inorganic material, two area range.
EQUIPMENT: Master Mold has created a variety of equipment types, including:
The Mobile Flying Base, a flying HQ with EX Control, Shift Z Body, MN Speed, and AM Protection. This base radiated RM intensity light as well.
The Retribution Virus, created by Master Mold to kill all super-human mutants plus 90% of normal humanity with the genetic potential for mutation. The disease caused −1CS in all abilities per hour, with death occurring when all abilities were at Sh0 and an Endurance FEAT was failed. A vaccine for this virus was created by Moira MacTaggart, and all existing versions of the virus were either cured or destroyed.
Servitors are artificial lifeforms created by Master Mold. They have GD body armor, and are equipped with jet packs (TY air speed) and blasters (GD

energy damage, two area range). The Servitors have the following abilities:

F	A	S	E	R	I	P
GD	GD	TY	GD	PR	PR	PR
10	10	6	10	4	4	4

Health: 36 Karma: 12

Conscience is a robot construct with the downloaded personality of Stephen Lang. Like Master Mold, Conscience has the advantages of Robotic Construction, but he lacks regenerative powers. He has EX body armor, and can fire IN strength Energy or Force beams. Conscience has the following abilities:

F	A	S	E	R	I	P
EX	EX	IN	MN	RM	GD	PR
20	20	40	75	30	10	4

Health: 155 Karma: 44

TALENTS: Since he was programmed with Stephen Lang's engrams, Master Mold has Electronics, Robotics, and Repair/Tinkering skills.
GROUPS: Former leader of the Mark III Sentinels, now independent.
IN BRIEF: The description above is for the current version, but Master Mold has been rebuilt a number of times in his long career. The original Master Mold, designed to oversee production of the Trask Sentinels, was destroyed when Trask blew himself up along with the Sentinel Base. Master Mold was rebuilt by Stephen Lang, who placed his own personality within Master Mold. This version was destroyed by Iceman, Angel, and the Hulk, but the various "brain modules" fell to earth awaiting activation. Since that time, Master Mold has appeared in a number of different forms, built of available materials. He has fought the X-Men, Cyclops, and Power Pack. Most recently, Master Mold linked up with Nimrod, the mutant-hunter of the future, and they and Rogue entered the Siege Perilous together. What impact this will have on the activation of other brain modules is currently unknown.

MASTERMIND

Jason Wyngarde

F	A	S	E	R	I	P
GD	TY	TY	RM	EX	EX	UN
10	6	6	30	20	20	100

Health: 52 Karma: 140
Resources: PR Popularity: −10

KNOWN POWERS
Illusion Generation: UN ability to generate three-dimensional illusions. Damage from such illusions is imaginary, but if 0 Health is reached, the target becomes unconscious for 1-10 rounds. Mastermind's illusions affect all senses except smell. They cannot be recorded on cameras, tape, or other mechanical devices. All who can see the illusions are affected by them. Mastermind can perform the following power stunts:

- UN ability to change his appearance, including all sight and touch components.
- UN ability to become invisible.

EQUIPMENT: The Mindtap Mechanism created by Frost Industries gives Mastermind limited telepathy at UN ability (reading thoughts and memories only). This also allows Mastermind to work his illusions on a single target.
TALENTS: None.
GROUPS: Former member of the original Brotherhood of Evil Mutants and Factor Three. Applicant to the Inner Circle of the Hellfire Club. (Application rejected in the wake of the Dark Phoenix debacle.)
IN BRIEF: Mastermind was a carnival mentalist with mutant abilities when he was recruited by Magneto into his original Brotherhood. Mastermind fought the X-Men on a number of occasions as a member of larger groups. Finally, backed by the Hellfire Club, he attempted to take control of Marvel Girl, thinking her human instead of the earthly incarnation of the Phoenix Force. Phoenix revealed the nature of the cosmos to Mastermind, driving him mad for a short time. Mastermind recovered and attempted to avenge himself on the X-Men, but he was defeated. His present whereabouts are unknown.

MEGGAN

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: 10

KNOWN POWERS
Changeling: UN shapechanging ability, to date limited to human and humanoid forms. Physical abilities can shift up to four ranks to match the new form, but Health and Karma remain unchanged. Two common forms that Meggan has adapted as power stunts are a Wolf/Humanoid form (in which she gains RM tracking power and TY claws) and a super-powered form which increases her height by four feet and her Strength to AM.
Flight: EX air speed.
Animal Communication: Meggan has UN ability to sense animal emotions and converse with animals.
Insulation: GD resistance to cold.
LIMITATIONS: For all Meggan's potential, she also operates under a number of limitations, including:

- Ties to the British Isles. Much like Captain Britain, prolonged separation from England (or its extra-dimensional analogs) causes reduction in physical abilities and shapechanging by −1CS per week, minimum of FE. Losses are regained upon return to the Isles.
- Meggan is very self-conscious, and will often change shape based upon her self-image. If attracted to an individual, she can duplicate that person's skin and hair color; if angry, she becomes more and savage. In such situations, the Judge can call for a Psyche FEAT to avoid changing shape.

TALENTS: Meggan is an illiterate TV junky, with IN recall of anything she has seen on television.
GROUPS: Member of Excalibur.
IN BRIEF: A British mutant with shape-changing abilities and strong, possibly mystic, ties to the British Isles, Meggan first teamed up with Captain Britain, and later joined him as a member of Excalibur. She and Captain Britain are lovers, but their relationship has fallen on hard times recently, and she has become attracted to Nightcrawler.

MENTAC, THE LIVING COMPUTER

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

Health: 48 Karma: 100
Resources: TY Popularity: 0

KNOWN POWERS

Computer Mind: AM recall. Also has the ability to calculate and formulate plans with AM ability, given available information.

Telepathy: EX ability. His only power stunt to date is relaying information to the minds of other cell mates.

TALENTS: None revealed.

GROUPS: Member of a cell of Soviet mutants.

IN BRIEF: Mentac is a Soviet mutant working under the direction of Father Alexi Garnoff against Soviet abuses of mutants. He is Garnoff's planner, and his telepathic ability comes in handy in a country where writing down secret plans is not a good idea.

MENTALLO

Marvin Flumm

F	A	S	E	R	I	P
TY	GD	TY	RM	GD	RM	AM
6	10	6	30	10	30	50

Health: 52 Karma: 90
Resources: TY Popularity: −5

KNOWN POWERS

Telepathy: AM ability, range of five miles. Mentallo can communicate with up to three people at the same time. Using this ability he has developed the following power stunts:

- Radar Sense: FE ability to detect invisible and/or intangible people and objects.
- Illusion generation: AM ability to induce hallucinations in the minds of others.

EQUIPMENT: Mentallo has an Anti-Psionic Helmet which provides:

- EX resistance to all psionic attacks.
- EX invisibility to mental detection.

LIMITATIONS: Mentallo suffers −1CS on all attacks against moving targets. His Psyche is only TY against mental attacks. On the plus side, any successful mental attack causes just 1-10 rounds of unconsciousness in lieu of normal damage.

TALENTS: Electronics, Firearms.

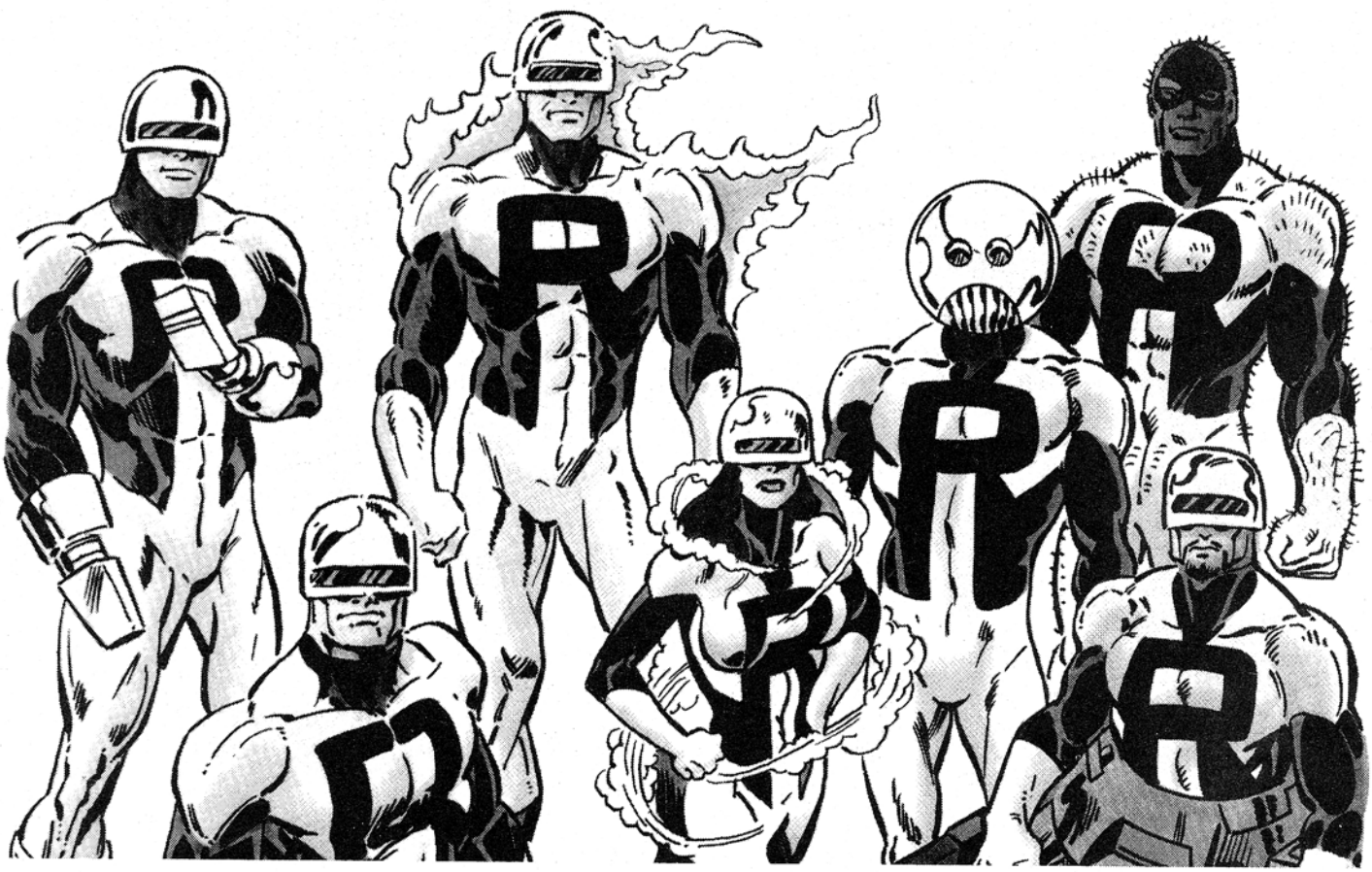
GROUPS: Former employee of SHIELD; former partner of the Fixer.

IN BRIEF: Mentallo was a capable mutant telepath for SHIELD who broke away from that group to form a criminal partnership with the nonmutant inventor, the Fixer. After a number of failed attempts, the partnership broke up. Mentallo recently became involved in the Mutant Rights Movement, and is currently a member of the Resistants under the name Think Tank.

MESMERO

F	A	S	E	R	I	P
TY	TY	TY	EX	GD	TY	AM
6	6	6	20	10	6	50

Health: 38 Karma: 66
Resources: TY Popularity: −5



KNOWN POWERS

Hypnosis: Mesmero has AM ability to hypnotize up to ten people with whom he has made eye contact. Victims get a Psyche FEAT to avoid falling under his spell. Mesmero can induce full or partial amnesia in his subjects. He can also force victims to follow his orders, but they get a Psyche FEAT roll to break free any time Mesmero demands an act which will result in lost karma.

Illusion Generation: AM ability to create illusions with sight and sound components, but not touch or smell. A Psyche FEAT allows victims to see through the illusion. Mesmero's illusions do illusory damage. If Health is reduced to 0 by such damage, the victim is rendered unconscious for 1-10 rounds.

Mental Blasts: AM ability, two area range. Affects up to four targets at once (reduce damage by −1CS for every target after the first).

TALENTS: None.

GROUPS: Former leader of the Demi-Men; former partner of the Magneto Robot.

IN BRIEF: A costumed criminal with mutant hypnosis power, Mesmero first appeared when the Demi-Men aided the Magneto Robot in an attempt to rule the world. Mesmero has fought the X-Men and other costumed adventurers a number of times since then. He is still at large.

METEORITE

Ned Lathrop

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

Health: 46 Karma: 14
Resources: PR Popularity: 0

KNOWN POWERS

Density Control: IN ability to increase his own density. This gives him IN strength (though Health is unchanged) and RM Protection against physical and energy attacks.

Gravity Control: Meteorite can reduce objects weighing up to 10 tons to a negligible weight. This ability has been used in a number of power stunts:

- Levitate and move inorganic objects with equivalent of IN strength (10 tons max).
- Use such objects as weapons (inflicting their weight rank in blunt damage).
- Create a "meteorite" that can carry him and up to six people at RM speed (15 areas/round). If Meteorite is rendered unconscious, his meteor immediately falls to the ground. Apply normal falling results.
- Move organic masses up to RM weight.

EQUIPMENT: Meteorite wears body armor. The standard Resistant suit provides GD protection from physical and energy attacks.

TALENTS: Criminal Background.

GROUPS: Former member of Mutant Force; current member of the Resistants.

IN BRIEF: Originally the mutant criminal named "Lifter," Ned Lathrop adopted the name Meteorite when he joined the Resistants, a team of superhuman mutants opposing government actions against mutantkind. His ability to create "meteor chariots" makes him the group's "bus driver." Meteorite was shot several times in a recent battle with John Walker's Captain America. It is not known whether he survived.

MIMIC

Calvin Rankin

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

Health: 24 Karma: 18
Resources: PR Popularity: 10

KNOWN POWERS

Power Duplication: Mimic had MN ability to duplicate automatically the powers, skills, and abilities of those within 10′ of him (up to the MN level). Mimic's body modified itself when necessary (for example, growing wings to mimic a flight power). The duplication of powers had no effect on the source.

LIMITATIONS: Mimic's duplication ability had several side effects:

- The power duplication was automatic. It occured whether Mimic wanted it to or not.
- Mimic's power duplication worked only on humans, mutants, and mutates. It did not function on robots, aliens, or natives of other dimensions.
- Health was increased when ability scores were increased, but not Karma.
- Once he duplicated a character's powers, Mimic could travel as far as one mile from that character. If he found himself farther away than a mile, he lost the duplicated powers and had to approach within one mile in order to regain them.
- Mimic gained only a character's powers—he didn't acquire the source's level of practice or skill, nor did he copy talents or memories. He was also generally without the source's mechanical safeguards, if any. (For example, he wouldn't have the ruby lenses that keep Cyclops' power in check.) In game situations where this causes significant problems, Mimic can gain protective adaptations with a Yellow FEAT roll on the MN column.

TALENTS: None known.

GROUPS: Former member of the X-Men.

IN BRIEF: Mimic joined the X-Men briefly, serving as their deputy leader. However, he lost control of his power and apparently died while fighting the Hulk. He recently reappeared, doing battle with the Hulk and with Wolverine.

MIRAGE (Original Version)

Danielle "Dani" Moonstar

F	A	S	E	R	I	P
GD	TY	GD	RM	GD	EX	IN
10	6	10	30	10	20	40

Health: 56 Karma: 70
Resources: PR Popularity: 5

KNOWN POWERS

Mental Probe: UN ability to detect specific emotion-laden thoughts and desires. Power stunts in the past have included detecting greatest fears, greatest figure of authority, and heart's desire. The nature of her target's fears and desires are unknown to Mirage until she projects them with

her illusion-casting power.
Illusion Casting: UN ability to display a target's fears and desires as three-dimensional images. Such images are seen by all, though multiple targets will be affected only if they have the same general fear/desire. Targets reduced to 0 Health as a result of such illusions fall unconscious for 1-10 rounds. Only images detected by the Mental Probe can be displayed in this fashion.
Empathy: MN ability, but only with animals (and shape-changers in animal form).
TALENTS: Hunting, Survival, Equestrian, Bows, Bilingual (English and Cheyenne).
CONTACTS: Co-leader of the New Mutants.
IN BRIEF: The stats and abilities above represent Mirage's powers and attributes from the time she joined the New Mutants (in the face of an attack by Donald Pierce, the White Bishop) to the time of the group's first journey to Asgard. Mirage and Sam Guthrie became co-leaders of the New Mutants. Dani Moonstar should not be confused with the criminal Mirage, Desmond Charne, who was killed by Scourge.

MIRAGE (Current Version)

Danielle "Dani" Moonstar

F	A	S	E	R	I	P
GD	GD	GD	RM	GD	EX	MN
10	10	10	30	10	20	75

Health: 60 Karma: 105
Resources: PR Popularity: 5

KNOWN POWERS
Mental Probe: UN ability to detect specific emotion-laden thoughts and desires. Power stunts in the past have included detecting greatest fears, greatest figure of authority, and heart's desire. The nature of these fears and desires are unknown to Mirage until projected by her illusion-casting power.
Solid Images: Mirage can display the images pulled from other minds, as before. Now, however, she can display images from her own mind, and all of these images are solid and tangible. The material strength and abilities of these images are as they would be in "reality," with a maximum of UN rank. Only one solid image can be created at a time, and when not using an image, Mirage "stores" it as a spirit lance talisman around her neck.
Empathy: MN ability, but only with animals (and shape-changers in animal form).
Death Sense: UN ability to detect, unconsciously, the possibility of death. The Judge should make a FEAT roll for Mirage at the start of any session, with a Red result meaning that one or more randomly determined individuals in the group are threatened by death. These individuals can't use Karma to enhance Endurance FEATs for the duration of the session.
EQUIPMENT: Mirage makes use of a magical staff and a winged horse.
Ghost Staff: A powerful magical weapon created directly from Mirage's mind, the ghost staff inflicts Shift Y damage to extra-dimensional godlike beings, including Death.
Brightwind: A winged horse of the Valkyrie, with the following stats:

F	A	S	E	R	I	P
GD	EX	RM	IN	TY	GD	TY
10	20	30	40	6	10	6

Health: 100 Karma: 22

Brightwind flies with EX airspeed, and has an UN mind link with Mirage.
TALENTS: Hunting, Survival, Equestrian, Bows, Bilingual (English and Cheyenne).
CONTACTS: Co-leader of the New Mutants; member of the Valkyries.
IN BRIEF: Mirage gained her death sense and her winged horse, Brightwind, when the New Mutants were in Asgard. Her mutant powers were further modified by the High Evolutionary in his "Evolutionary Wars," allowing her to turn her images solid. Thereafter, however, Mirage's death-influenced nature came to the fore, turning her into Hela's servant, and forcing the New Mutants to return to Asgard. Mirage was eventually cured of Hela's curse, but has chosen to remain with the Valkyries as one of their number. The rest of the New Mutants returned to Earth.

MIST MISTRESS

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

Health: 32 Karma: 18
Resources: PR Popularity: 0

KNOWN POWERS
Mist: Mist Mistress emits a corrosive gas of RM intensity. Applied directly, it acts as an acid of IN intensity. Dispersed into an area, it reduces metallic battle armor by −4CS for as long as she is present and for 1-10 rounds after she leaves.
EQUIPMENT: The standard Resistant uniform offers GD protection from physical and energy attacks. All such uniforms are proof against Mist Mistress' corrosive powers as well.
TALENTS: Business, Accounting.
IN BRIEF: A former accountant, now a member of the Resistants, Mist Mistress is dedicated to the idea of freeing mutants unjustly imprisoned by a human justice system.

MISTER SINISTER

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
Telepathy: UN rank, though whether from inborn ability or external technology is unknown. With this ability he has managed the following power stunts:
- Force bolts of UN intensity.
- Force shields of UN intensity.
- Mental blocks of UN intensity. The victim must save against an UN intensity Psyche FEAT or find himself unable to harm Mister Sinister.
- Plant false or misleading memories with UN ability, or erase memories, also at UN ability.
- Astral Travel. When in the astral plane, Sinister is +2CS on his actions.

EQUIPMENT: Sinister has several items at his disposal:
Sinister's Base: Sinister is apparently in mental rapport with his base, such that it can change shape and move according to his commands. He can

also form weapons, restraints, and other devices with MN ability. A single device per round could be formed in this fashion, with a maximum ability of AM in any one area, GD in all other applicable areas. The material strength of base material (unless otherwise determined) is GD.

Mutant Detection Device: This device, similar to Cerebro, gives Sinister UN ability to detect mutants.

LIMITATIONS: Sinister is highly vulnerable to Cyclops' eyebeams. The X-Man's blasts pierce Sinister's force shield automatically and are +2CS to hit.

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

GROUPS: Employer of the Marauders.

IN BRIEF: The mysterious Mister Sinister is responsible for Scott Summer's missing memories, the creation of Madelyne Pryor and at least some of the Marauders, and the Mutant Massacre of the Morlocks. He also maintains an orphanage for mutants. His ultimate purpose is as unclear as the nature of his abilities. (No one knows if they are technological, mutant, or mutated in nature.) Cyclops destroyed Sinister during the Inferno, but given Sinister's cloning talent, it remains to be seen whether he will stay dead.

MOJO

F	A	S	E	R	I	P
FE	FE	EX	MN	AM	IN	AM
2	2	20	75	50	40	50

Health: 109 Karma: 140

Resources: UN Popularity: 40 in his home dimension, −10 in this dimension.

KNOWN POWERS

Mystic Abilities: Mojo has a number of magical abilities, including:

- Mind Control at MN level of ability.
- Hypnotic Control at MN level of ability.
- Force Bolts capable of inflicting IN damage.
- Spirit Control giving Mojo MN ability to affect the target's dreams. Captured spirits are trapped in a living dream until released by Mojo, and can only escape by means of a Psyche FEAT roll.

Dimensional Travel: Mojo can travel with UN ability between dimensions, but this travel is unguided and random unless he is accompanied by Spiral.

Anti-life Nature: Mojo's very presence warps the normal world, such that plants wilt, storms develop, and the ordinary turns chaotic in his presence. The range of this anti-life effect increases with each hour—one area the first hour, two areas the second, four areas the third, eight areas the fourth, and so on. Mojo prefers to deal with this dimension through third parties, indicating that his anti-life "power" affects him as much as it does his surroundings.

EQUIPMENT: As master of his own dimension, Mojo has access to advanced cellular technology, which he uses in a variety of ways.

- Heal himself or others at 75 times normal rate.
- Regenerate lost body parts (e.g., Psylocke's Eyes) through cellular and technological means.
- Accelerate physical decay, causing a target's Endurance to drop 1CS per turn until the character dies.
- Cellular disruption causing MN damage.
- Travel by means of a crawler- type transport platform (EX control, TY speed, and IN body). This device can fly at GD airspeed and has devices that fire IN force bolts. Mojo can't move without this rig.

SERVANTS: In addition to created or modified beings like Spiral, Longshot, and the X-Babies, Mojo is served by his Major and Minor Domos. Major Domo is a calm repository of information, responsible for Mojo's schedules. Minor Domo is the expediter of Mojo's orders. She is quite excitable, often working herself up to the point of cardiac arrest (a condition which is easily repaired in Mojo's dimension). They have the following stats:

Major Domo

F	A	S	E	R	IQ	P
PR	PR	PR	PR	EX	TY	TY
4	4	4	4	20	6	6

Health: 16 Karma: 32

Minor Domo:

F	A	S	E	R	I	P
PR	PR	PR	PR	TY	EX	TY
4	4	4	4	6	20	6

Health: 16 Karma: 32

TALENTS: Psychology, Market Strategy, Slave-trading, Cinematography.

GROUPS: Mojo is master of his own film organization and, possibly, ruler of his own dimension.

IN BRIEF: A powerful being from another dimension, Mojo's thought processes are so far removed from ours that he appears mad, something that none of his subjects will say to his face (if they hope to retain said face). Mojo uses living things to stage his own spectacles, which he then uses to increase his popularity in his home dimension, thereby increasing his power. Mojo has fought the X-Men a number of times, usually through intermediaries. With the apparent "death" of the X-Men, Mojo has created the X-Babies as a replacement team, but has found them unwilling subjects, at best.

MOLE

F	A	S	E	R	I	P
PR	PR	TY	RM	TY	TY	TY
4	4	6	30	6	6	6

Health: 44 Karma: 18

Resources: FE Popularity: −5

KNOWN POWERS

Intangibility: AM ability to make non-organic objects intangible, in effect allowing him to burrow like a mole through solid objects. However, if a supporting structure is made intangible, the entire structure may fall over.

TALENTS: None.

GROUPS: Morlocks.

IN BRIEF: A survivor of the Mutant Massacre, Mole lived on the streets until attacked by Sabretooth. Mole managed to flee to safety in the basement of a record store, where he befriended Opal, one of the store's employees. Mole and Opal fought over her interest in Iceman but in the end Mole decided Opal was better off with the good-looking Drake than with himself. He returned to the sewers where he promptly met up with Sabretooth again. Mole's fate is unknown but does not look good.

MONITOR

F	A	S	E	R	I	P
PR	PR	PR	EX	TY	PR	PR
4	4	4	20	6	4	4

Health: 32 Karma: 14
Resources: FE Popularity: 0

KNOWN POWERS

Senses: Monitor's full powers are unknown, but given her codename and the tasks assigned, she seems to be endowed with Incredible Senses or low level Telepathy. Regardless of the specific nature of her powers, she has EX ability to sense the presence and disposition of others within four areas, regardless of interposing material.

TALENTS: None.

GROUPS: Nanny's Lost Boys (and Girls).

IN BRIEF: An orphaned mutant "rescued" by Nanny and Orphan-Maker, Monitor joined Nanny in gathering other young mutants. She has no memories of her past life.

MOON BOY

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

Health: 56 Karma: 24
Resources: FE Popularity: 0

KNOWN POWERS

Communication: Moon Boy seems to share a rapport with Devil Dinosaur, though whether that relationship is one of true understanding is yet to be revealed.

TALENTS: Tool-making, Hunting, Gathering.

GROUPS: Partner of Devil Dinosaur; member of the Fallen Angels.

IN BRIEF: A mutant member of a tribe of advanced primates in another dimension, Moon Boy teamed up with the mutated Saurian, Devil Dinosaur. The pair entered this dimension through one of Ariel's gateways. Both Moonboy and Devil Dinosaur are currently living in New York City.

MYSTIQUE

Raven Darkholme

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: 5

KNOWN POWERS

Imitation: UN ability to transform herself into the likeness of another human, including looking and sounding (but not smelling) like them. Her clothes change along with her appearance.

WEAPONS: Mystique has in the past used a number of weapons:

Blaster of RM force damage and three area range.

Skull Grenades that can be tossed two areas, and contain IN knock-out gas, tear gas, flares, acid, or explosives.

EQUIPMENT: Mystique uses several devices:

Psionic Scrambler allowing MN resistance to mental probe or attack.

Mechanical Scramblers with AM ability to scramble computers and battle suits with AM intensity.

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

GROUPS: Member of the US Department of Defense; leader of the second Brotherhood of Evil Mutants and the Freedom Force.

IN BRIEF: A high-ranking member of the Department of Defense, Raven Darkholme led a double life as a bureaucrat and as leader of the second Brotherhood. After a few clashes with the X-Men and Avengers, Mystique and her organization sold out to the government, becoming the Freedom Force. She remained in charge of that organization until her apparent death at the hands of Valerie Cooper, acting under the influence of the Shadow King.



N

NAMORITA

Namorita Prentiss

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

Health: 110 Karma: 46
Resources: GD Popularity: 10

KNOWN POWERS
Water Breathing
Body Armor: GD protection.
Resistance—Cold: EX rank.
Swimming: TY speed (three areas/round).
Flight: PR speed (four areas/round).
TALENTS: Oceanography, Ocean Geography, Ichthyology.
GROUPS: Leader of S.U.R.F; member of the New Warriors.
IN BRIEF: Like her cousin Namor, Namorita is a hybrid of human and Atlantean stock. She, too, has wings on her ankles, giving her the ability to fly. In the past she led a band of other Atlantean mutants, but recently joined with non-mutants in forming the New Warriors.

NANNY

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

Health: 60 Karma: 55
Resource: EX Popularity: 0

KNOWN POWERS
Telepath: GD telepathy and mind control. Special "pixie dust" raises her mind control ability to IN.
EQUIPMENT: Nanny wears battle armor and has ships in which she can travel.
Battle Suit: Nanny is encased in an egg-shaped suit of armor with the following abilities:
- Flight at EX air speed.
- Armor providing EX protection against physical and energy attacks.
- Machine Pistol inflicting EX damage, three area range.
- Rockets inflicting six area range, IN damage.
- Repulsor Field providing AM protection from all attacks, but cannot operate with other weapons.
- Teleportation, IN ability, used only in times of extreme danger.

Ships: Nanny's beetle-shaped skyships have EX Control, MN Speed, EX Body, and GD Protection. They have forward grappling arms which can grab with MN strength.
TALENTS: IN reason in Cybernetics.
GROUPS: Partner of Orphan-Maker.
IN BRIEF: Nanny is an overprotective villainess whose motivation is to protect young mutants. If this means killing a child's parents and taking him or her into protective custody, so much the better. She is aided in her mission by Orphan-Maker and her Lost Boys (and Girls). Recently she attempted to save the X-Men from their dangerous lives, to the point of kidnapping Storm and regressing her to childhood.

N'ASTIRH

F	A	S	E	R	I	P
MN	IN	MN	UN	IN	EX	MN
75	40	75	100	40	20	75

Health: 290 Karma: 135
Resources: IN Popularity: −10

KNOWN POWERS
Magic: N'astirh is a Master level sorcerer who has studied extensively. Among things he has studied are Belasco's spell books. His powers include:
- Immortality.
- Imitation at AM rank.
- Mind Control at MN rank (on touch).
- Psi-Screen at MN rank.
- Magic Detection at MN rank.
- Body Transformation—Others at MN rank. On touch, usually to demonic forms.
- Eldritch Beams at MN rank, five area range.
- Fire Control at AM rank.
- Resurrection at AM rank.
- Size Change at MN rank.
- Dimensional Gate: N'astirh can attempt large-scale rituals to open dimensional gates between the planes (like the one resulting from Inferno). Such rituals take a great deal of time, planning, and material.
- Flight: RM air speed (155 areas/round).
- Body Armor: IN protection against physical attacks. RM protection against energy attacks.

Techno-Organic Virus: In the midst of Inferno, N'astirh was given the techno-organic virus by S'ym. The virus gave N'astirh three new abilities.
- The IN ability to regain Health by turning opponents to crystal, draining their life energy, and using that energy to replenish his own Health score. Creatures of steel or iron alloys are immune to this effect.
- Phasing at AM level of ability.
- Computer Link providing MN ability to control any computer.

LIMITATIONS: Despite all these powers, N'astirh has one significant weakness—vulnerability to iron. The touch of iron and steel (including all alloys and variants) inflicts +2CS damage against N'astirh (minimum PR). Body armor does not protect against these attacks.
TALENTS: Mystic Background, AM Reason in occult rituals.
GROUPS: One of the Demons of Belasco's Limbo.
IN BRIEF: A native of the extra-dimensional plane first ruled by Belasco, then by Magik. N'astirh served under S'ym in the latter's attempt to open a gate to Limbo over Manhattan, but intended to betray S'ym and rule Earth himself. To that end he awakened the powers of Madelyne Pryor, turning her into the Goblyn Queen, so she could serve as his aide. The X-Men and X-Factor apparently destroyed N'astirh, but it is unknown whether he is truly dead or if he retains the techno-organic virus granted him by S'ym.

NEKRA

Nekra Sinclair

F	A	S	E	R	I	P
RM	IN	GD	RM	TY	GD	IN
30	40	10	30	6	10	40

Health: 110 Karma: 56
Resources: PR Popularity: −5

KNOWN POWERS

Strength Increase: Nekra feeds on hatred, and in the presence of that emotion she can boost her Strength to IN for up to one hour out of eight. The increased Strength does not affect Health. In addition, she gains AM protection against physical and energy attacks.

Tracking: EX ability.

Zuvembie Creation: RM ability to create zombies from "raw material." As a power stunt, she can transform a corpse into a lifelike zombie with the original person's personality and abilities. She can control up to 30 zombies at one time. A typical zombie's stats are:

F	A	S	E	R	I	P
TY	PR	TY	GD	FE	PR	FE
6	4	6	10	2	4	2

Health: 26 Karma: N/A

WEAKNESS: Nekra is vulnerable to scent-based attacks (like Mandrill's). She is −2CS to resist this form of attack.

TALENTS: Survival, Occult Lore, Martial Arts A, B, and E.

GROUPS: Former partner of Mandrill and of the late Grim Reaper; member of the Lethal Legion; former leader of a local Cult of Kali.

IN BRIEF: The mutant daughter of a cleaning woman at a nuclear reactor, she was abandoned in the desert (along with Mandrill). Learning to survive and turning to crime in vengeance, Nekra and Mandrill were thwarted a number of times in world-beating attempts. Nekra has set herself up in various schemes since then, most recently teaming up with Grim Reaper who she cared enough about to bring back as a Zuvembie after his death.

NIGHTCRAWLER

Kurt Wagner

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: GD Popularity: 15

KNOWN POWERS

Teleportation: AM ability to teleport up to three miles. When teleporting, Nightcrawler produces a loud "BAMF" and the smell of sulfur. He can perform the following power stunts:

- Exceed normal range by up to one mile. When he does this he must make an Endurance FEAT or be confused for 1-10 rounds.
- Teleport with one or two passengers. The passengers must make Endurance FEATs or be knocked out for 1-10 rounds.
- Teleport part of a large object (usually non-organic), causing the teleported object to take AM damage.
- Make up to three attacks per round by teleporting multiple times.

Prehensile Tail: Nightcrawler can use his tail as an additional arm, attacking a foe with GD fighting rank in addition to other attacks.

Wall-Crawling: AM ability, three areas/turn. He cannot adhere to slippery or frictionless surfaces.



TALENTS: Swordplay, Martial Arts B, First Aid, Electronics, Mechanical Repair, Piloting.
GROUPS: Former member of the X-Men; founding member of Excalibur.
IN BRIEF: Nightcrawler is a German mutant with the ability to teleport. Rescued from a mob by Prof. X, he joined the X-Men. Following the Mutant Massacre and a long recovery period on Muir Island, he and Shadowcat joined Rachel Summers, Captain Britain, and Meggan to form Excalibur.

NOISE

Julio Mendoza

F	A	S	E	R	I	P
GD	GD	GD	RM	TY	TY	GD
10	10	10	30	6	6	10

Health: 60 Karma: 22
Resources: TY Popularity: −5

KNOWN POWERS
Sonic Powers: The sound generated by Noise begins at FE rank, but increases +1CS per turn until a maximum of AM intensity is reached. Can inflict up to AM energy damage at a range of two areas in this fashion.
TALENTS: Criminal, Bilingual (Spanish and English).
GROUPS: Various mercenary organizations.
IN BRIEF: Noise is a Mexican mutant who began working as a hired killer following the appearance of his mutant ability. Noise has worked for a variety of mercenary units, most recently taking part in the super-powered takeover of Costa Brava.

NOWLAN, MICHAEL

F	A	S	E	R	I	P
PR	PR	TY	TY	TY	FE	AM
4	4	6	6	6	2	50

Health: 20 Karma: 58
Resources: FE Popularity: 0

KNOWN POWERS
Power Magnification: IN ability to magnify other mutant powers +2CS, to a maximum of IN. This enhancement affected everyone within three areas and lasted for two hours. Only abilities listed under "Known Powers" were increased. Nowlan's power increase was addictive, and "victims" denied another charge underwent withdrawal (−4CS on all FEATS for 1-10 weeks).
WEAKNESS: Drug addiction.
TALENTS: Military.
GROUPS: Alliance of Evil
IN BRIEF: An unwilling member of Apocalypse's Alliance of Evil, Nowlan was kidnapped and forced to serve as a power battery for the other members. Rebelling against those demands, Nowlan turned his power inward and destroyed himself.

NUKLO

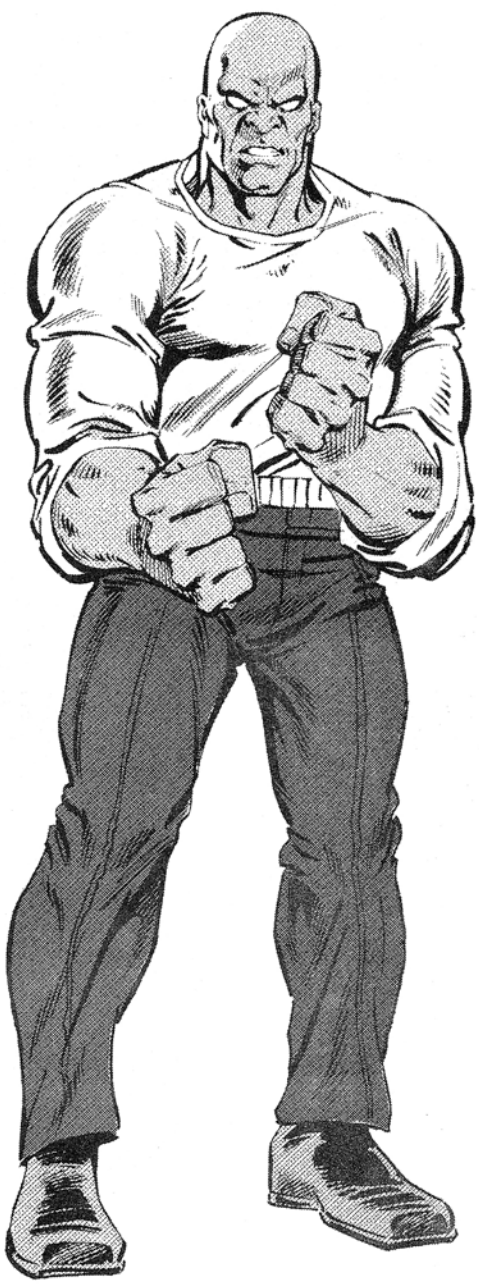
Robert Frank, Jr.

F	A	S	E	R	I	P
GD	RM	IN	RM	TY	TY	PR
10	30	40	30	6	6	4

Health: 110 Karma: 16
Resources: PR Popularity: 0

KNOWN POWERS
Frank currently has no superhuman powers, though he does retain the superhuman abilities listed above. As Nuklo, he had the following additional powers:
Radiation: Nuklo radiated energy in all directions, one area range, with AM intensity.
Power Conversion: Nuklo could convert his radiation into discrete power stunts. When using these powers he would not radiate as normal. These stunts included:
- AM growth (to 20′).
- Generate force bolts of IN intensity and three area range.
- PR ability to split into multiple beings and re-form later. The Health of the re-formed being is the average of the others. He could generate up to three identical copies of himself.

Resistances: Nuklo had AM resistance to radiation and RM resistance to extreme temperatures.
Body Armor: RM protection from physical and energy attacks.
TALENTS: Automotive Repair and Maintenance.
GROUPS: None.
IN BRIEF: The mutant son of the World War II heroes Whizzer and Miss America, Nuklo's radioactive nature led to his being placed in suspended animation. He remained that way from the time of his birth until he was released by the Avengers. He was used as a pawn by various criminals until he was cured of his condition. Robert Frank currently works in a service station in upstate New York.



OCCULT

Peter Quinn

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

Health: 32 Karma: 18
Resources: PR Popularity: 0

KNOWN POWERS
Telescopic Vision: RM ability to see details (and targets) clearly up to three miles away.
Plasma Blasts: EX intensity force eyeblasts, range of four areas. If wearing his helmet, the Plasma Beams increase in intensity to IN force damage.
EQUIPMENT: Occult wears the standard uniform of the Resistants. This body armor provides GD protection from energy and physical damage. In addition, Occult's helmet provides AM protection from light-based and other visual attack forms.
TALENTS: Criminal.
GROUPS: Former member of Mutant Force; current member of the Resistants
IN BRIEF: Quinn was called Peeper when he was a member of the Mutant Force. He took the name Occult upon joining the Resistants, a group of Mutants fighting the Mutant Registration Act and other government tyranny against mutantkind. Occult served as look-out and sniper for the group. In a recent battle with John Walker's Captain America, Occult was dropped on live power lines. It is not known if he survived the experience.

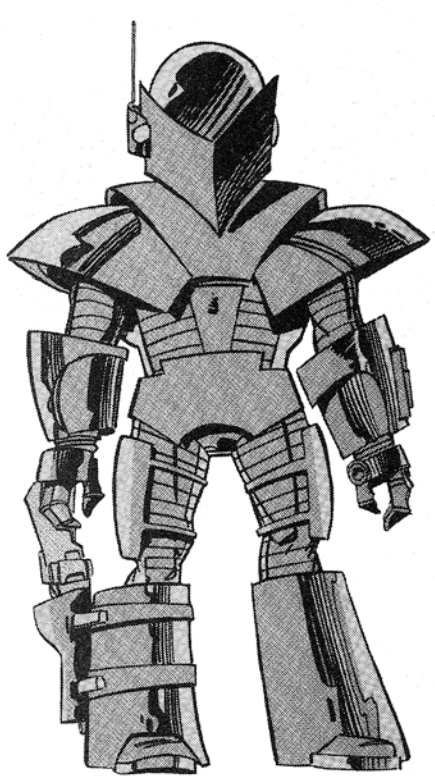
ORPHAN-MAKER

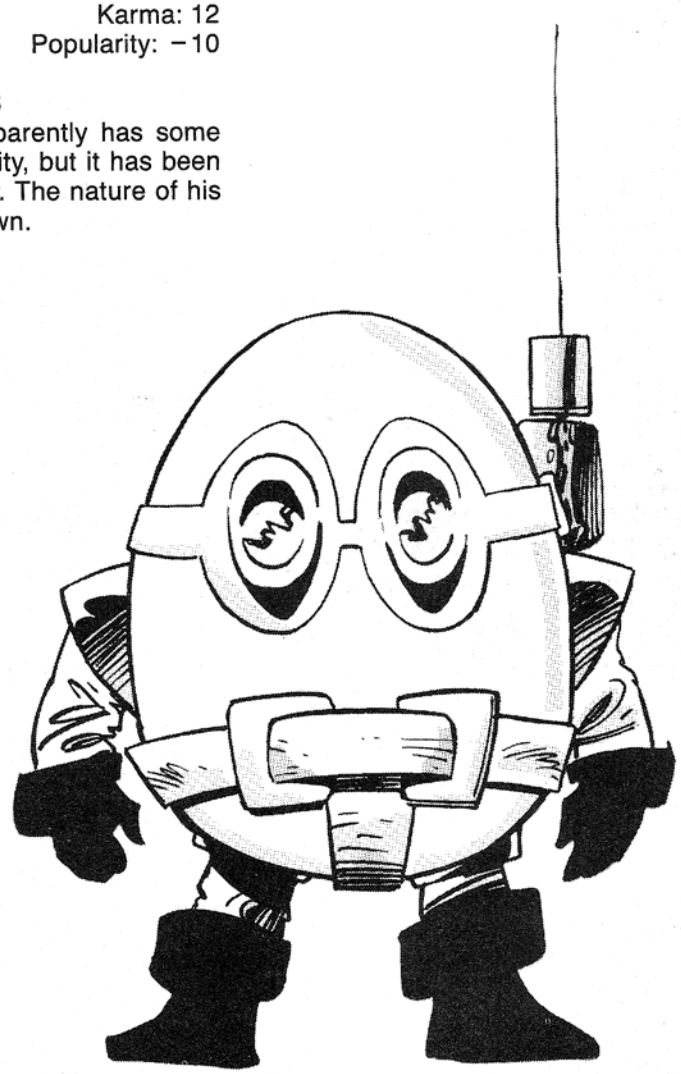
Peter (last name unknown)

F	A	S	E	R	I	P
RM	RM	IN	AM	PR	PR	PR
30	30	40	50	4	4	4

Health: 150 Karma: 12
Resources: PR Popularity: −10

KNOWN POWERS
Orphan-Maker apparently has some inborn mutant ability, but it has been arrested by Nanny. The nature of his mutation is unknown.
EQUIPMENT: Orphan-Maker wears a battle-suit providing AM protection against physical attack and IN protection against energy attacks.
WEAPONS: Orphan-Maker's gun inflicts up to AM intensity energy blasts at a five area range.
TALENTS: Weapons Specialist—Guns, +2CS with his gun.
GROUPS: Partner of Nanny.
IN BRIEF: Peter was rescued from Mister Sinister by Nanny, and placed within his battle armor. As Nanny's agent, Orphan-Maker killed the parents of young mutants, so that they would be orphaned—and available for recruitment into Nanny's Lost Boys (and Girls). Orphan-Maker has tangled with the X-Men, X-Factor, the Fantastic Four, and the Avengers.





P

PARALYZER

Randall Darby

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

Health: 46 Karma: 14
Resources: PR Popularity: 0

KNOWN POWERS
Electric Blast: Paralyzer's metal hands are electrified, allowing him the following power stunts:

- Emit beams of IN intensity electric energy, range two areas.
- Fill an area with an IN strength electric field. Those within the field must make an Endurance FEAT or fall unconscious.
- Deliver a shocking touch of AM intensity stunning damage. The target takes up to AM damage and must make an Endurance FEAT or fall unconscious.

EQUIPMENT: Paralyzer wears the standard Resistant uniform. This body armor provides GD protection against physical and energy attacks.
TALENTS: Criminal Background.
IN BRIEF: Shocker became Paralyzer when he joined the Resistants, an organization dedicated to the rescue of imprisoned mutants and the safeguarding of mutant rights. In doing so, his claws have become electrical plates, though whether this is the result of prosthetics or merely a change of equipment is not known.

PEEPER

Peter Quinn

F	A	S	E	R	I	P
PR	TY	TY	GD	TY	TY	TY
4	6	6	10	6	6	6

Health: 26 Karma: 18
Resources: PR Popularity: 0

KNOWN POWERS
Telescopic Vision: RM ability to see details (and targets) clearly up to three miles away.
Plasma Blasts: EX intensity force eyeblasts, range of four areas.
TALENTS: Criminal.
GROUPS: Member of Mutant Force.
IN BRIEF: A diminutive mutant with powers centering on his oversized eyes, Peeper worked for a variety of masters as a member of Mutant Force. Sensing increasingly hostile attitudes toward mutants, Peeper became a member of the Resistants under the name Occult.

PERSUADER

Roland Rayburn

F	A	S	E	R	I	P
TY	TY	TY	GD	GD	GD	IN
6	6	6	10	10	10	40

Health: 28 Karma: 60
Resources: GD Popularity: 0

KNOWN POWERS:
Hypnosis: Persuader has EX hypnotic ability, on eye contact. This is raised to IN intensity by means of a special suit he wears. Those making eye contact with Persuader must make a Psyche FEAT or be influenced by his abilities. Persuader can force a single target to perform any act, but acts which run counter to the target's personality allow a second Psyche FEAT; those which involve karma-reducing acts give the target a +1CS on the FEAT.
TALENTS: Business, Finance.
GROUPS: Former employee of Kingpin.
IN BRIEF: A businessman who used his mutant ability to make business deals, Rayburn was recruited by Kingpin, who provided his power-enhancing suit. Persuader hypnotized Punisher and forced him to act as Kingpin's agent. When ordered to kill Spider-Man, Punisher instead opened fire on Persuader, killing him. Persuader should not be confused with Persuasion (see below).

PERSUASION

Kara Killgrave

F	A	S	E	R	I	P
TY	GD	TY	GD	TY	EX	AM
6	10	6	10	6	20	50

Health: 32 Karma: 76
Resources: PR Popularity: 0

KNOWN POWERS
Pheromones: AM mind control over air-breathers, five area radius, turning victims purple in the process. Unlike Mandrill, whose power is similar, Persuasion affects both men and women, but does not affect aliens or those she cannot touch (e.g., those in battle suits). To exert any control over characters who don't need to breathe she must deliver her pheremones by touching her target. Victims fulfill Persuasion's orders, even if asked to perform karma-reducing acts. The power works until Persuasion leaves the area or the pheromones are washed from the victim's skin. Her ability does not affect any of a target's involuntary abilities.
TALENTS: Student.
GROUPS: Former member of Beta Flight, Alpha Flight's back-up team.
IN BRIEF: The supposed daughter of the Purple Man (and, therefore, a mutant), Persuasion inherited her father's mind-controlling pheremones, though her ability to control them is not as great yet. A member of Beta Flight (with Goblyn and Laura Dean), Persuasion left the team to return to a normal life. Persuasion should not be confused with the Persuader (above).

PESTILENCE

Plague

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

Health: 48 Karma: 30
Resources: FE Popularity: −30

KNOWN POWERS
Diseased Touch: Pestilence had the AM ability to pass disease on to those she touched. Targets had to make an Endurance FEAT or suffer a −3CS drop in all physical abilities, with a new Health configured for the lowered abilities. If any ability dropped to Sh0, the character fell unconscious and had to make an Endurance FEAT to avoid dying. Medical treatment could reverse the process over time.
Immunity to Disease: Pestilence could not be affected by disease herself.

EQUIPMENT: Pestilence wore armor and rode a mechanical flying horse.
Mount: As a horseman of Apocalypse, Pestilence rode a mechanical flying horse with RM Constitution, EX air Speed, IN Body, and TY Protection. This horse could be tracked and teleported by Apocalypse (MN ability). In addition, it provided an IN strength force field for itself and its rider.
Body Armor: As a horseman of Apocalypse, Pestilence wore armor providing EX protection from physical and energy attacks.
TALENTS: None.
GROUPS: Former member of the Morlocks; former Horseman of Apocalypse.
IN BRIEF: As a Morlock, Plague lived in the great underground warren that the Morlocks called home. She was rescued by Apocalypse during the Mutant Massacre instigated by Mister Sinister. Apocalypse gave her armor and a horse and renamed her Pestilence. She teamed with War, Famine, and Death (Archangel), to become Apocalypse's Four Horsemen. Pestilence apparently died in a fall during the Horsemen's reign of terror in Manhattan.

PHOENIX

Jean Grey Incarnation

F	A	S	E	R	I	P
EX	EX	TY	UN	GD	EX	AM
20	20	6	100	10	20	50

Health: 146 Karma: 70
Resources: EX Popularity: 20

KNOWN POWERS:
As "Jean Grey," Phoenix usually contained her abilities at the UN level, maximum. Pressing beyond the UN level caused a loss of control and the creation of the "Dark Phoenix" persona.
Absorption: CL 1000, any form of energy.
Elemental Conversion: CL 1000.
Flight: UN airspeed, CL 1000 speed in space.
Force Field: CL 1000 protection from physical and energy attacks.
Gateway: Instantaneous transportation to any location in the universe.
Kinetic Bolt: Up to CL 1000 force bolt with CL 1000 range.
Regeneration: At UN rank.
Self-Sustenance: CL 1000. Does not need to breathe (though she can—and does). She is unaffected by the rigors of space.
Telekinetics: UN rank, line of sight. She can engage in the same power stunts as Jean Grey (Marvel Girl), at the increased, UN power level.
Telepathy: UN rank and range. She can engage in the same power stunts as Jean Grey (Marvel Girl), at the increased, UN power level.
Weather Control: UN rank.
Phoenix Force: When using her power at AM strength or greater, the flaming image of the Phoenix appears around her. This image can be illusory in nature or can burn with cosmic fire of up to AM strength. She is immune to the effects of this cosmic flame.
LIMITATIONS: In "Jean Grey" form, Phoenix is particularly susceptible to psionic and mental attacks. Her Psyche is considered EX for resisting these types of attacks. In addition, "Jean Grey's" control over the Phoenix force is imperfect, and actions which exceed UN rank or involve killing require a Psyche FEAT of AM intensity to avoid being transformed into Dark Phoenix.
TALENTS: Astronavigation, Resist Domination.
GROUPS: Former member of the X-Men and the Hellfire Club.
IN BRIEF: The cosmic entity known as the Phoenix Force rescued Marvel Girl from a crashing space shuttle, placing her in suspended animation and taking her place among the X-Men as Phoenix. Emotionally unable to handle her power, Phoenix was first corrupted as the Black Queen of the Hellfire Club (with stats similar to those listed above), and finally became Dark Phoenix."

PHOENIX

Dark Phoenix Incarnation

F	A	S	E	R	I	P
RM	IN	RM	UN	GD	EX	UN
30	40	30	100	10	20	100

Health: 126 Karma: 130
Resources: CL1000 Popularity: −100

KNOWN POWERS: *Absorption:* CL 1000, any form of energy.
Elemental Conversion: CL 1000.
Flight: UN airspeed, CL 1000 speed in space.
Force Field: CL 1000 protection from physical and energy attacks.
Gateway: Instantaneous transportation to any location in the universe.
Kinetic bolt: Up to CL 1000 force bolt with CL 1000 range.
Regeneration: At UN rank.
Self-Sustenance: CL 1000, does not need to breathe (though she can—and does). She is unaffected by the rigors of space.
Telekinetics: UN rank, line of sight. She can engage in the same power stunts as Jean Grey (Marvel Girl), at the increased, UN power level.
Telepathy: UN rank and range. She can engage in the same power stunts as Jean Grey (Marvel Girl), at the increased, UN power level.
Weather Control: UN rank.
Phoenix Force: When using her power at AM strength or greater, the flaming image of the Phoenix appears around her. This image can be illusory, or can burn with cosmic fire of up to MN strength. She is immune to the effects of this cosmic flame.
LIMITATIONS: The uncontrolled "Dark Phoenix" force is totally chaotic and will always act at maximum strength. To do reduced damage, she must make a Red Psyche FEAT. Similarly, for the "Jean Grey" side of the personality to regain control, she must make a Red Psyche FEAT.
TALENTS: None.
GROUPS: Former member of the X-Men.
IN BRIEF: Due to her inability to control her own actions, and the actions of Mastermind and the Hellfire Club, Phoenix became "Dark Phoenix." In this form she was less reluctant to use her power and more cruel. Unable to control this dark side, the remains of her Jean Grey personality took over long enough to commit suicide on the Moon rather than risk the continued existence of the Phoenix in this dimension.

PHOENIX

Rachel Summers Incarnation

F	A	S	E	R	I	P
GD	EX	GD	IN	GD	RM	MN
10	20	10	40	10	30	75

Health: 80 Karma: 115
Resources: PR Popularity: 12

KNOWN POWERS:
Telekinesis: MN ability, with the following power stunts:

•Force field of AM protection vs. physical and energy attacks, one area radius.

•Mental bolt of AM stunning intensity, three area range.

•Kinetic bolt of either AM force damage or AM grappling ability.

•Flight at EX airspeed for herself and up two five others.

Invisibility: AM rank, by "clouding men's minds." This has no effect on cameras and other mechanical sensors.
Telepathy: AM ability.
Mutant Detection: AM ability and range.
Phoenix Force: When using her powers at maximum, Phoenix conjures the flaming bird-image of the Phoenix Force. This image inflicts TY flame damage when used. She herself is immune to this cosmic flame.
TALENTS: Acrobatics, Martial Arts C and E.
GROUPS: Former member of the X-Men and Excalibur.
IN BRIEF: A native of an alternate future where Phoenix lived and Senator Kelly died, Phoenix was the daughter of Phoenix/Jean Grey and Scott Summers. As the Sentinels took over this future Earth, Phoenix was sent into the past to undo the damage. She served alongside the X-Men of this dimension. Kidnapped by Spiral, and her memories altered or erased, she became one of Mojo's star attractions before escaping back to this Earth. Here she rejoined Shadowcat and Nightcrawler as a member of Excalibur.

PIPELINE

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

Health: 38 Karma: 40
Resources: TY Popularity: −5

KNOWN POWERS:
Transmission: Pipeline has the UN ability to digitize people and feed them without harm through a specialized phone link with Genosha. This teleports them there. In addition to sending people to Genosha, Pipeline can summon aid in the form of Genoshan magistrates. No known mutant ability can prevent a character from being transmitted. Pipeline may be able to transmit himself to Genosha without special equipment.
Phone Uplink: To prevent loss of signal (and potential damage to the character being transmitted), Pipeline uses a special modem for calling to and from Genosha. This modem is made of GD strength material. He cannot send others without his phone link.
TALENTS: Computers.
GROUPS: Member of the Genoshan Press Gang.
IN BRIEF: Pipeline is a Genoshan with the ability to reduce others to a digitized image which can then be fed over the phone lines to Genosha. It is not known whether he is a mutant, an altered human, or even a cyborg but, regardless of the nature of his powers, he is very useful in recovering escaped mutants and in summoning aid from Genosha.

PIPER

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

Health: 42 Karma: 14
Resources: FE Popularity: 0

KNOWN POWERS:
Animal Control: AM control, summoning and controlling the creatures with his flute. Details on animals can be found in the Advanced Set Judge's Book, pages 58-60, but the Piper has been known to call the following creatures:

•Swarms of rats and bats. These inflict PR damage every turn and reduce the movement of those attacked by half.

•Snakes which inflict TY damage (10% chance of RM poison).

•Alligators which inflict GD biting damage.

EQUIPMENT: Piper's pipes are made of TY strength material. They have no inherent power, serving only as a channel for Piper's innate abilities.
TALENTS: Musician.
GROUPS: Member of the Morlocks.
IN BRIEF: A member of the Morlocks who survived the Mutant Massacre, this Piper should not be confused with the Savage Land Mutate of the same name and similar powers. Piper's present disposition and location are unknown.

PLASMA

Leila O'Toole

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

Health: 46 Karma: 50
Resources: EX Popularity: 0

KNOWN POWERS:
Invulnerability—Cosmic Radiation: Plasma cannot be harmed by cosmic rays or attacks which derive from cosmic radiation. In fact, she can use these powers to increase her own abilities.
Radiation Absorption: Plasma has no inherent superhuman powers until exposed to cosmic radiation. When exposed to such radiation (e.g., from the powers of the mutant Havok), Plasma increases in abilities, size, and superhuman powers. So far she has only been exposed to sufficient energy to increase her to the first (10′) stage. Whether she can grow further (like her uncle, the Living Pharaoh), remains to be seen.
Stage I: Grows to a height of 10′ when exposed to RM or IN strength cosmic energy. Stats increase as indicated below.

F	A	S	E	R	I	P
EX	EX	RM	RM	EX	EX	GD
20	20	30	30	20	20	10

Health: 100 Karma: 50

At Stage I, she has the following powers:

•Energy Blasts: IN rank, five area range.

•Body Armor: RM rank.

•Movement: GD ground speed.

SERVANTS: Plasma is the inheritor of

a religious cult awaiting the return of the Egyptian pharaohs. Cult-members have used a number of devices in the past, including:
Aircars: GD Airspeed, EX Body, and GD Control; capable of carrying up to five cult members and/or prisoners.
Concussion Guns: GD force damage, two area range.
Ring of Silence: A ring containing sleep gas of IN intensity.
Bolo Snare: An electrified bolo which ensnares with EX strength and nullifies mutant powers at EX intensity.
Cosmic Ray Shield: Prevents absorption of cosmic energy with AM ability.
These followers of the Living Pharaoh (also called the Living Monolith and the Living Planet) typically have the following stats:

F	A	S	E	R	I	P
GD	TY	TY	TY	PR	PR	TY
10	6	6	6	4	4	6

Health: 28 Karma: 14

TALENTS: Archeologist, Bilingual (Egyptian and English), and Leadership.
GROUPS: Plasma is leader of the Cult of the Living Pharaoh.
IN BRIEF: The supposed niece of the Living Pharaoh, Plasma inherited her uncle's position as leader of his cult. Capturing Havok, Plasma determined, like her uncle, that she could gain power by absorbing cosmic rays. Havok and Wolverine defeated her, but her present activities are unknown.

POLARIS

Lorna Dane

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:
Magnetism: AM ability, 10 area range. She has used the following power stunts:

- Inflict up to AM damage to mechanical constructs.
- Manipulate ferrous objects with AM range and strength.
- Attack a target by levitating and throwing metallic objects with AM accuracy. Polaris can inflict damage up to the strength of the material the object is made of.
- Ensnare an opponent with the metal's material strength rank.
- Fly at EX air speed. For each additional person carried air speed drops by one rank (minimum FE).

Force Field: AM protection for herself, RM at a range of one area, and −1CS for each additional area (maximum three areas). The force field stops all physical, energy, and psionic attacks.
Energy Control: Polaris can control a number of energy forms including magnetic, electrical, and gravitic fields. She can use these to inflict up to RM damage to a target within five areas, and IN damage on touch.
Magnetic Detection: Polaris can detect movement within magnetic lines of force, and is able to detect invisible or disguised creatures with IN ability.
TALENTS: Geophysics.
GROUPS: A reserve member of the X-Men.
IN BRIEF: A latent mutant whose powers were fully developed by Mesmero and the robot Magneto, Polaris fought alongside the X-Men and was the long-term partner of Havok. Polaris was recently possessed by Malice, who used her powers to her own ends. Polaris apparently lost her magnetic powers to Zaladane, and has developed a completely new set of powers. The nature of these powers has yet to be fully revealed.

POLTERGEIST

Mickey Silk

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

Health: 36 Karma: 46
Resources: FE Popularity: 0

KNOWN POWERS:
Poltergeist: A random, PR rank telekinetic field operates continuallly in the area occupied by Poltergeist. This causes minor effects to occur when he is nearby (e.g., small objects fall over). He can increase this to IN ability within a two area range, but still can't control the damage. At maximum, his ability functions as a RM intensity earthquake.
TALENTS: None.
GROUPS: Heartbreak Hotel.
IN BRIEF: Mickey is a young mutant with an uncontrolled telekinetic ability he refers to as his poltergeist. This causes accidents to happen, objects to fall, etc. He and a number of other lesser mutants make their homes in a commune called Heartbreak Hotel.

PRISM

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

Health: 40 Karma: 22
Resources: FE Popularity: −10

KNOWN POWERS:
Crystalline Form: Prism's glass-like body gives him the following advantages and disadvantages:

- UN protection from all light- or other energy-based attacks.
- Reflect energy attacks up to three areas away, increasing damage by +1CS (maximum of ShX).
- Create flash of MN intensity light, three area range.
- Store up to ShY intensity light before releasing it.

LIMITATIONS: Prism's body takes twice normal damage from physical attacks. If reduced to 0 Health, Prism shatters (no Endurance FEAT to check for death).
TALENTS: None.
GROUPS: Member of the Marauders.
IN BRIEF: One of the participants in the Morlock Massacre, Prism was apparently shattered by Marvel Girl in combat. He appeared later, alive and well, but this may have been a clone created by Mister Sinister.

PROFESSOR X

Charles Xavier

F	A	S	E	R	I	P
PR	GD	TY	RM	IN	AM	MN
4	10	6	30	40	50	75

Health: 50 Karma: 165
Resources: EX Popularity: 20

KNOWN POWERS:
Telepathy: UN rank. Xavier, the world's premiere telepath, has developed a

number of power stunts:

•Mental probe of MN rank.

•Mental invisibility ("clouding men's minds") of MN rank.

•Mental blast of MN stunning intensity, 20 area range.

•MN ability to alter or erase a target's memories.

Astral Form: MN ability.

Mutant Detection: TY ability, four area range.

EQUIPMENT: Xavier has used a wide variety of equipment in the past including, but not limited to, the items listed below:

Cerebro, a device which expands Xavier's ability to locate mutants to the UN level, and to track particular mutants.

Mini-Cerebro, which requires no mutant-detecting powers and functions at the TY level.

Wheelchairs used when Prof. Xavier could not use his legs. The most esoteric of these was a caving version which moved on treads, had PR Speed, GD Body, FE Protection, and GD Control, and packed an IN-strength force blaster.

Leg-braces allowing him to walk normally for a short time. Agility FEATs were required to maintain control in any situation that could cause them to fail.

LIMITATIONS: For the bulk of his adult life, Prof. X was confined to a wheelchair, and unable to use his legs. This situation has since been corrected (by creating an entirely new body). Prof X's other abilities remain the same whether wheelchair-bound or not.

TALENTS: Genetics, Electronics, Engineering.

GROUPS: Mentor of the original X-Men and New Mutants; member of the Starjammers.

IN BRIEF: The world's most powerful mutant telepath, Professor Charles Xavier founded a school to teach young mutants how to handle and develop their powers and abilities, and to act as a force for good in the world. Both original and "new" teams of X-Men served under his direction, as did the New Mutants, a team of younger mutants. Prof. X eventually left Earth to accompany his love, Princess Lilandra, in an attempt to retake her throne. He has only recently returned from adventuring with the Starjammers.



PROTEUS

Kevin MacTaggart

F	A	S	E	R	I	P
TY	TY	TY	UN	RM	MN	UN
6	6	6	100	30	75	100

Health: 118 Karma: 205

Resources: 0 Popularity: −30

KNOWN POWERS:

Reality Warping: UN ability, limited only by his own nasty imagination, his ability to concentrate, and by line of sight. Among the reality warping effects Proteus managed on his brief rampage were reversing gravity with UN ability, causing buildings to topple, turning ground into air, and turning air into crystal of IN strength. This ability also manifested itself in two major power stunts:

•Animate Objects: These objects strike with damage equivalent to their material strength.

•Create Fear/Insanity: Proteus can apparently alter the physical body of a target. Those affected must make a Psyche FEAT or suffer a −1CS penalty in any attempt to harm Proteus in the future.

Possession: Proteus' internal abilities burn up surrounding bodies. He has MN ability to possess another individual's body, killing that person's mind and soul. Proteus gains the memories and talents of the bodies he inhabits. A successful FEAT against MN intensity will prevent Proteus' takeover.

Telepathy: AM telepathy, used to probe the minds of others and generate nightmares drawn from them. This ability also gives Proteus a continual UN psi-screen.

TALENTS: None (except those gained during possession.

GROUPS: None.

IN BRIEF: Proteus, also known as Mutant X, is the son of Moira MacTaggart and her estranged husband, Joe. Moira never told Joe of the child. When young Kevin began manifesting his horrid powers, Moira placed him in a secure cell with computerized controls and began working on a cure. During a battle between the X-Men and the rejuvenated Magneto on Muir Island, the computer safeguards were

damaged and Mutant X was freed. Mutant X's attempts to possess Polaris and Phoenix failed, but he did grab Maddrox's body and flee the island. Taking a number of bodies en route, he finally possessed the form of his father. Proteus ran amok in Edinburgh until stopped by the X-Men. His original body is still kept on Muir Island, and Moira has the potential to clone him, though she has chosen not to.

PRYOR, MADELYNE

Original Version

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: PR Popularity: 1

KNOWN POWERS
No known super-human powers.
TALENTS: Piloting, Computers.
GROUPS: The X-Men.
IN BRIEF: Madelyne was a clone of Jean Grey infused with false memories by Mister Sinister (though neither Jean nor Madelyne knew of the deception). Part of the Phoenix Force, Madelyne was used as a pawn by Sinister to force Cyclops to marry and father a son, whom he could then control. The plan went smoothly and a child was born despite the interference of Mastermind, Loki, and the Genoshans. Madelyne and Cyclops split up when he rejoined Jean Grey in X-Factor. Mister Sinister kidnapped the child and tried to kill Madelyne. Maddie escaped and teamed up with the X-Men, joining them in "death" (as a result of their conflict with the Adversary) and living with the team in Australia. She then turned fully against Scott and his team, beginning her transformation into the Goblyn Queen.

PRYOR, MADELYNE

Goblyn Queen

F	A	S	E	R	I	P
GD	RM	TY	UN	GD	RM	ShX
10	30	6	100	10	30	150

Health: 146 Karma: 190
Resources: ShY Popularity: −50

KNOWN POWERS:
Telekinesis: UN rank, with range limited to line of sight. She has developed several power stunts:
- Flight at IN air speed.
- Force fields of ShY strength.
- Kinetic force bolts of UN force.

Matter Control: ShX ability to convert and control various forms of matter. She has developed several power stunts with this ability, too:
- Alter environment, 10 mile radius.
- Transform other humans into demons.
- Create "average" demons from everyday objects.
- Non-detection, ShY ability.

Telepathy: UN ability, allowing her to encourage the dark side of a victim's personality, making characters more willing to attempt karma-reducing acts.
DEMONS: The Goblyn Queen controlled a large horde of "average" demons. These demons had the following abilities:
Claws capable of inflicting TY edged attack damage.
Flight at TY speed.
Body Armor providing TY protection from physical and energy damage.
These demons had the following stats:

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

Health: 52 Karma: 18

TALENTS: Madelyne had the Pilot, Computers, and Occult talents.
GROUPS: Former member of the X-Men; leader of the Demons from Limbo.
IN BRIEF: The demons N'ashirh and S'ym exploited Madelyne's vulnerabilities, activating latent powers left by Phoenix, and turning her to evil. She became the Goblyn Queen, and presided over the demonic invasion of Manhattan known as Inferno. She corrupted some but not all of the X-Men, and fought the X-Men and X-Factor, seeking to kill her child in vengeance against Cyclops. Foiled in that attempt, she tried to destroy herself and her opponents, but only she died in the blast.

PSYLOCKE (Original Version)

Elizabeth "Betsy" Braddock

F	A	S	E	R	I	P
GD	GD	GD	RM	GD	RM	IN
10	10	10	30	10	30	40

Health: 60 Karma: 80
Resources: RM Popularity: 10

KNOWN POWERS
Telepathy: IN ability, with the following power stunts:
- Mind links of RM strength.
- Telepathic projection, giving her the RM ability to "see" through the minds of others.
- Mental probe of RM intensity.
- Mental bolts of RM stunning ability.
- Force bolts of RM force damage.

EQUIPMENT: Psylocke uses several types of equipment.
Bionic Eyes: Psylocke is blind, but was outfitted by Mojo with bionic eyes that provide her with the same capabilities as normal vision. However, these eyes act as cameras for Mojo, allowing him to view all of the X-Men's adventures and turn them into hit movies in his dimension.
Body Armor: Psylocke wears an armored battlesuit which provides EX protection from physical and energy attacks.
TALENTS: Espionage, Martial Arts A and E.
GROUPS: S.T.R.I.K.E. (a British version of S.H.I.E.L.D.); the R.C.X.; the X-Men.
IN BRIEF: The twin sister of Captain Britain, Psylocke was blinded when attempting to fill in for her brother as Britain's champion. She was kidnapped by Mojo and outfitted with her bionic eyes. Rescued by the New Mu-

tants, Psylocke joined the X-Men as the team's telepath. The statistics above describe Psylocke at about the time she joined the X-Men.

PSYLOCKE (Current Version)

Lady Mandarin

F	A	S	E	R	I	P
EX	GD	EX	RM	GD	RM	AM
20	10	20	30	10	30	50

Health: 80 Karma: 90
Resources: PR Popularity: 0

KNOWN POWERS

Telepathy: IN ability, with the following power stunts:

- Mind links of IN strength.
- Telepathic projection, giving her the IN ability to "see" through the minds of others.
- Mental probe of IN intensity.
- Mental bolts of IN stunning ability.
- Force bolts of IN force damage.
- IN ability to Create Illusions in the minds of her targets.

Invisibility to Machines: Psylocke and the other X-Men who fought with Roma against the Adversary were rewarded with UN rank invisibility to cameras and other mechanical devices. Psylocke cannot be photographed and will not be detected by sensors or robots, including ordinary Sentinels. It is assumed that Betsy's bionic eyes allow her to see her teammates, or else she makes up for her lack of vision by sensing the X-Men's thoughts.

EQUIPMENT: Psylocke is blind, but was outfitted by Mojo with bionic eyes that provide her with the same capabilities as normal vision. With the "death" of the X-Men and their being rendered invisible to devices, these eyes are no longer sending signals back to Mojo.

TALENTS: Espionage, Martial Arts A, B, and E

GROUPS: S.T.R.I.K.E. (a British version of S.H.I.E.L.D.), the RCX, the X-Men, the Hand.

IN BRIEF: Upon passing through the Siege Perilous with the other X-Men, Psylocke was "reborn" as an Oriental woman. Recognized by the Hand for her usefulness, she was recruited by the Mandarin to serve as his agent, Lady Mandarin. She broke free from her mental shackles and escaped with Wolverine and Jubilee. The three have since re-formed the X-Men.

PUNCHOUT

F	A	S	E	R	I	P
RM	GD	IN	RM	GD	TY	GD
30	10	40	30	10	6	10

Health: 110 Karma: 26
Resources: TY Popularity: −5

KNOWN POWERS

No apparent super-human powers other than increased physical attibutes.

TALENTS: Military.

GROUPS: Member of the Press Gang.

IN BRIEF: It is not known whether Punchout is truly a mutant (as opposed to an altered human or cyborg). Regardless of the source of his powers, he is the muscle for the Genoshan Press Gang, an organization of super-powered operatives whose mission is to return escaped mutants to Genosha.

PYRO

St. John Allerdyce

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

Fire Control: IN ability to control (but not create) flame. He can perform the following power stunts:

- Form rings, prisons, and other restraining devices of up to IN intensity.
- Fire jets of flame up to four areas with IN ability and damage.
- Create flame creatures with IN Fighting, Agility, Strength, and Endurance scores, and Health of 160. These flame creatures inflict MN damage to flammable targets, GD damage to non-flammable targets.
- Dampen flames with IN ability.

Fire Resistance: Pyro has CL 1000 resistance to fire under his control. He has no resistance to flames not under his control or to those controlled by others.

EQUIPMENT: Pyro has a body suit and backpack.

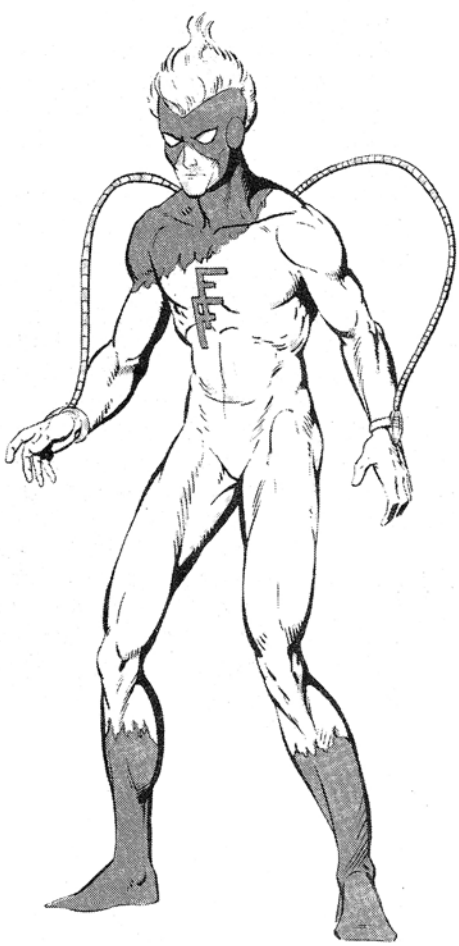
Flamethrower Backpack: Fires RM fire damage from wrists, range of two areas. The backpack is made of IN strength materials.

Costume: AM protection against flame and heat.

TALENTS: Journalism, Writing.

GROUPS: Founding member of the second Brotherhood of Evil Mutants and the Freedom Force. Has taken several leaves of absence from the Freedom Force to pursue a criminal career.

IN BRIEF: An Australian mutant with the ability to control flame, Pyro joined Mystique's second Brotherhood of Evil Mutants, and stayed with them when they became the Freedom Force. As a member of the Freedom Force, Pyro has tangled with the X-Men a number a times, as well as with other heroes while on unauthorized sabbatical.



Q

QUICKSILVER

Pietro Maximoff

F	A	S	E	R	I	P
EX	UN	EX	RM	EX	TY	TY
20	100	20	30	20	6	6

Health: 170 Karma: 32
Resources: TY Popularity: −4

KNOWN POWERS

Lightning Speed: Shift X land speed. RM water speed. Can perform high-speed turns and stunts on a successful Agility FEAT. He has developed the following power stunts using his super-speed ability:

- Make additional attacks using his Shift X speed instead of his Fighting score. Each attack inflicts GD damage.
- Generate cyclones and winds, slamming individuals within one area at the equivalent of a Shift X attack, though only inflicting TY damage.
- Break grappling and other restraints using his Shift X speed instead of Strength.
- With a 500′ running start, he can speed 300′ up a sheer surface.
- With a 100′ running start, he can speed 1000′ across water.
- UN ability to become effectively invisible by running at high speed.

Body Armor: GD against physical and energy attacks.
Resistance to Cold: IN rank.
TALENTS: Bilingual (English and Hungarian).
GROUPS: Founding member of the Original Brotherhood of Evil Mutants; former member of the Avengers; former ally of the Inhumans; current member of West Coast Avengers.
IN BRIEF: Quicksilver and his sister Wanda (the Scarlet Witch) are the children of Magneto, though this was not known until recently. Quicksilver first fought at Magneto's side but later became a member of the Avengers. Finally he married Crystal, one of the Inhumans. Curiously, their mutant and Inhuman genetics combined to make them parents of a normal human girl. Quicksilver is currently estranged from his in-laws, but has rejoined the West Coast Avengers.

QUILL

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

Health: 32 Karma: 18
Resources: PR Popularity: 0

KNOWN POWERS

Quills: Quill's body is covered with sharp, short needles, which he can use as follows:

- Strike for EX edged damage in melee combat.
- Throw for EX shooting damage at a range up to three areas.

Attacks involve multiple needles, but only one roll is made. The needles ignore body armor of RM material strength or less.
EQUIPMENT: The standard Resistant uniform provides GD protection from physical and energy damage.
TALENTS: None known.
GROUPS: Current member of the Resistants.
IN BRIEF: A young mutant pursued by government forces for failure to register, Quill was rescued by the Resistants, and became one of their number. Quill originally used the name of Porcupine, but abandoned it to avoid confusion with the technologically-based villain of that name.



R

RANSOME, JENNIFER AMELIA

F	A	S	E	R	I	P
GD	GD	EX	RM	GD	EX	EX
10	10	20	30	10	20	20

Health: 70 Karma: 50
Resources: TY Popularity: 0

KNOWN POWERS
Earth Control: RM ability to manipulate rock, iron, steel, and other solids. She has not developed any power stunts for this ability.
EQUIPMENT: She wears a skinsuit which provides GD protection from physical and energy damage. The suit is a closed system and cannot be removed.
TALENTS: First Aid, Medicine.
GROUPS: Leader of the Genoshan Mutant Rights movement.
IN BRIEF: Ransome is the daughter of a highly placed official in the Genoshan government. When her latent mutant nature was discovered, she was captured by the Press Gang and her abilities modified to meet the needs of the Genoshan government. She escaped with the aid of the X-Men and Phillip Moreau, son of Dr. David Moreau (the Genegineer and Leader of Genosha). Jennifer and Phillip currently lead the Genoshan Mutant Rights organization from exile in New York, and have recently gained allies in the reborn Colossus and the modified Callisto.

REAPER

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

Health: 60 Karma: 18
Resources: TY Popularity: −5

KNOWN POWERS
Paralyzing Touch: Reaper paralyzes with IN ability. This power is channeled through a focus—his flail.
EQUIPMENT: Flail made of RM strength material; does GD edged damage on its own.
TALENTS: Weapon Specialist—Flail.
GROUPS: Member of the Mutant Liberation Front.
IN BRIEF: Not much is known of Reaper's history prior to his appearance as a member of the Mutant Liberation Front, a team of mutant terrorists.

REAVERS (Group)

In General: The original Reavers were a team of cyborgs led by Bonebreaker from a base in the Australian desert. Using Gateway as their unwilling passport to targets around the Pacific Rim, the Reavers struck at will, until their activities were discovered and shut down by the X-Men, who took control of their base. All but three of the original Reavers were cast through the Siege Perilous and into new lives. The three survivors (Bonebreaker, Skullbuster, and Pretty Boy) teamed up with Donald Pierce and Lady Deathstrike, and with Cole, Macon, and Reese (three former Hellfire club mercenaries injured by Wolverine and turned into cyborgs). These eight cyborgs, the new Reavers, recaptured the Australian base, captured and tortured the hated Wolverine. Wolverine escaped and the Reavers are still in pursuit.

BONEBREAKER

F	A	S	E	R	I	P
EX	PR	IN	IN	PR	TY	PR
20	4	40	40	4	6	4

Health: 84 Karma: 14
Resources: GD Popularity: −10

KNOWN POWERS
Cyborg Body: Bonebreaker's cyborg body is made of IN strength material and gives him a number of abilities:
- RM protection against physical and energy attacks.
- Bonebreaker's lower body is a treaded tractor unit capable of moving at TY ground speeds (six areas/round).

WEAPONS: Bonebreaker uses a number of weapons, including but not limited to those listed below.
Machine Guns capable of inflicting IN damage in one area, range three areas.
Pistols which do GD shooting damage, range of two areas.
TALENTS: Marksmanship, Cybernetics, Criminal.

COLE, MACON, AND REESE

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

Health: 80 Karma: 18
Resources: TY Popularity: −5

All former Hellfire Club Mercenaries, Macon, Reese, and Cole had similar abilities prior to their run-in with Wolverine, and were equipped with similar materials thereafter.

KNOWN POWERS
Cyborg Body: The Hellfire Mercenaries have cyborged bodies made of GD strength material which gives them:
- IN protection against blunt attacks
- EX protection against edged attacks.
- GD protection against energy attacks.

WEAPONS: The Hellfire Cyborgs use a number of weapons. These weapons are linked with cybernetic control systems, and as such are +2CS to hit.
Machine Guns which do IN damage in one area, range three areas.
Pistols which do GD shooting damage, range two areas.
TALENTS: Marksmanship, Martial Arts A,B, and C, Military.
IN BRIEF: Macon, Cole, and Reese have cyborg construction and abilities similar to the White King—no surprise since they were all rebuilt using Hellfire Club technology. Prettyboy, Skullbuster, and Bonebreaker operate off a separate design of as-yet unknown origin. Lady Deathstrike, the most advanced cyborg of the group, is a product of Spiral's Body Shop, and benefits from Mojo's technology.

PRETTYBOY

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

Health: 100 Karma: 40
Resources: GD Popularity: −10

KNOWN POWERS

Cyborg Body: Prettyboy's cyborg body is made of IN strength material and gives him a number of abilities:

•EX protection against physical and energy attacks.

•Extendable arms and legs reach up to two areas away.

•Sharp claws inflict GD edged attack damage.

•Tentacles, stored in the chest cavity, extend one area away, grabbing or grappling with IN strength. The coils are coated with neurotoxin for AM stunning intensity.

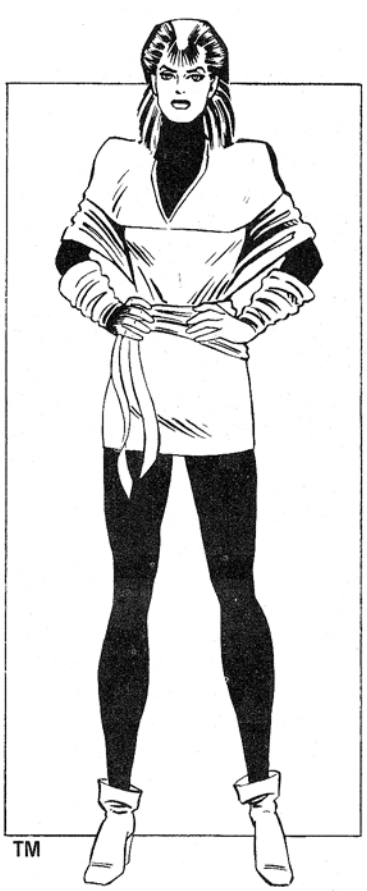
•Mind Rewiring: Prettyboy can corrupt a person by extending fiber-optic cables into his victim's mind. He must make a Psyche FEAT to succeed, but if he is successful the target becomes unconcerned about Karma-reducing actions. The fiber-optics are made of PR strength material.

WEAPONS: Prettyboy uses a number of weapons, including:

Rifles which inflict IN damage to a single target, range three areas.

Pistols which do GD shooting damage, range two areas.

TALENTS: Criminal, Martial Arts A.



SKULLBUSTER

F	A	S	E	R	I	P
GD	GD	RM	GD	EX	GD	EX
10	10	30	10	20	10	20

Health: 60 Karma: 50
Resources: GD Popularity: −20

KNOWN POWERS

Cyborg Body: Skullbuster's cyborg body is made of IN material strength and gives him EX protection against physical and energy attacks.

WEAPONS: Skullbuster uses a number of weapons, including:

Machine Guns which do IN damage in one area, range three areas.

Pistols which do RM shooting damage, range two areas.

TALENTS: Pistols, Criminal.

IN BRIEF: Skullbuster was apparently killed by Forge in the Reaver attack on Muir Island. A new Skullbuster is under construction.

RICHTOR

J. E. Richter

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

Health: 32 Karma: 26
Resources: FE Popularity: 0

KNOWN POWERS

Earth Control: AM ability. Richtor has demonstrated a number of power stunts:

•A long, slow earthquake, beginning at PR effect and area, increasing +1CS per round until it reaches UN (at which point it can no longer be controlled by Richtor).

•AM ability to diminish earthquakes. (Failure indicates the quake *increases* in intensity.)

•A single groundstrike attack of AM ability, one round duration.

•A pulse of IN force, two area range, one round duration.

•Shake apart material on touch up to AM material strength on a Red FEAT roll.

TALENTS: Streetwise, Student.

GROUPS: Ward of X-Factor; member of the X-Terminators and New Mutants.

IN BRIEF: A young mutant captured by the Right so his mutant earth ability could be used in a plot to damage San Francisco. Richtor was rescued by X-Factor and began learning to control his power. He later joined other young mutants, first in the X-Terminators, and then as one of the New Mutants.

RIPTIDE

Janos Quested

F	A	S	E	R	I	P
GD	IN	GD	GD	TY	GD	GD
10	40	10	10	6	10	10

Health: 70 Karma: 26
Resources: PR Popularity: −10

KNOWN POWERS

Spinning: Riptide can twist at AM speeds, performing several power stunts:

•Attack for RM edged damage.

•Throw shurikens at high velocity. These shurikens inflict only TY damage, but can penetrate AM body armor. Riptide can throw up to ten per round.

•Escape grapples and restraints as if with AM strength.

TALENTS: None Revealed.

GROUPS: Member of the Marauders.

IN BRIEF: A mutant with a spinning ability similar to Whirlwind, Riptide never developed the superhuman speed of the earlier mutant. Instead, he concentrated on inflicting killing damage upon his targets, a tactic that Whirlwind has only recently picked up. Riptide, one of the Marauders who fought in the Mutant Massacre, was killed by Colossus. Soon afterward, Riptide appeared again as a Marauder. This may be due to Mister Sinster's cloning talents.

ROGUE

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: 0

KNOWN POWERS

Power Absorption: Rogue has the UN ability to absorb super-human powers, abilities, and memories. This is not a duplication of these characteristics. Upon direct, flesh-to-flesh contact, the victim loses his or her powers, abilities, memories, and talents for the duration of the absorption. Rogue can't control this automatic absorption. The power works as follows:

•If Rogue maintains contact for one round, she gains the touched individual's memories, abilities, talents, and powers, beginning with the round after she made contact. The effect lasts for 6-60 rounds (6 x d10). The Judge can modify this according to the situation (e.g., a glancing blow might only provide 1-10 rounds of absorption). When the absorption fades, the victim regains his or her characteristics.

•The target falls unconscious for the duration of Rogue's absorption. If awakened, his or her mind will be blank and powers will not work.

•When necessary, Rogue's body changes to adapt new powers, gaining wings or additional size to accommodate them.

Invisibility to Machines: Rogue and the other X-Men who fought with Roma against the Adversary were rewarded with UN rank invisibility to cameras and other mechanical devices. Rogue cannot be photographed and will not be detected by sensors or robots, including ordinary Sentinels (though the combined Master Mold/Nimrod can detect her).

Permanent Stolen Powers: Rogue has drained Carol Danvers (Ms. Marvel) of her abilities and memories, gaining the following super-human powers in the process:

•Flight at EX air speed.

•Body Armor providing IN protection against physical and energy attacks.

•AM resistance to drugs and disease.

•Combat Sense providing IN intuition in dangerous situations. This power is automatic and Karma cannot be spent.

LIMITATIONS: Rogue's power is not without limits. Known limits are:

•If Rogue's own abilities are better or more powerful than the individual's (Judge's call), she retains her own abilities.

•Machines are immune to Rogue's touch, as are beings of pure energy (such as Wonder Man). Alien races are susceptible to Rogue's power—she has absorbed the powers and thoughts of Dire Wraiths and Technarchs.

•If any of the intended victim's abilities are Shift Y or greater in rank, Rogue must make an Endurance FEAT or be slammed at the ability's rank (a psychic "kick") for 1-10 areas, with possible loss of consciousness.

•If any absorbed ability is MN rank or greater, Rogue must make a Psyche FEAT or be overcome by the target's personality. She will then act like that individual (even attacking her allies and being run by the Judge as an NPC, if needed).

•If Rogue absorbs powers for more than one round she risks permanent absorption of the victim's abilities. She can avoid this only on a Psyche FEAT against the strongest ability present. Rogue's Psyche is −1CS for each personality she absorbs permanently. The victim is deprived of super-human powers (though not ability scores) and loses all memory.

Multiple Personality: Rogue permanently absorbed Carol Danvers' powers, leaving Danvers' personality trapped inside Rogue as an entity separate from Rogue's own personality. This dual nature had the following effects:

•CL 1000 protection against mental probes, and direct mental attacks (though not illusions working on the brain).

•On a failed Psyche FEAT roll, the alternate personality takes control. Powers remain the same, but talents and memories differ. In situations familiar to one side, a failed Psyche FEAT will cause that side to surface.

•When Rogue is in charge, her eyes are green and her southern accent prominent. When Carol Danvers is in charge, her eyes are blue and the accent vanishes.

TALENTS: Variable depending upon which personality is dominant.

Rogue: Bilingual (Russian and English), Martial Arts E.

Ms. Marvel: Espionage, Journalism, Military, Spacecraft, Martial Arts A and C.

GROUPS: Former member of the X-Men.

IN BRIEF: Rogue is the adopted daughter of Mystique. After draining all of Ms. Marvel's abilities and memories, creating a conflicting personality within herself, Rogue sought the help of Professor X and became one of his X-Men. Rogue fell into the Siege Perilous with the combined Nimrod/Master Mold construct. She and the Ms. Marvel personality were reborn in Australia with their memories. This Ms. Marvel fell under the effects of the Shadow King and the two battled to the death. Magneto rescued Rogue and returned her to health.

ROMA

F	A	S	E	R	I	P
GD	EX	EX	IN	RM	AM	UN
10	20	20	40	30	50	100

Health: 90 Karma: 180
Resources: UN Popularity: −5

KNOWN POWERS

Magic: Roma is a Master-level sorceress charged with watching over a large number of alternative universes. She uses her magical ability sparingly, usually acting through third parties. When she does act, Roma has wide access to various spells, including but not limited to those listed below:

•Astral Projection at UN rank.

•Healing at MN rank.

•Shapechange, self or others, at UN rank.

•Telekinesis at UN rank.

•Create Dimensional Gate at UN rank.

•Scrying at UN rank.

•Eldritch Beam or Bolt of MN power.

•Invisibility to Mechanisms at UN rank. Cannot be registered by mechanical means.

•Mental Barrier providing MN protection against mind-control attacks.

•Mesmerism of MN power.

•Mystic Shield of MN strength.

•Nature Control at MN rank.

•Restore Life at UN rank.

• Teleportation at UN rank.

TALENTS: Mystic Background, Occult Lore, Resist Domination, Hypnosis.

GROUPS: None (but an ally of the X-Men).

IN BRIEF: The daughter of Merlin (who may or may not be the Merlin of legend), Roma was entrusted with watching over a large number of parallel universes (called multiverses). Held captive in her own Starlight Citadel by the Adversary, she sought the aid of the X-Men. The mutant group freed her, but at the cost of their own lives. Roma rewarded them by restoring their lives, by making them invisible to mechanical devices, and by providing them with the Siege Perilous, a device which could be used to judge the guilty (and which has since been destroyed). Since she has many dimensions to watch over, Roma is not always available to act as the X-Men's guardian angel.

ROULETTE

Jennifer Stavros

F	A	S	E	R	I	P
PR	GD	PR	GD	GD	GD	AM
4	10	4	10	10	10	50

Health: 28 Karma: 70

Resources: GD Popularity: 8

KNOWN POWERS

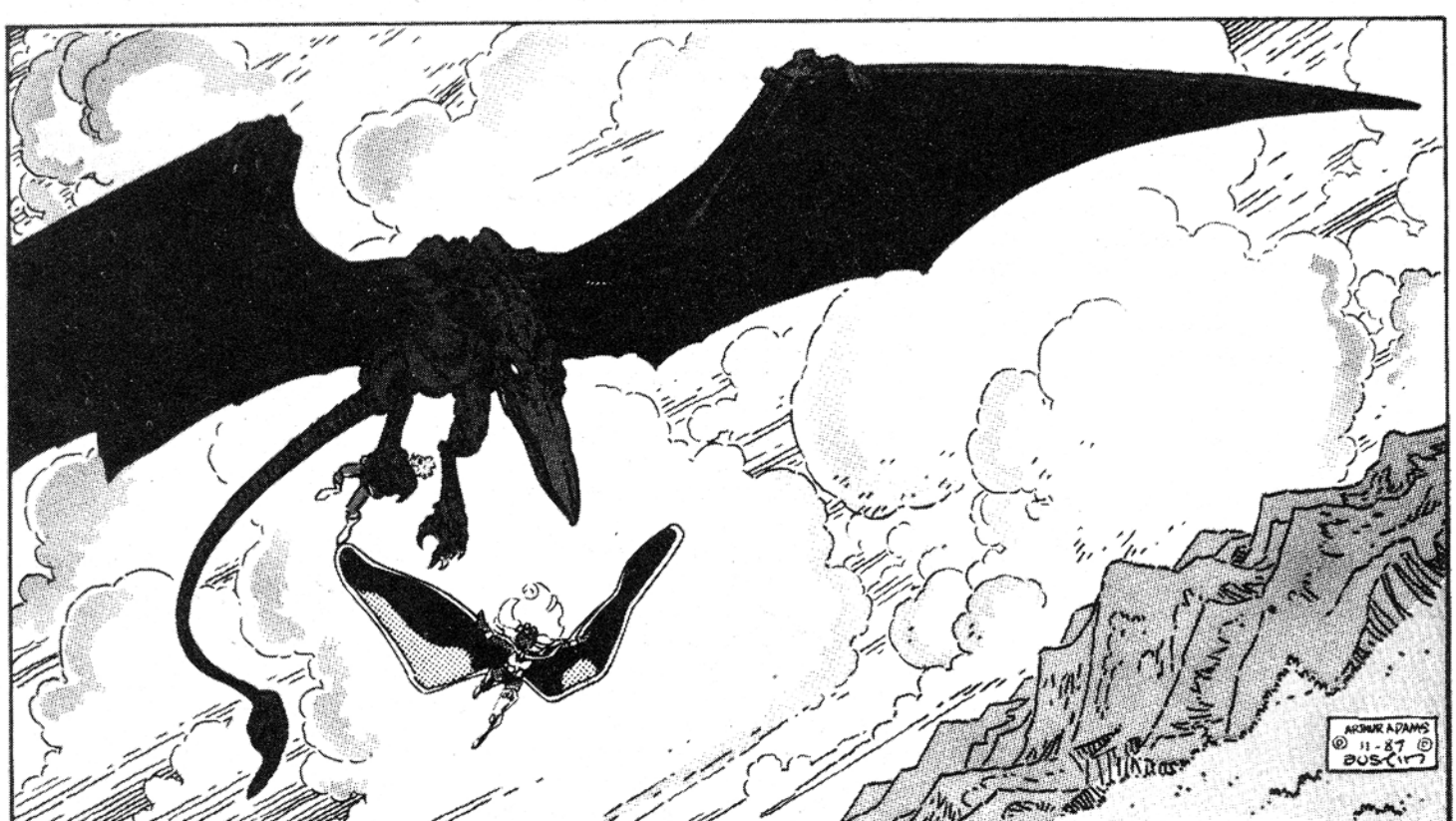
Probability Manipulation: UN ability to shift the odds. Can add or subtract 50 from any percentile die roll, with the Power FEAT determined before the roll is made. This power is manifested through disks Roulette generates—white disks for good luck and black disks for bad.

WEAPONS: Roulette has used a small single-shot gas gun with AM intensity gas. This stuns the target and causes loss of mental powers (at MN intensity) for 24 hours.

TALENTS: Groups, Streetwise, Gambling Odds.

GROUPS: Member of the Hellions.

IN BRIEF: A young mutant from Atlantic City, Roulette uses her good and bad luck disks to jimmy the odds in her favor. She is not above using them to cheat.



S

SABRETOOTH

F	A	S	E	R	I	P
IN	RM	GD	RM	TY	GD	RM
40	30	10	30	6	10	30

Health: 110 Karma: 46
Resources: TY Popularity: −5

KNOWN POWERS
Heightened Senses: AM sense of direction, smell, and taste. Can detect illusions and track at AM level.
Claws: RM edged damage. Can rend material up to IN strength.
Fangs: RM edged damage to a grappled opponent. Can rend up to IN strength materials.
Healing Factor: Sabretooth regains five points of Health per hour (or one point every 12 minutes) in addition to any other healing.
Infravision: Sabretooth lacks color vision, but has RM ability to see in the dark.
TALENTS: None Known.
GROUPS: Member of the Marauders.
IN BRIEF: A hired killer with a long career of assassinations and clashes with super-powered foes, Sabretooth has been a foe of Wolverine's since before the Canadian gained his adamantium skeleton. Sabretooth, a sometime-member of the Marauders, instigated the Morlock Massacre at Mister Sinister's request. He often operates freelance as well, taking lucrative contracts or just hunting and killing for the fun of it.

SAURON

Karl Lykos

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

Health: 32 Karma: 60
Resources: TY Popularity: 0

KNOWN POWERS
Psychic Vampire: AM ability to drain life energy from prey. Subject must make a Psyche Endurance FEAT or be −1CS on all abilities for 1-10 days. Feeding is on touch, and Lykos can make five such attacks before being sated. Trying to drain RM Endurance or higher can trigger the transformation from Lykos into Sauron. Lykos gets a Psyche FEAT to prevent the change.
Pteranodon Form: Lykos transforms into Sauron, a bipedal, flying saurian. The Sauron form lasts for 1-10 days before Lykos returns to human form. Damage taken by Lykos carries over to Sauron, but damage to Sauron does not carry over to Lykos. In this pteranodon form, Lykos has the following stats:

F	A	S	E	R	I	P
EX	EX	EX	RM	EX	GD	RM
20	20	20	30	20	10	30

Health: 90 Karma: 0

As Sauron, Lykos has a number of abilities:
- Flight at GD air speed.
- Claws which do TY edged attack damage.
- Foot Talons which do EX edged attack damage.

Hypnosis: AM ability to paralyze his prey or to induce hallucinations about the prey's surroundings. The victim must make a Psyche FEAT to avoid.
LIMITATIONS: Sauron is −2CS on all FEATs involving cold or performed in cold weather.
TALENTS: Psychology, Medicine. (As Sauron, add Aerial Combat.)
GROUPS: Sauron is the leader of the Savage Land Mutates.
IN BRIEF: Supposedly infected by a virus carried by pterosaurs in Tierra Del Fuego, Lykos became a psychic vampire, preying on the life energies of those around him. Upon trying to siphon off the power of Alex Summers (Havok), Lykos was transformed into Sauron. Sauron fought the X-Men and other costumed heroes a number of times before finding a method to cleanse himself of his disease.

SAVAGE LAND MUTATES (Group)

IN GENERAL: The mutates of the Savage Land occupy a gray area between mutant and non-mutant characters. They were created by Magneto's Genetic Transformer, a device designed to mutate ordinary humans and bring out the powers of latent mutants. Some mutates have found a place among mutant groups (Lorelei, for example, among the original Brotherhood of Evil Mutants and Vertigo among the Marauders).

The original mutates, called the Beast Brood, were organized by Magneto as the second of his three teams. The mutates were reverted to their natural forms after a battle with the X-Men but, through means unknown, they regained their abilities and have since battled the Avengers, the X-Men, and other super-powered individuals.

The original mutates were Amphibius, Barbarus, Brainchild, Gaza, Equilibrius, Lorelei, Piper, and Lupo (who was later mutated still further). Vertigo, Whiteout, and Worm were created by later users of the Genetic Transformer.

The Savage Land mutates are currently in the service of Zaladane. Unless otherwise noted, these mutates have only served with their fellow Savage Land mutates.

AMPHIBIUS

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

Health: 56 Karma: 20
Resources: FE Popularity: 0

KNOWN POWERS
Water-Breathing
Leaping: AM ability, with the following power stunts:
- Leap-kick attack which does RM damage.
- Attack up to three targets in the same area in a single round.
- Dodge with AM agility.

TALENTS: Swimming.

BARBARUS

F	A	S	E	R	I	P
EX	TY	AM	RM	PR	GD	TY
20	6	50	30	4	10	6

Health: 106 Karma: 20
Resources: FE Popularity: 0

KNOWN POWERS
Multiple Attacks: Barbarus has four arms, and can make up to two attacks per round. He also has a +2CS on all wrestling and grabbing attacks.
TALENTS: Blunt Weapons, Martial Arts B.

BRAINCHILD

F	A	S	E	R	I	P
GD	TY	TY	EX	AM	EX	GD
10	6	6	20	50	20	10

Health: 42 Karma: 80
Resources: FE Popularity: 0

KNOWN POWERS
Computer Mind: In addition to his high Reason, Brainchild can perform the following power stunts:
•Use Reason when making Agility FEATs for dodging and for throwing weapons or aiming guns.
•Groups following his orders gain a +1CS to any Intuition FEATs.
TALENTS: Leadership, Genetics, Repair/Tinkering.

EQUILIBRIUS

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: FE Popularity: 0

KNOWN POWERS
Equilibrium Distortion: IN ability, limited to those who can see Equilibrius' eyes. Targets must make a Psyche FEAT or fall to the ground. Those failing the Psyche FEAT must make a second Psyche FEAT or fall unconscious for 1-10 rounds.
TALENTS: None.

GAZA

F	A	S	E	R	I	P
EX	TY	RM	IN	PR	EX	TY
20	6	30	40	4	20	6

Health: 96 Karma: 30
Resources: FE Popularity: 0

KNOWN POWERS
Psionic Vision: Though technically blind, Gaza has RM mental powers that allow him to see. He is immune to visual illusions, blinding attacks, and any attack that requires eye-contact (like the attack of Equilibrius).
TALENTS: Martial Arts C, Wrestling.

LORELEI

F	A	S	E	R	I	P
TY	TY	TY	GD	PR	GD	TY
6	6	6	10	4	10	6

Health: 28 Karma: 20
Resources: PR Popularity: −5

KNOWN POWERS
Hypnotic Voice: Am intensity paralysis against males, five area range. Paralysis lasts for as long as she sings, plus two rounds.
TALENTS: None.
GROUPS: In addition to the Savage Land Mutates, Lorelei joined Magneto as a member of his Brotherhood of Evil Mutants, before returning to Antarctica.

LUPO

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

Health: 50 Karma: 20
Resources: FE Popularity: 0

KNOWN POWERS
Animal Control: RM ability (AM with wolves). From 1-10 wolves can be summoned. These wolves move two areas/turn, attack on the edged attack column, and track with EX ability. They have the following abilities:

F	A	S	E	R	I	P
EX	GD	GD	GD	FE	FE	FE
20	10	10	10	2	2	2

Health: 50

Claws: Lupo has apparently been further mutated since his initial battles, and now has a bear/wolf appearance. His claws inflict GD edged attack damage.
Resistance—Cold: Lupo's fur provides EX resistance to cold.
TALENTS: Martial Arts A and C.

PIPER

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

Health: 38 Karma: 24
Resources: FE Popularity: 0

KNOWN POWERS
Animal Control: IN ability. Piper uses his pipes to summon and control animals. Typical animal abilities are listed on pages 58-60 of the Advanced Set Judge's Book.
TALENTS: None.

WHITEOUT

F	A	S	E	R	I	P
TY	EX	TY	RM	TY	TY	AM
6	20	6	30	6	6	50

Health: 62 Karma: 62
Resources: FE Popularity: 0

KNOWN POWERS
Blinding Light: Whiteout can create a flash of light of MN intensity, range three areas. Those who fail an Endurance FEAT are blinded for 2-20 rounds.
TALENTS: None.

WORM

F	A	S	E	R	I	P
PR	TY	PR	RM	GD	EX	MN
4	6	4	30	10	20	75

Health: 44 Karma: 105
Resources: FE Popularity: −10

KNOWN POWERS
Mind Control: MN control, administered by coating the target in a mucus-like substance oozing from Worm's hands. If the target fails a Psyche FEAT roll, Worm has complete power over the individual. Those with Psyche of RM or higher can try multiple times to break free, but each attempt is −1CS, cumulative. In addition, a victim receives one attempt to break free each day at −1CS, until Sh0 is reached and the target is completely controlled by Worm. Worm's control lasts as long as he is conscious, but the hardened mucus is EX strength material, and will hold most victims even if Worm is knocked out.
TALENTS: None.

SCALEFACE

Human Form

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

Health: 38 Karma: 22
Resources: FE Popularity: 0

Reptilian Form

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

Health: 66 Karma: 22

KNOWN POWERS

Transformation: Scaleface could change shape into a reptilian "dragon" with the following abilities:

•Bite does TY edged attack damage.

•Claws do EX edged attack damage.

•Body Armor provides EX protection from physical attacks.

TALENTS: None.

GROUPS: Member of the Tunnelers, a faction of the Morlocks.

IN BRIEF: Scaleface and three other Tunnelers—Berzerker, Blowhard, and Masque—escaped to the surface. Scaleface was killed by a policeman frightened by her lizard-like alter ego.

SCALPHUNTER

F	A	S	E	R	I	P
IN	RM	EX	RM	GD	EX	RM
40	30	20	30	10	20	30

Health: 120 Karma: 60
Resources: GD Popularity: −10

KNOWN POWERS

No super-human abilities revealed to date.

EQUIPMENT: Scalphunter wears a suit studded with holsters, clips, and pockets for gun parts and ammunition. The suit also has a back-mounted sheath for a sword. The suit gives Scalphunter the following abilities:

•GD protection from physical and energy attacks.

•Camouflage of RM intensity.

•Ability to assemble any one- or two-handed firearm from pages 42-43 of the MARVEL SUPER HEROES™ Advanced Game Players Book.

•Ability to use any ammunition type listed on page 44 of the MARVEL SUPER HEROES™ Advanced Game Players Book, regardless of the type of gun the ammo was intended for.

TALENTS: Weapons Specialist—weapons created from his uniform, Edged Weapons, Leadership. Scalphunter can fire two-handed weapons with one hand.

GROUPS: Leader of the Marauders.

IN BRIEF: Scalphunter is reportedly a super-human mutant, though the exact nature of his mutation is unknown. Scalphunter led the attack on the Morlocks in the Mutant Massacre and serves as the Marauders' leader and tactician.

SCARLET WITCH

Wanda Maximoff

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

Health: 46 Karma: 60
Resources: TY Popularity: 0

KNOWN POWERS

Probability Manipulation: AM ability in areas she can view. This ability can cause unlikely situations to become likely, and the impossible possible. In game terms, the player running the Scarlet Witch decides to use this ability and the Judge makes a ruling on what happens. On a successful Power FEAT, a random occurrence happens to the player's advantage, on a failed FEAT it functions to the Scarlet Witch's disadvantage. When operating against unnatural or unknown materials or energies, the FEAT roll is −1CS. Typical occurrences that have happened in the past include the following:

•Spontaneous combustion of flammables.

•Jamming of weapons.

•Shorting out of equipment.

•Disruption of energy fields.

•Sudden falls.

•Explosions of water mains and gas lines.

•Cracks appear in any material.

•Sudden strong breezes.

•Deflection of objects in mid-flight.

•Rapid rust or oxidation of materials, weakening them.

Magic Use: A dabbler in the Arcane, Wanda can use the following spells:

•Eldritch Bolts of EX force.

•Shields of IN strength against Mystical attack.

•Telekinesis of GD rank.

LIMITATIONS: Multiple mental stresses have driven the Scarlet Witch insane, causing a fundamental personality change. (These stresses include the dismantling of her husband, the revelation that her children are magical illusions, and possession by a group of organisms claiming to be the driving force of evolution). The Scarlet Witch acted briefly as an evil mutant, using her powers without restraint. Her powers and abilities are unchanged, but a Psyche FEAT may be required to determine sudden, odd actions.

TALENTS: Mystic Background, Occult Lore, Bilingual (Hungarian and English).

GROUPS: Former member of the Original Brotherhood of Evil Mutants; fomer member of the Avengers.

IN BRIEF: The twin sister of Quicksilver and the daughter of Magneto, the three were members of the original Brotherhood of Evil Mutants. Wanda and Pietro left Magneto and joined the Avengers. Recent events have unbalanced Wanda's mind, and she was used as a pawn by Immortus in a plot to control time. She is currently recovering and it is unknown if her powers will return, and in what form.

SCRAMBLER

Kim Il Sung

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

Health: 46 Karma: 40
Resources: GD Popularity: −10

KNOWN POWERS

Disruption: MN ability to disrupt energy, including that generated by machinery, brain activity, and superhuman powers. He can do the following by touching his intended target:

•Stun a living opponent with MN intensity.

•Disrupt electrical machinery with

MN ability.

•MN ability to shut down one or more mutant abilities. The mutant receives a Power FEAT to avoid being affected, with the strongest of the abilities being used to determine the FEAT.

Body Armor: GD protection against physical and energy assaults.

TALENTS: None.

GROUPS: Member of the Marauders.

IN BRIEF: A Korean mutant with the ability to shut down most mechanical and organic energy systems, Scrambler was a member of the Marauders during the Mutant Massacre.

SEFTON, AMANDA

Jemain Szardos

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: GD Popularity: 0

KNOWN POWERS

Magic: Sefton is a journeyman wizard with moderate spellcasting abilities. Known spells are:

•Flight at EX air speed.

•Teleportation with RM accuracy.

•Mystic shields up to RM protection from physical, energy, and magical attacks.

•Mystic restraints of IN strength.

•Mystic bolts of up to IN energy or force damage.

•Shapechange self or others with RM ability.

•Move water and earth with RM ability.

LIMITATIONS: Sefton's spells cannot affect cold iron or metallic constructs. Those living items with mechanical or metallic natures (such as the Reavers or Colossus) get −2CS to all of her spell effects.

EQUIPMENT: An X-Men suit provided by Moira MacTaggart provides EX protection from physical and energy damage.

TALENTS: Mystic Background, Airline Stewardess, Occult Lore.

GROUPS: Member of the X-Men of Muir Island.

IN BRIEF: Amanda Sefton is the daughter of sorceress Margali Szardos. She was also the childhood sweetheart of Nightcrawler. Though trained in the use of magic, she has not reached the level of more accomplished masters. She was at Muir Island when the Reavers attacked and became a member of the "X-Men" under Legion's and Shadow King's influence.

SHATTER-BOX

Galen

F	A	S	E	R	I	P
PR	PR	PR	EX	PR	PR	RM
4	4	4	20	4	4	30

Health: 32 Karma: 38
Resources: FE Popularity: 0

Joey

F	A	S	E	R	I	P
PR	PR	PR	EX	PR	PR	RM
4	4	4	20	4	4	30

Health: 32 Karma: 38
Resources: FE Popularity: 0

KNOWN POWERS

Telekinesis: Both Galen and Joey have GD level telekinetic abilities. The only power stunts demonstrated to date are:

•Ability to lift objects (equivalent to EX strength).

•Flight at FE air speed.

TALENTS: None revealed.

GROUPS: Members of Nanny's Lost Boys (And Girls).

IN BRIEF: The niece and nephew of Jean Grey, Galen and Joey were kidnapped by Nanny and Orphanmaker, who realized they were in danger because of their nascent mutant abilities. They became part of Nanny's Lost Boys (and Girls). Nanny's abilities ensured that neither remembered their mother or their Aunt Jean. They did remember their grandparents and, upon being rescued from Nanny, the two children went to live with them.

SHADOWCAT

Katherine "Kitty" Pryde

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: GD Popularity: 12

KNOWN POWERS

Phasing: Kitty has IN ability to move her body "out-of-phase" with its surroundings, allowing her to pass through solid objects. Shadowcat can phase for as long as she can hold her breath. She has developed a number of power stunts:

•Pass through force fields on a Power FEAT.

•Walk on air as it if were solid ground, even climbing up and down.

•Disrupt electrical equipment with IN ability. Sentient equipment must make an Endurance FEAT or be knocked out for 1-10 rounds and suffer loss of 30 Health.

•Render other people out-of-phase on touch, for as long as she remains in contact.

•Wield out-of-phase objects, which become "normal" when released. If released inside a living thing, they inflict damage equivalent to the material strength of that item as if attacking on the edged attack column.

•Automatic ability to "phase out" in self-defense if surprised (by a gunshot, for example). A Red Psyche FEAT will keep her in normal state.

When out of phase, Shadowcat can only be harmed by multi-dimensional, psionic, magical, or other out-of-phase attacks.

Astral Sight: Kitty can see others in astral form, if in the same or adjacent areas.

LIMITATIONS: Kitty is nearsighted, and without correction anything beyond three areas is blurry and indistinct. She wears contacts to correct this condition.

Following a battle with the Marauders, Kitty is stuck in her out-of-phase state (able to use all power stunts listed above). She must make a Power FEAT to be restored to normal solidity.

TALENTS: Electronics, Computer Hardware Design, Software Design, Martial Arts C and E, Resist Domination, Bilingual (Russian and English).

GROUPS: Former member of the X-Men; founding Member of Excalibur.

IN BRIEF: A young mutant from Chicago whose phasing abilities attracted the attention of both Prof. X and the White Queen, Kitty joined the X-Men after rescuing the former from

the latter. She first took the codenames Ariel and Sprite. (She was not associated with others using these names.) Kitty was the youngest member of the team, but rejected demotion to the ranks of the younger New Mutants.

Later, as Shadowcat, she was seriously injured in battle with the Marauders. While she was recovering in Scotland with Nightcrawler, the other X-Men "died" in battle with the Adversary. Since that time she and Nightcrawler have joined Captain Britain, Meggan, and Phoenix as members of Excalibur.

SHARKSKIN

F	A	S	E	R	I	P
RM	TY	IN	IN	GD	TY	TY
30	6	40	40	10	6	6

Health: 116 Karma: 22
Resources: TY Popularity: 0

KNOWN POWERS

Body Armor: Thick impenetrable hide provides RM protection from physical and energy damage.

Spines: Mounted along the arms, these allow Sharkskin to inflict up to RM edged attack damage.

Water Breathing

Swimming: Two areas/turn.

Resist Cold: EX ability.

LIMITATION: As an Atlantean, Sharkskin can only survive in open air for four hours. At that point, he loses −1CS per hour, and when all abilities reach Sh0, is close to death. Make an Endurance FEAT once per hour to avoid dying.

TALENTS: None.

GROUPS: Member of S.U.R.F.

IN BRIEF: An Atlantean mutant with thick skin. Sharkskin joined fellow underwater mutants and the New Mutants to fight Ghaur's creatures during the Atlantean invasion of America.

SHOCKER

Randall Darby

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

Health: 42 Karma: 14
Resources: PR Popularity: −5

KNOWN POWERS

Claws: EX edged attack, twice per round.

Electric Blast: Shocker's claws are electrified, allowing him the following power stunts:

- Emit beams of RM intensity electric energy with a range of two areas.
- Fill an area with a RM strength electric field. Those within the field must make an Endurance FEAT or fall unconscious.

TALENTS: Criminal Background.

IN BRIEF: A mutant with large, electrically charged pincers instead of hands and feet, Shocker joined other low-level mutants as a Member of Magneto's Mutant Force. The Mutant Force served a variety of causes as a mercenary unit, but most of its members, including Shocker, are now members of the Resistants. Shocker took the name Paralyzer after joining the Resistants. This Shocker should not be confused with Spider-Man's technology-based foe of the same name.

SIBERIAN TIGER

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

Health: 90 Karma: 46
Resources: PR Popularity: 0

KNOWN POWERS

Claws: GD edged weapon damage.

TALENTS: Martial Arts A, Acrobatics, Bilingual (Russian and, just barely, English).

GROUPS: Member of a cell of Soviet mutants.

IN BRIEF: Siberian Tiger is a superpowered Soviet mutant with a tiger-like appearance. He works as an agent for a group of Soviet mutants under the direction of Alexi Garnoff, fighting abuses against mutants in his homeland.

SISTER SALVATION

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

Health: 46 Karma: 40
Resources: PR Popularity: 20

KNOWN POWERS

Healing: MN healing ability versus all diseases, injuries, and physical addictions. Sister Salvation can heal both humans and mutants, but can only make one healing attempt per day.

TALENTS: Religion.

GROUPS: None.

IN BRIEF: The estranged wife of a Central American dictator, Salvation joined the church as a nun rather than becoming involved with her husband's drug-dealing. With the death of her husband, she returned to her mission, taking Roughouse with her.

SILVER

Jimon Kwan

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

Health: 36 Karma: 18
Resources: TY Popularity: 5

KNOWN POWERS

Cold Generation: Optic blasts inflicting RM cold damage at a range of eight areas. Silver has used this ability to create EX material strength ice to entrap opponents.

Flight: FE airspeed.

TALENTS: Bilingual (Chinese and English).

GROUPS: Former member of China Force; current member of Gamma Flight.

IN BRIEF: A young Chinese mutant, Jimon was recruited (along with her brother Zhao) into the government super hero organization known as China Force. She and Zhao served briefly before defecting to Canada, where they became part of the superpowered team, Gamma Flight. She is currently a member of Alpha Flight.

SILVER SAMURAI

Kenuichio Harada

F	A	S	E	R	I	P
RM	EX	EX	IN	GD	EX	EX
30	20	20	40	10	20	20

Health: 110 Karma: 50
Resources: GD Popularity: −20

KNOWN POWERS
Tachyon Field: Silver Samurai can summon an extremely powerful energy field. To date, he has only done this with his katana as his focus. The sword inflicts IN damage, but is able to cut through materials of up to UN material strength.
WEAPONS: Silver Samurai uses a katana made of RM strength material. When used as a normal weapon, this sword inflicts up to EX edged damage. If used with the Tachyon Field, see above.
EQUIPMENT: The Silver Samurai uses the following equipment.
Body Armor providing EX protection against physical and energy attack. This is a suit of fully-articulated Japanese armor made of light steel.
Teleport Ring has MN ability to teleport Silver Samurai up to three miles away.
TALENTS: Oriental Weapons, Weapons Specialist—Katana, Martial Arts A and D, Japanese History, Bilingual (Japanese and English).
GROUPS: Former partner of Viper.
IN BRIEF: Half-brother of Mariko Yashida and the cousin of Sunfire, Kenuichio has served as a modern samurai for a variety of masters, including Mandrill and Viper. He currently serves house Yashida.

SIRYN

Theresa Cassidy

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

Health: 46 Karma: 22
Resources: PR Popularity: 0

KNOWN POWERS
Sound Generation: AM rank sonic screams allow Theresa the following power stunts:
•Disruption: AM intensity to unliving targets, IN intensity stunning to a single living target, or RM intensity stunning to all targets within one area.
•Flight: PR air speed (four areas/round).
•Sonar: AM rank.
•Sonic Creatures: Siryn can create illusionary creatures of "living sound" of no greater than EX Fighting, Agility, Strength, and Endurance. These creatures last, and follow her commands, as long as she maintains the voice.
TALENTS: Leadership, Student.
GROUPS: Former partner of Black Tom Cassidy and Juggernaut; current member of the Fallen Angels.
IN BRIEF: The unknown daughter of Banshee, Siryn was raised by her uncle, Black Tom, who hoped to use her power in his criminal plots. With the capture of Black Tom, Siryn joined her father on Muir Island. Recently she and Jamie Madrox journeyed to Manhattan, where they became part of the Fallen Angels.

SKIDS

Sally Blevins

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 surrounded by a ShX personal force field at all times. She can perform the following power stunts:
•On a Psyche FEAT, she can shut off the force field.
•ON a Psyche FEAT, she can extend the field to cover one area.
•By moving on the force field, Skids can "skate" at EX ground speed.
•Escape grapples, holds, and restraints with MN ability.
TALENTS: None.
GROUPS: Former member of the Morlocks, X-Terminators, and Mutant Liberation Front; current member of the New Mutants.
IN BRIEF: Skids fled her abusive parents and found herself in New York. There she became part of the Morlock Community, her force field protecting her from Masque's modifications. During the Mutant Massacre she and a number of other young mutants were rescued by X-Factor, and Skids remained with them as a ward and student. With Rusty Collins, Richtor, Wiz Kid, Artie Maddicks, and Leech, the youngsters formed the X-Terminators and later became part of the New Mutants. After being branded as dangerous mutants and captured by the Freedom Force, Rusty and Skids reluctantly joined the Mutant Liberation Front.

SLITHER

Aaron Salomon

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

Health: 50 Karma: 14
Resources: PR Popularity: −10

KNOWN POWERS
Reptilian Body: Slither's abilities derive from his mutant, snakelike nature and appearance. Among his special abilities are:
•Track at GD ability.
•Body armor providing TY protection from energy and physical attacks.
•Constrict a victim with IN grappling ability. Slither can squeeze a target into unconsciousness if the target fails an Endurance FEAT.
TALENTS: Criminal, Wrestling.
GROUPS: Former member of the Mutant Force; member of the Serpent Society when it was controlled by Viper; present henchman of the Viper.
IN BRIEF: The reptilian mutant, Slither, was a member of Magneto's Mutant Force. Slither and the Mutant Force went on to serve a number of employers as a mercenary unit. While most of the Mutant Force moved on to the Resistants, Slither joined Viper as a member of her Serpent Society. Viper was defeated, but Slither remained with her.

SPEED FREAK

F	A	S	E	R	I	P
PR	GD	PR	GD	TY	TY	TY
4	10	4	10	6	6	6

Health: 28 Karma: 18
Resources: FE Popularity: 0

KNOWN POWERS
Speed: Speed Freak can reach GD ground speed. He has yet to develop any power stunts.
TALENTS: None.
GROUPS: Nanny's Lost Boys (and Girls).
IN BRIEF: A young mutant "rescued" by Nanny and Orphan-maker. Nanny's power eradicated Speed Freak's memories of his past life. Speed Freak

began developing his power, careful not to run too fast and fall down.

SPIRAL

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

Multiple Arms: Spiral has six arms (one of which is bionic and made of IN strength material). She can make up to three attacks per round.

Alien Physiognomy: Spiral's extra-dimensional nature provides her with a number of advantages:

- GD body armor.
- CL 1000 immunity to possession or other forms of mind control.

Magic: Spiral uses her "spiral magic" to weave spells. She must have her arms free to do so, and the casting can take one round or more, requiring a successful Psyche FEAT to function. Spells she has demonstrated include the following:

- IN intensity ability to shatter unliving matter or force fields, three area range. One round to cast.
- Control energy with AM ability, reecting the attack against someone lse. One round to cast.
- Neutralize non-magical powers within three areas for three rounds. One round to cast.
- Teleport up to 10 areas. One round to cast.
- Dimensional travel. Ten rounds to cast.
- Invisibility, RM intensity.
- Increase or decrease another character's Power Rank by −2CS, UN maximum, FE minimum. One round to cast. The effect lasts until she stops dancing.
- Drain Life, MN ability. Ten rounds to cast. She does not use this ability as a member of Freedom Force.
- AM tracking ability. Ten rounds to pick up the scent.

WEAPONS: Spiral carries the following weapons:

Sword capable of inflicting GD edged damage if used one-handed; EX edged damage if used two-handed.

Dagger can be thrown up to two areas, doing TY edged damage.

TALENTS: Edged Weapons, Martial Arts B and C.

GROUPS: Operative of Mojo; former member of the Freedom Force.

IN BRIEF: Spiral is the humanoid agent of the extra-dimensional entity known as Mojo. Pursuing the escaped Longshot to Earth, Spiral joined the Freedom Force, but since that time she has returned to her original master.

SPYDER

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

Health: 40 Karma: 80
Resources: IN Popularity: 0, −20 in the intergalactic community.

KNOWN POWERS

No known super-human powers.

EQUIPMENT: Spyder has several interesting transportation devices:

Flying Platform: FE air Speed, AM body, MN control, and housed by a force bubble which provides AM protection.

Spaceship: A ship with GD control, MN body, IN Protection, and RM speed (but capable of entering hyperspace and attaining CL 1000 speeds there). The ship is protected from detection by MN strength ECMs. It can carry up to 500 tons of cargo and has a number of small shuttles.

GUARDS: Spyder employs many intergalactic mercenaries representing a variety of races and worlds. These guards, also called accountants, carry force blasters inflicting RM damage at a three area range. They also wear armor providing EX protection from physical attacks. An average mercenary has the following stats:



F	A	S	E	R	I	P
EX	EX	EX	EX	TY	GD	TY

Health: 80 Karma: 22

TALENTS: Intergalactic Business/ Finance, Accounting, Multi-lingual (many space languages).
GROUPS: Leader of the Webb, an interstellar trading group.
IN BRIEF: An interstellar merchant interested in increasing his own power and wealth, the four-armed Spyder is not above theft, corruption, kidnapping, and slave- trading to further his own ends. He held both Lila Cheney and Gossamyr, along with other members of Gossamyr's race, as slaves. Lila escaped on her own, and Gossamyr escaped with the aid of the New Mutants. Spyder claims to be unaffected by emotions, with the exception of those distilled from slaves he has killed.

STARJAMMERS

In General: The Starjammers are a band of space pirates/freedom fighters in the Shi'ar galaxy. They have fought against Princess Lilandra, but now have teamed up with her against her evil sister, Deathbird.

CORSAIR

Major Christopher Summers

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

Health: 80 Karma: 26
Resources: GD Popularity: 0

KNOWN POWERS
No known super-human abilities.
EQUIPMENT: Phasing Jewels set in two wristbands. These produce a pair of blaster pistols (AM force damage, four area range).
TALENTS: RM Reason in all matters related to Aircraft and Spacecraft, Swordmanship, Marksmanship, Martial Arts A.
GROUPS: Leader of the Starjammers; former major in the United States Air Force.
IN BRIEF: The father of Cyclops and Havok, Summers was kidnapped by a Shi'ar slaving ship and put to work as a slave. His freedom fighting career began when he led a slave rebellion. He now serves as leader of the Starjammers.

CH'OD

F	A	S	E	R	I	P
IN	RM	AM	AM	TY	GD	GD
40	30	50	50	6	10	10

Health: 180 Karma: 26
Resources: GD Popularity: 0

KNOWN POWERS
Body Armor: EX protection from physical and energy attacks.
Waterbreathing
EQUIPMENT: Blast-rifle of AM force damage, seven area range. The muzzle-end of the rifle is tipped with an axe capable of inflicting EX edged damage.
TALENTS: Marksmanship, Swordsmanship, Philosophy, Martial Arts A, B, and C.
IN BRIEF: A Timorian and fellow former slave of the Shi'ar, Ch'od is fearsome in appearance, easy-going in nature.

HEPZIBAH

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

Health: 60 Karma: 30
Resources: GD Popularity: 0

KNOWN POWERS
Claws: GD edged damage.
Hypersensitive Smell: GD ability, allowing tracking at GD rank.
Nightvision: RM ability.
EQUIPMENT: Hand blaster doing AM force damage, three area range.
TALENTS: Marksmanship, Martial Arts B and D, RM Reason in Astronavigation and Ship Repair.

RAZA

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

Health: 70 Karma: 26
Resources: GD Popularity: 0

KNOWN POWERS
Cyborg Body: Raza's left arm and left eye are cybernetic, giving him the following powers:
- IN strength with left hand.
- Nightvision at IN rank.

WEAPONS: Raza uses blasters and a sword, described below.
Blasters of AM force damage, three area range.
Sword of EX edged damage.
TALENTS: Swordsmanship, Marksmanship, Martial Arts A, D, and E.
IN BRIEF: A Shi'ar cyborg, Raza has a great hatred of the Empire of the Shi'ar. How he joined the crew has not yet been revealed.

SIKORSKY

F	A	S	E	R	I	P
PR	PR	PR	PR	EX	PR	PR
4	4	4	4	20	4	4

Health: 16 Karma: 28
Resources: GD Popularity: 0

KNOWN POWERS
Flight: PR air speed.
Mental Probe: RM ability.
Empathy: RM ability.
Body Armor: GD protection from physical attack.
TALENTS: IN Reason in Medicine and Genetics, increasing to AM when working with Waldo's memory banks.
IN BRIEF: An exiled Chr'ylite, Sikorsky is the ship's medic.

STARJAMMER (Ship)

The ship, Starjammer, has RM Control, CL 3000 Speed, MN Body, and MN Protection.

WALDO

Waldo controls the Starjammer ship. As an independent unit, he has RM Control, FE Speed, RM Body.

KNOWN POWERS
Force Field: UN rank.
Interchangability: Waldo, containing the ship's histories and files, can move from one ship to another if the new ship has a compatible computer.
Plasma Cannons: MN force damage.
Regeneration: Medical unit has UN healing capability.
Teleporters: GD ability, range 2500 miles.
Memory: AM recall of stellar history.
Warpdrive: CL 5000 normally; CL 3000 in damaged state.

IN BRIEF: There have been several ships named Starjammer, each controlled by Waldo. Among his functions as the ship's sentient component, Waldo acts as the Starjammer's pilot and repairman.

STEALTH

Carlos McNally

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

Health: 52 Karma: 30
Resources: GD Popularity: 0

KNOWN POWERS
Flight: GD air speed.
Non-detection: AM protection against detection by radar and other electronic devices.
TALENTS: Criminal, Bilingual (Spanish and English).
GROUPS: Various mercenary groups.
IN BRIEF: An Irish-Argentine mutant with the ability to fly and jam electronic devices, Stealth works primarily as a recon agent for mercenary groups. He was involved in the recent superpowered overthrow of Costa Brava.

STINGER

F	A	S	E	R	I	P
TY	TY	PR	GD	PR	TY	TY
6	6	4	10	3	6	6

Health: 26 Karma: 16
Resources: PR Popularity: −5

KNOWN POWERS
Electric Shocks: RM electrical damage at two area range.
TALENTS: None.
GROUPS: Alliance of Evil.
IN BRIEF: Stinger's history has not yet been revealed. She was part of Apocalypse's initial Alliance of Evil and battled X-Factor. Her present whereabouts are unknown.

STONEWALL

Louis Hamilton

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

Health: 66 Karma: 18
Resources: TY Popularity: 5

KNOWN POWERS
Immovability: Stonewall can bond himself to the ground with IN strength, though he cannot move, speak, or fight while doing so. Stonewall takes no damage from charges or other Endurance-based attacks while using this power. Such attacks reflect their damage back on the attacker.
Body Armor: GD protection from physical and energy attack.
TALENTS: Military, Wrestling.
IN BRIEF: Stonewall fought the Nazis with the Crimson Commando and Super Sabre during World War II. They later turned to hunting criminals, but were arrested for their vigilante tactics. The three joined the Freedom Force soon after their arrest. Stonewall was killed by Donald Pierce while in battle with the Reavers on Muir Island.

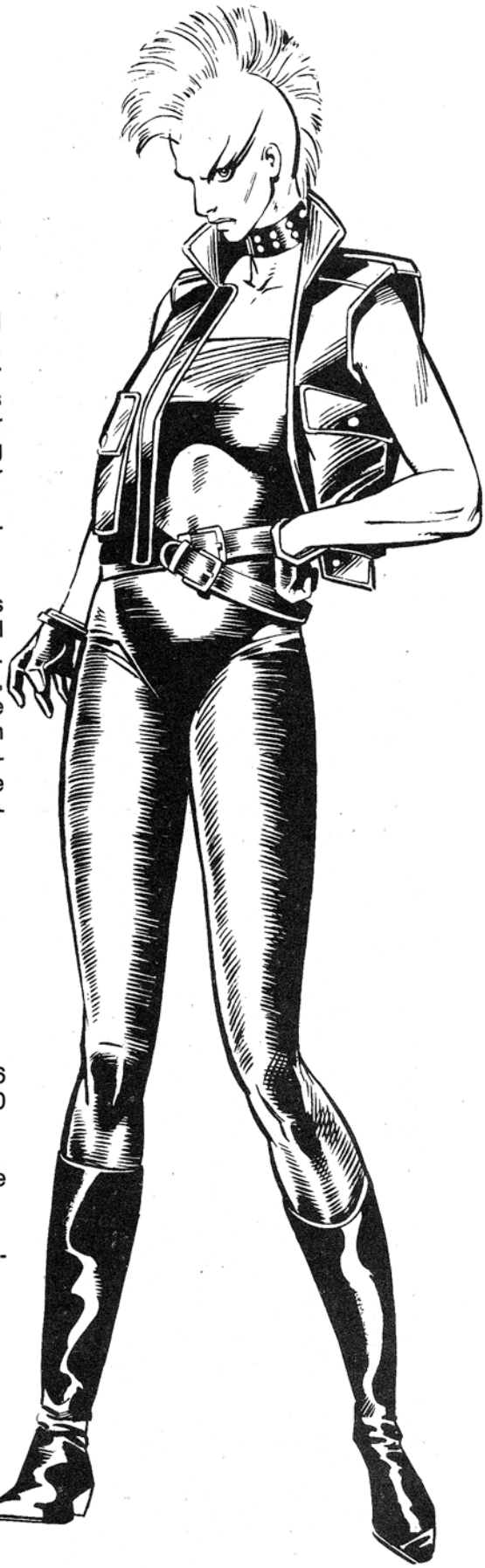
STORM

Ororo Munroe

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
Resource: TY Popularity: 20

KNOWN POWERS
Weather Control: AM ability, with the following power stunts:
- Flight at EX air speed.
- Protection from weather, IN resistance.
- Weather Prediction at AM rank.



•Create Fog of IN intensity and thickness.
•Summon lightning of AM intensity.
•Create high winds of IN intensity.
•Reduce damaging weather effects with IN ability. Failure makes the storm worse.
Non-Detection: Storm has UN protection from detection by machinery, including robots, cameras, and other electronic devices. She cannot be photographed or otherwise recorded.
TALENTS: Lockpicking, Pickpocketing, Escape Techniques, General Thieving, Knives, Handguns, Leadership, Aerial Combat, Martial Arts A and C, Multi-lingual (Russian, English, and Kenyan).
GROUPS: Former leader of the X-Men.
IN BRIEF: An American-born mutant, Storm was orphaned and grew up in Egypt. Her weather-affecting powers first manifested themselves in Kenya, where she was treated as a servant of the gods. Joining the X-Men to rescue the original team from Krakoa, the Living Island, Storm remained as a member. She eventually became the group's leader. Twice, Storm has been deprived of her powers, once by Forge and his neutralizer gun, the second time by Nanny, who regressed Storm to an adolescent state. Storm has since regained her memories and powers.

STROBE

F	A	S	E	R	I	P
GD	GD	TY	RM	TY	TY	TY
10	10	6	30	6	6	6

Health: 56 Karma: 18
Resources: TY Popularity: −5

KNOWN POWERS
Energy Aura: Strobe can surround herself with an aura of AM heat energy, giving her the following abilities:
•Melt inorganic objects with AM ability by touching them.
•Gain AM protection from physical attacks by inorganic objects.
TALENTS: None.
GROUPS: Member of the MLF.
IN BRIEF: Nothing is known of Strobe's past before her appearance as one of the Mutant Liberation Front, a terrorist organization of mutants intent on punishing humans for their treatment of mutantkind.

STRYFE

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 bulk of Stryfe's super-human abilities are unknown. It is not known whether the powers he *has* revealed are natural or equipment-based. Even his true identity is unknown.
Force Bolts: IN intensity force.
Body Armor: RM protection from physical and energy damage.
TALENTS: Unrevealed.
GROUPS: Leader of the MLF.
IN BRIEF: Stryfe is the mysterious overlord of the Mutant Liberation Front, a terrorist mutant organization. The Mutant Liberation Front has committed terrorist acts in "response" to human crimes against mutants. (This is unlike the Resistants, whose crimes are usually directed at freeing mutants being held by the government.) The MLF recently recruited Skids and Rusty Collins, but it is not yet known whether they will join the organization or not.

SUB-MARINER

Namor I of Atlantis

F	A	S	E	R	I	P
IN	RM	MN	IN	TY	RM	IN
40	30	75	40	6	30	40

Health: 185 Karma: 76
Resources: MN Popularity: 0

KNOWN POWERS
Amphibious Nature: Namor can breathe both water and air. He can move through the water easily and without affecting his Agility FEATs. He has EX resistance to cold.
Hyper-Swimming: GD water speed (four areas/round).
Flight: PR air speed (40 mph), able to lift up to two tons in flight.
LIMITATIONS: Namor has two significant weaknesses:
Water Dependency: He requires water to maintain his strength. Long periods between immersions have a detrimental effect. Fighting, Strength, and Endurance all drop −1CS for each hour out of the water, to a minimum of GD. Health is unaffected by this drop, but for each complete day Namor spends totally out of water, he loses 30 Health. At 0 Health, he must make an Endurance FEAT each day or die. These effects vanish instantly when the Submariner is immersed in water—at that point, all Health lost to dehydration is restored.
Mental Imbalance: Due to the Sub-Mariner's hybrid nature, he can't spend too much time at or near the surface or in the depths of the ocean. Prolonged existence at either extreme causes him to become more irrational. For each month after the first in either location, Psyche diminishes by −1CS. In addition, the Judge should call for a Psyche FEAT to avoid bad-tempered rages. (As an alternative, the player running the Sub-Mariner can indulge in a few building-leveling attacks, and be rewarded with Karma for good roleplaying.)
TALENTS: Politics, Oceanography, Ichthyology, Atlantean History and Science.
GROUPS: Founding member of the Invaders, the All-Winners Squad, and the Defenders; former member of the Avengers; former King of Atlantis; occasional partner of the Hulk and Doctor Doom.
IN BRIEF: The Sub-Mariner, a hybrid of human and Atlantean stock, is considered a mutant because of the wings attached to his feet that allow flight. (His cousin Namorita has a similar mutation.) Namor's long and checkered career as both hero and villain has only recently been explained— he is made irrational by the difference in pressure between his two most common homes, the surface and the ocean bottom. Most recently, the Sub-Mariner has begun to engage in a secret war with polluters, buying them out. This effort is supported by funds drawn from a personal fortune amassed by plundering sunken ships and collecting underwater treasure. Most of the world believes Namor died doing battle with Attuma's forces in the Panama Canal.

SUMMERS, NATHAN CHRISTOPHER

F	A	S	E	R	I	P
FE	PR	FE	GD	FE	FE	GD
2	4	2	10	2	2	10

Health: 18 Karma: 14

KNOWN POWERS

Force Bubble: Nathan can surround himself with a small, slippery bubble of force which protects him from injury. The bubble acts as a force field of IN ability. If more than EX force is applied to it, it merely bounces away. All attempts to grapple the force bubble are at −4CS.

EQUIPMENT: Nathan has a high-tech walker, constructed by Ship. The device moves at up to EX ground speed and provides up to RM protection from physical and energy attacks. It also dotes on the child and changes diapers.

TALENTS: Gurgling.

GROUPS: None.

IN BRIEF: The son of Scott Summers and Madelyne Pryor, little Nathan appears to have inherited some of his mother's latent mutant potential. This is fortunate considering that dad gets into frequent fights with super-powered villains. Nathan has a good rapport with Marvel Girl (no surprise given that Madelyne Pryor was Jean Grey's clone).

SUMO

F	A	S	E	R	I	P
RM	TY	IN	AM	TY	TY	GD
30	6	40	50	6	6	10

Health: 126 Karma: 22
Resources: TY Popularity: −5

KNOWN POWERS

Leaping: RM leaping ability which Sumo uses to make charging attacks (jumping on his foe). Such attacks hit with RM ability and inflict AM damage.

TALENTS: Wrestling.

GROUPS: Mutant Liberation Front.

IN BRIEF: A member of Stryfe's MLF, Sumo and his companions, Kamikaze and Dragoness, attacked the New Mutants in Madripoor. The three seem to be Stryfe's agents in the Far East.

SUNDER

F	A	S	E	R	I	P
RM	GD	MN	AM	PR	PR	PR
30	10	75	50	4	4	4

Health: 165 Karma: 12
Resources: FE Popularity: 5

KNOWN POWERS

Body Armor: EX protection from physical and energy attacks.

TALENTS: Martial Arts B.

GROUPS: Member of the Morlocks and the X-Men of Muir Island.

IN BRIEF: Callisto's assistant, aide, and general enforcer, the hulking Sunder survived the Mutant Massacre and fled to Muir Island with Callisto and a fair number of survivors. Sunder remained on Muir Island during the Reavers' attack and was killed in that attack.

SUNFIRE

Shiro Yoshida

F	A	S	E	R	I	P
EX	EX	GD	AM	GD	GD	GD
20	20	10	50	10	10	10

Health: 100 Karma: 30
Resources: RM Popularity: 25

KNOWN POWERS

Plasma Generation: An energy field of two area maximum range, inflicting up to UN force damage and MN intensity heat and light. Sunfire can increase this damage by +1CS, but must make an Endurance FEAT each round to stay conscious.

Flight: RM air speed.

Force Field: AM personal protection from energy attacks. GD protection from physical attacks.

TALENTS: Oriental Weapons, Swordsmanship, Martial Arts A and B, Bilingual (Japanese and English).

GROUPS: The X-Men; House Yoshida.

IN BRIEF: This Japanese mutant, the hero of his native land, helped the new X-Men to rescue the old team from Krakoa, the Living Island. Since that time he has mostly confined himself to adventuring in his home islands.

SUNSPOT

Roberto Da Costa

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: 3

KNOWN POWERS

Power Conversion: Sunspot absorbs solar energy which he can convert into super-human Strength and resistance. In making the conversion, his body and uniform turn solid black. This powered-up state can be maintained for five plus 1-10 rounds (5 + 1d10), at the end of which Sunspot returns to normal. Several hours of sunlight allow him to make the conversion again. If kept in the dark, he is not able to regenerate the lost power. In his powered-up state Sunspot gains the following abilities:

- IN Strength. (Health remains unchanged.)
- RM resistance to physical damage. EX resistance to energy damage.

LIMITATION: In space, far from stars, his powers are −1CS to −3CS. Closer to suns (and in Asgard) his powers operate at +1CS.

TALENTS: Acrobatics, Student, Bilingual (Portugese and English).

GROUPS: New Mutants, Fallen Angels.

IN BRIEF: A Brazilian mutant whose ability appeared during a soccer game, Sunspot was recruited by Prof. X for his New Mutants. The hot-tempered Sunspot has left the team on occasion. (He and Warlock once joined the Fallen Angels.) He is currently back with the New Mutants.

SUPER SABRE

Martin Fletcher

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: 5

KNOWN POWERS

Super Speed: Shift X Ground speed (12 areas/round), with the following power stunts:

•Can reach top speed in a single round.

•Dodge as effectively as a character with AM Agility.

•Make up to four attacks/round.

•Create a "Microsonic Boomlet" by snapping his fingers. This affects one target, who must make an Endurance FEAT at −2CS to avoid being stunned.

LIMITATION: Sabre must make a Power FEAT to stop if surprised while in motion.

EQUIPMENT: Sabre wears goggles that provide him with EX protection against light-based attacks.

TALENTS: Martial Arts A and B, Military.

GROUPS: Former partner of Crimson Commando and Stonewall; member of Freedom Force.

IN BRIEF: A veteran of WWII who teamed up with the Crimson Commando and Stonewall to capture criminals and kill them in "wild hunts." Storm defeated the trio, apparently killing Super Sabre, and forcing the remaining two to turn themselves over to the authorities. Super Sabre was not dead, however, and he later joined his buddies in the Freedom Force.

S'YM

F	A	S	E	R	I	P
IN	RM	MN	UN	GD	IN	AM
40	30	75	100	10	30	50

Health: 245 Karma: 100
Resources: N/A Popularity: −35

KNOWN POWERS

Body Armor: AM protection from physical and energy attacks. GD protection against magical attacks, including Magik's soulsword.

Claws: RM edged damage.

Techno-Organic Virus: S'ym was infected, but not drained, by Magus' Techno-Organic virus. His abilities have since changed as follows:

•UN regeneration ability.

•IN body armor against physical, energy, and magical attacks.

•UN ability to shapechange, increasing height to 100′ tall, and extending parts of his body up to 10 areas away (like Mr. Fantastic, of the Fantastic Four).

•AM ability to infect others with the Techno-Organic virus, placing them under his mental domination. (Victims get a Psyche FEAT to avoid.) S'ym only attempts this with individuals he feels he can control.

•Individuals infected with the Techno-Organic virus cannot shapechange or infect others, but gain IN body armor.

SERVANTS: S'ym controls a large number of demons in Limbo. These demons have GD body armor and GD air speed. Their claws do GD edged attack damage. An average demon has the following abilties:

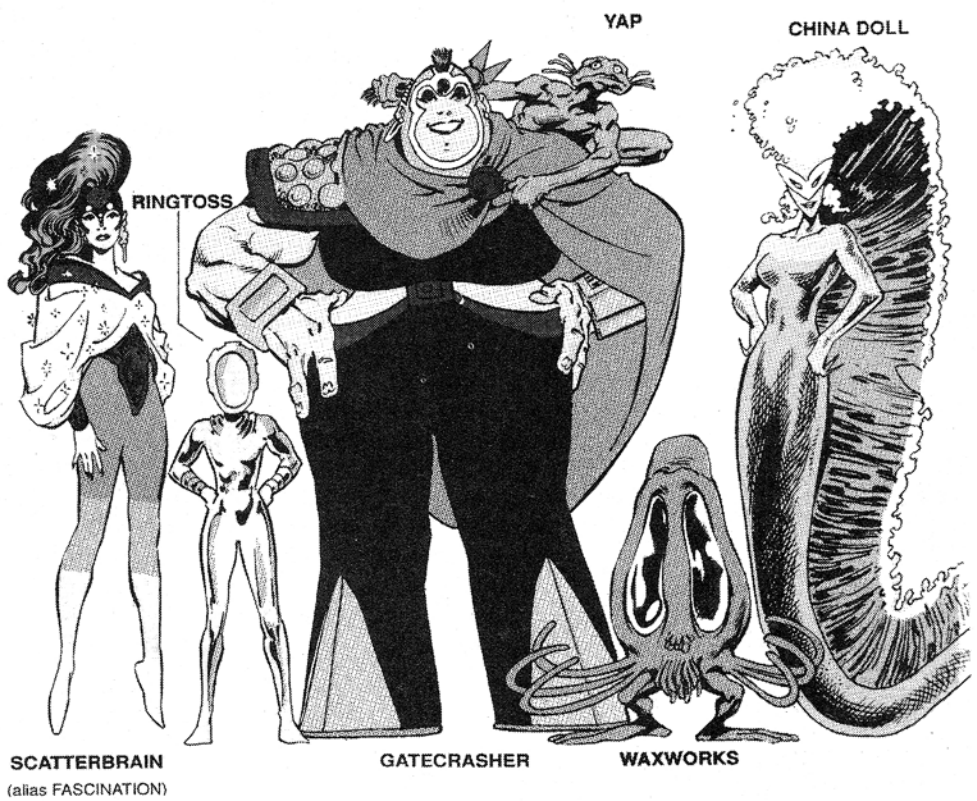
F	A	S	E	R	I	P
EX	GD	EX	RM	PR	TY	GD
20	10	20	30	4	6	10

Health: 80 Karma: 20

TALENTS: Psychiatry, Multi-lingual (a variety of Earth languages).

GROUPS: Leader in Limbo.

IN BRIEF: One of Belasco's assistants, S'ym repeatedly fought Magik for control of the dimension, losing on a number of occasions. After being empowered by the Magus' Techno-Organic virus he teamed up with N'astirh, and the two brought about the Inferno in Manhattan. Magik destroyed the dimensional bridge, sweeping S'ym and most of his demons back into Limbo. S'ym's status and his current relationship with the demons in Limbo are unknown.



T

TAR BABY

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

Health: 52 Karma: 16
Resources: FE Popularity: 16

KNOWN POWERS

Adhesive Nature: MN ability. Anyone striking Tar Baby must make a strength FEAT or be stuck. Similarly, Tar Baby wrestles, grabs, and grapples with MN ability. Tar Baby can mentally release anyone stuck to him.

TALENTS: None.

GROUPS: Member of the Morlocks.

IN BRIEF: Tar Baby is one of the Morlocks to survive the Mutant Massacre. His whereabouts and activities are unknown, but it is likely he has returned to the alley.

TAROT

Marie-Ange Colbert

F	A	S	E	R	I	P
PR	GD	TY	EX	GD	RM	AM
4	10	6	20	10	30	50

Health: 40 Karma: 100
Resources: TY Popularity: 5

KNOWN POWERS

Image Animation: AM ability to manifest images, currently limited to those depicted on a tarot deck she carries. The images become real beings with abilities up to IN rank. The abilities reflect the pictures on the cards. For example, a Knight of Swords would become a mounted knight of IN physical abilities and body armor, armed with a sword doing EX edged damage.

TALENTS: Occult Lore (Tarot), Student, Bilingual (French and English).

GROUPS: Member of the Hellions.

IN BRIEF: Tarot's past has not been revealed. She often consults her cards in order to try and understand the future. Whether she can really predict the future in this way is unknown.

TATTLETALE

Franklin Benjamin Richards

F	A	S	E	R	I	P
PR	TY	FE	RM	TY	GD	MN
4	6	2	30	6	10	75

Health: 42 Karma: 81
Resources: N/A Popularity: 6

KNOWN POWERS

Precognition: AM accuracy, up to 50 hours in the future. Unlike Destiny, Franklin seizes upon the most likely future, and is often incorrect as a result.

Illusory Form: While sleeping or in a trance, Franklin can create a phantom double, visible but intangible. This double can appear up to 250 miles away from his real body, and Franklin sees everything that the double can see with UN accuracy.

Potential: Franklin has manifested far greater powers, but inhibitor locks in his mind limit the use of these powers. Because his double is illusory, not astral, these locks do not apply to his astral self. In the astral plane, Franklin has CL 1000 mental bolts, telepathy, and telekinesis.

TALENTS: None.

GROUPS: Franklin's parents are in the Fantastic Four; Franklin is a member of Power Pack.

IN BRIEF: Franklin is the mutant son of Reed and Susan Richards (Mr. Fantastic and the Invisible Woman of the Fantastic Four.) The youngster's mutant abilities ran wild until Reed placed mental blocks on Franklin's mind. These will dissolve when Franklin is capable of controlling his abilities. Despite these blocks, Franklin has manifested the lesser superhuman powers described above and has joined Power Pack, a team of superhuman children.

TECHNET (Group)

In General: The Technet is a group of interplanetary bounty hunters led by Gatecrasher. Before the founding of Excalibur, they fought Captain Britain on a number occasions. They were, in fact, partially responsible for the formation of Excalibur when they were hired to capture Phoenix II (Rachel Summers). The Technet has made its home in Brighton, taking odd jobs until Phoenix returns to earth.

BODYBAG

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

Health: 56 Karma: 22
Resources: FE Popularity: 0

KNOWN POWERS

Storage Sacs: Bodybag secretes a narcotic membrane of IN material strength and AM stunning ability. This membrane traps targets and forces them to make Endurance FEATs or fall unconscious for as long as they remain within the sac. Bodybag can carry up to three human-sized sacs on its back.

TALENTS: None.

CHINA DOLL

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

Health: 42 Karma: 50
Resources: FE Popularity: 0

KNOWN POWERS

Shrinking—Others: China Doll has the RM ability to reduce the size of others to 1/100 of the target's original size. (A six-foot character is reduced to about one inch tall.) China Doll's power is always in effect, at least at the FE rank (reduce size by half), but the power only works if she touches her victim. Those shrunk must make a Psyche FEAT or be disoriented (−2CS on all FEATS). The disorientation and the size change both last for 3-30 rounds.

TALENTS: None.

FERRO2

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

Health: 70 Karma: 26
Resources: FE Popularity: 0

KNOWN POWERS
Four Arms: Ferro2 is +3 on his personal Initiative roll and can make two attacks per round.
Keen Senses: RM ability. Allows RM tracking.
WEAPONS: Two swords (GD edged damage) made of AM material strength metal.
TALENTS: Weapons Specialist—Swords.

GATECRASHER

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

Health: 72 Karma: 100
Resources: EX Popularity: 5

KNOWN POWERS
Telepathy: TY, with PR rank emotion control as a power stunt.
Body Armor: Gatecrasher's massive body provides GD protection from physical attacks and TY protection from energy attacks.
WEAPONS: Gatecrasher sports stylish wrist-blasters which inflict RM force or energy damage at one area range.
TALENTS: Martial Arts C, Leadership, Business Administration.
IN BRIEF: The leader of the Technet, and an effective and efficient businessman, Gatecrasher has a mind for shrewd deals and an eye for important details.

JOYBOY

F	A	S	E	R	I	P
FE	FE	PR	TY	EX	TY	AM
2	2	4	6	20	6	50

Health: 14 Karma: 76
Resources: FE Popularity: 0

KNOWN POWERS
Psi-Scan: IN intensity, used only to determine the target's wishes and desires. If this scan fails, Joyboy cannot use his transformation powers on the target.
Transform Others: Joyboy has limited reality manipulation powers which allow him to fulfill the target's desires. The effects of this power last for 3-30 turns, and are MN rank. The wish fulfillment usually manifests itself in ways that are not beneficial to the target. Examples include the following:
- A character wishing to be normal might become *totally* normal—TY abilities across the board, with no super-human powers.
- A character wishing to be someone else might become that person, but with little control over their powers.
- A character wishing to be attractive to the opposite sex might find that *every* member of said sex would be suddenly and intensely attracted.
- A character wishing for world domination might find every person in the world asking for his advice and leadership at the same moment.

EQUIPMENT: Joyboy can move only through the use of a flying chair that moves at PR air speed.
TALENTS: Psychiatry.

NUMBERS

F	A	S	E	R	I	P
GD	PR	IN	AM	EX	GD	GD
10	4	40	50	20	10	10

Health: 104 Karma: 40
Resources: FE Popularity: 0

KNOWN POWERS
Body Armor: GD protection from physical and energy attacks.
Eidetic Memory: AM ability to remember numbers and make calculations.
TALENTS: Accounting.

RINGTOSS

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

Health: 50 Karma: 36
Resources: FE Popularity: 0

KNOWN POWERS
Energy Rings: IN material strength rings with ability to grapple and bind at AM rank (1-3 rings), MN rank (4-7 rings), or UN rank (8 or more rings). Ringtoss can generate 1-20 rings per round, lasting 1-10 rounds or as long as he concentrates. He can't generate new rings if he's concentrating on maintaining old ones.
TALENTS: None.

SCATTERBRAIN

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

Health: 44 Karma: 20
Resources: FE Popularity: 0

KNOWN POWERS
Mental Attack: UN ability to cause all of a victim's neurons to fire at once, causing the brain to overload and shut down for 1-10 rounds. The target must make an Intuition FEAT against UN intensity to avoid.
Spirit Nature: Partially non-corporeal, Scatterbrain has the following powers:
- Flight at FE air speed.
- GD protection against all non-mental attacks.

TALENTS: None.

THUG

F	A	S	E	R	I	P
RM	TY	AM	RM	TY	GD	PR
30	6	50	30	6	10	4

Health: 116 Karma: 20
Resources: FE Popularity: 0

KNOWN POWERS
Body Armor: EX protection from physical attacks, and RM protection from energy attacks.
TALENTS: Martial Arts A, B, and D, Wrestling.

WAXWORKS

"Elmo"

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

Health: 26 Karma: 32
Resources: FE Popularity: 0

KNOWN POWERS
Induce Fluidity: Waxworks has the IN ability to touch solid organic substances (like flesh) and cause them to become fluid and uncontrollable. Targets must make an Endurance FEAT to avoid. Victims are affected for 2-20 rounds. They can make no attacks, move only one area per round, and suffer −5CS on all feats during this

time. Non-physical abilities can still be used.
Energy Dampening: Waxworks can decrease the strength of all powers and super-human abilities (above EX) by two ranks within three areas of him. He cannot affect powers and abilities of UN power or higher.
TALENTS: Art Appreciation.

YAP

F	A	S	E	R	I	P
FE	GD	FE	TY	GD	MN	EX
2	10	2	6	10	75	20

Health: 20 Karma: 105
Resources: FE Popularity: 0

KNOWN POWERS
Teleport: MN ability instantaneously, or ShZ distances after three rounds of concentration. Can teleport any individual within three areas, but must be aware of that mutant's presence. Unwilling targets can make a Psyche FEAT to avoid being teleported.
Aura Sensing: Yap can detect the presence of other living things within 10 areas, and can generally identify the type of lifeform (AM ability).
TALENTS: None.

TEMPO

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

Health: 42 Karma: 40
Resources: TY Popularity: −5

KNOWN POWERS
Flight: TY air speed.
Time Twisting: Tempo has MN ability to cause time to move at different rates for different subjects. To date her single power stunt is to allow her allies to move faster than their foes. This has the following effects:
•Tempo's allies can take five actions to one for her opponents.
•Tempo's allies can Dodge with MN ability.
LIMITATIONS: When Tempo uses her power stunt, her allies must make an Endurance FEAT each turn or suffer exhaustion. Failing the FEAT decreases all abilities −1CS. These column shifts are cumulative and last for 24 hours. If Endurance reaches Shift 0 a check for heart attack and death is required.
TALENTS: None.
GROUPS: Member of the MLF.
IN BRIEF: Not much is known of Tempo prior to her joining the Mutant Liberation Front, though she has an accent that sounds like she's from the deep south of the US. As a member of the MLF she helps strike teams in their attacks against human targets, slowing the actions of opponents and letting her team move swiftly.

TESSA

F	A	S	E	R	I	P
GD	GD	PR	TY	GD	GD	GD
10	10	4	6	10	10	10

Health: 30 Karma: 30
Resources: TY Popularity: 4

KNOWN POWERS
Computer Mind: MN ability to access and collate available data. Correct analysis of information requires a Reason FEAT. Her abilities apply to data only, and not to creating inventions.
TALENTS: Photographic Memory, Business, Finance, Computers.
GROUPS: Hellfire Club.
IN BRIEF: Sebastian Shaw's assistant and mobile data base. It is not known whether she followed Shaw into exile after his break from the Hellfire Club, or if she remains with the Inner Circle.

THINK TANK

Marvin Flumm

F	A	S	E	R	I	P
TY	PR	TY	IN	EX	RM	AM
6	10	6	40	20	30	50

Health: 62 Karma: 100
Resources: PR Popularity: 0

KNOWN POWERS
Telepathy: AM ability, range of five miles, can communicate with up to three people at the same time. Using this ability he has developed the following power stunts:
•Radar Sense: FE ability to detect invisible or intangible objects and people.
•Illusion generation: AM ability to induce hallucinations in the minds of others.
EQUIPMENT: Flumm uses several types of equipment:
Anti-Psionic Helmet: This provides EX resistance to all psionic attacks and EX invisibility to mental detection.
Mobile Tank: A large, treaded vehicle controlled by Flumm's mental power. It has the following abilities:
•TY ground speed over all terrain types (six areas/round).
•EX strength grapples made of EX strength materials.
•IN intensity energy and/or force weapons, five area range.
Body Armor: The standard Resistants body suit provides GD protection from physical and energy damage.
WEAKNESS: Think Tank's Psyche is TY against mental attacks. However, any successful mental attack causes only unconsciousness (for 1-10 rounds).
TALENTS: Electronics, Firearms.
GROUPS: Former employee of both SHIELD and Hydra; former partner of the Fixer; current member of the Resistants.
IN BRIEF: Originally the costumed criminal, Mentallo, Marvin Flumm became involved in the mutant rights movement after his breakup with his long-term partner, Fixer. Concerned about the Mutant Registration Act, Flumm took the name Think Tank and helped form the Resistants with members of the old Mutant Force. The Resistants campaign, protest, and commit acts of civil disobedience in the name of mutant rights.

THUMBELLINA

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

Health: 50 Karma: 22
Resources: TY Popularity: −5

KNOWN POWERS
Shrinking: Thumbellina has RM shrinking ability, and can reduce herself to about one inch in height. At this height she is −2CS to be hit and +2Cs to hit larger targets, though she uses her size primarily to avoid detection and implement delicate repairs.
TALENTS: Demolitions, Repair/ Tinkering.
GROUPS: Member of the MLF.
IN BRIEF: Nothing is known of the portly Thumbellina prior to her appear-

ance as an agent of the Mutant Liberation Front, a terrorist mutant group.

THUNDERBIRD I

John Proudstar

F	A	S	E	R	I	P
EX	EX	IN	RM	GD	RM	RM
20	20	40	30	10	30	30

Health: 110 Karma: 70
Resources: PR Popularity: 3

KNOWN POWERS
Body Armor: GD protection from physical and energy attacks.
Tracking: RM ability.
TALENTS: Tracking, Hunting, Survival, Bilingual (English and Apache).
GROUPS: Member of the X-Men, but not for long.
IN BRIEF: A Native American mutant, Thunderbird joined the "new" X-Men in rescuing the original team from Krakoa, the Living Island. He remained with the X-Men, but died in a battle with Count Nefaria. Proudstar's younger brother has since taken the name Thunderbird II.

THUNDERBIRD II

James Proudstar

F	A	S	E	R	I	P
EX	GD	IN	RM	GD	RM	RM
20	10	40	30	10	30	30

Health: 100 Karma: 70
Resources: PR Popularity: 5

KNOWN POWERS
Body Armor: GD protection from physical and energy attacks.
Tracking: RM ability.
TALENTS: Tracking, Hunting, Survival, Bilingual (English and Apache), Indian History, Student.
GROUPS: Member of the Hellions.
IN BRIEF: The younger brother of the first Thunderbird, James Proudstar held Prof. X personally responsible for the death of his brother. Attacking the X-Men with the aid of Empath and Firestar, Thunderbird had his chance for revenge, but chose to abandon the path of vengeance and let Prof. X live. He remains with the Hellions as their moral guidepost and effective leader.

THUNDERIDERS (Group)

In General: The Thunderiders are a group of five mutants with the ability to form a gestalt, a communal linking of minds and abilities. They use this ability to create the Marauder, a superpowered cyclist.

MARAUDER

F	A	S	E	R	I	P
RM	RM	EX	RM	RM	EX	EX
30	30	20	30	30	20	20

Health: 110 Karma: 70
Resources: N/A Popularity: N/A

KNOWN POWERS
Gestalt: The Marauder, a black-garbed cyclist who rides an ebony motorcycle, is the result of the communal mind of the Thunderider team. Collectively, the Thunderiders have MN ability to take possession of another individual; that person's body then becomes the Marauder, and his or her



abilities are raised to the Marauder's levels (if that's better than their own). The abilities of the Thunderiders are not diminished in any way by the existence of the Marauder. All team members must be within 100 yards of each other to form him.
EQUIPMENT: Marauder's motorcycle has RM Control, RM Speed, PR Body, and 0 Protection.
TALENTS: Marauder has MN agility on his motorcycle.
Note: The Marauder produced by the gestalt of the Thunderiders should not be confused with the mutant group called the Marauders who led the massacre of the Morlocks.

The members of the Thunderiders are:

COWBOY

Luke Merriweather

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

Health: 46 Karma: 22
Resources: GD Popularity: 30

KNOWN POWERS
Gestalt: Can create the Marauder with the aid of others.
TALENTS: Lariat, +2CS on Horse Stunts, +2CS on Motorcycle Stunts.
IN BRIEF: A former rodeo performer, now a member of the Thunderiders.

GEORGIANNA

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

Health: 46 Karma: 22
Resources: GD Popularity: 5

KNOWN POWERS
No known super-human powers.
TALENTS: Business/Finance, +1CS on Motorcycle Stunts.
IN BRIEF: Georgianna is the team's manager and accountant. She is not part of the gestalt, but has in the past been used as a donor body for the Marauder.

HONCHO

James MacDonald

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

Health 56 Karma: 26
Resources: GD Popularity: 10

KNOWN POWERS
Gestalt: Can form the Marauder with the aid of others.
Empathy: EX, with other Thunderiders.
Telepathy: EX, with other Thunderiders.
TALENTS: Espionage, Martial Arts A and E, +2CS on Motorcycle Stunts.
GROUPS: Thunderiders.
IN BRIEF: A former CIA agent, Honcho is the leader of the Thunderider team.

R.U. REDDY

Winthrop Roan, Jr.

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

Health: 46 Karma: 22
Resources: GD Popularity: 5

KNOWN POWERS
Gestalt: Can form the Marauder with the aid of others.
TALENTS: Rock Music, +2CS on Motorcycle Stunts.
GROUPS: Ruff Stuff (rock group), Thunderiders.
IN BRIEF: A former rock singer, now a member of the Thunderiders.

WOLF

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

Health: 60 Karma: 22
Resources: GD Popularity: 10

KNOWN POWERS
Gestalt: Can form the Marauder with the aid of others.
TALENTS: Wrestling, +2CS on Motorcycle Stunts.
GROUPS: Thunderiders.
IN BRIEF: A former outlaw cyclist, now a member of the Thunderiders.

WRENCH

Leonard Hebb

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

Health: 36 Karma: 36
Resources: GD Popularity: 5

KNOWN POWERS
Gestalt: Can form the Marauder with the aid of others.
TALENTS: Engineer, Repair/Tinkering, +1CS on Motorcycle Stunts.
IN BRIEF: Wrench is the team's motorcycle repairman and designer.

TICKTOCK

F	A	S	E	R	I	P
PR	TY	TY	TY	RM	UN	MN
4	6	6	6	30	100	75

Health: 22 Karma: 205
Resources: GD Popularity: 0

KNOWN POWERS
Precognition: MN ability to predict the future, but limited to the next minute. In game terms, this means the other players (and the Judge) must tell Ticktock what they plan to do before Ticktock determines his own actions. If his allies have initiative, Ticktock can tell them what he knows of the future, allowing them to change their actions accordingly. ("Attention—Boom Boom is planting one of her time bombs. I suggest we clear out...")
TALENTS: Timekeeping.
GROUPS: Former partner of the Locksmith; current member of Night Shift.
IN BRIEF: A pudgy, nondescript gentleman with a large pocketwatch, Ticktock's time-mastering abilities make him useful to large groups. He acts as Shroud's second-in-command and advisor.

TIMESHADOW

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

Health: 50 Karma: 26
Resources: PR Popularity: −5

KNOWN POWERS
Time-phasing: A unique form of time-

travel which allows Timeshadow to slip out of sync with the timestream, allowing him to be multiple places in an area at once. The effects of this GD ability are as follows:

•Attacks against him are −4CS, though area attacks function normally.

•His Intuition is AM for purposes of surprise.

•On a successful power FEAT, he can make up to 10 attacks.

TALENTS: Military.

IN BRIEF: An American soldier whose mutant ability manifested itself in the presence of Michael Nowlan's mutant-enhancing powers. Timeshadow served as a member of the Alliance of Evil under Apocalypse's control. His current whereabouts are unknown.

TOAD

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: Leap up to three areas horizontally and four stories vertically. He uses this ability in the following power stunts:

•Hopping Attack: RM charging damage, one target.

•Multiple Hopping Attack: Toad can make an EX charging attack against up to nine characters in a single area in a single round by bouncing from one to another. Missing one target does not negate continued attacks if Toad makes an Agility FEAT.

•Dodging: RM ability. Can be used while making other attacks.

TALENTS: RM reason in Electronic Maintenance and Rewiring.

GROUPS: Founding member of the Original Brotherhood of Evil Mutants; member of Misfits.

IN BRIEF: Toad has often served as the cringing lackey of more powerful figures (such as Magneto and the Stranger). Recently he has developed more spine and has attempted to make it on his own, both as a hero (with the Misfits) and as a villain. His present whereabouts are unknown.

TOMMY

F	A	S	E	R	I	P
PR	TY	TY	EX	TY	TY	TY
4	6	6	20	6	6	6

Health: 36 Karma: 18
Resources: PR Popularity: 0

KNOWN POWERS

Transformation: MN ability to turn herself paper-thin. This allows her to pass through the narrowest of openings and gives her RM hiding ability.

TALENTS: None.

GROUPS: Morlocks.

IN BRIEF: A Morlock rescued from the Marauders by an agent of the Hellfire Club. Tommy and the agent were later caught and killed by the Marauders.

TORO

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

Health: 70 Karma: 18
Resources: FE Popularity: 10/2 during WWII

KNOWN POWERS

Fire Generation: Toro can create RM intensity fire. His flaming body provides RM protection against physical weapons, and can melt those of up to RM strength material. He can shoot fire bolts up to four areas away.

Protection—Fire: MN protection.

Fire Control: MN ability.

Flight: EX airspeed.

TALENTS: None.

GROUPS: Invaders; Kid Commandos; All-Winner's Squad.

IN BRIEF: Toro, like the Sub- Mariner, is a mutant whose powers manifested themselves before World War II and the development of the atomic bomb. Toro was immune from fire from birth, but developed his other fire-based powers as a teenager.

He became the original Human Torch's partner and fought as a member of the Invaders and, later, the All-Winner's Squad. When the Torch apparently destroyed himself, Toro retired. He was later kidnapped by the Mad Thinker and used as a pawn against the Sub-Mariner. Toro turned on his master and was apparently killed in the crash of the Mad Thinker's escape rocket. His body was not recovered.

TOWER

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

Health: 60 Karma: 18
Resources: TY Popularity: −10

KNOWN POWERS

Size Change—TY size increase: Tower can increase his size at will to a maximum of 12′ tall. In this state, he gains the following abilities:

•+1CS to be hit.

•RM body armor.

•Strength is +2CS.

Size Change—IN size decrease: Tower can also decrease his size to a minimum of ½″. In this state, he alters his abilities as follows.

•+2CS to hit others.

•Strength −1CS.

•Move only one area/round.

TALENTS: Martial Arts B.

GROUPS: Alliance of Evil.

IN BRIEF: An agent of Apocalypse's Alliance of Evil, Tower has also performed freelance operations for the highest bidder.

TRASK, LAWRENCE (LARRY)

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

Health: 28 Karma: 34
Resources: EX Popularity: 0

KNOWN POWERS

Precognition: AM ability to foresee the future, up to several days in the future. The visions are always accurate, though his interpretations may be incorrect.

Space Warp: MN ability, any place on earth. This teleporting method used by Sentinel Number Two is apparently possessed by Trask as well.

EQUIPMENT: Trask has a medallion which suppresses the wearer's use of mutant powers and causes other mutants within one area to feel mildly faint and suffer a −1CS on all FEATs. The medallion also provides the wearer with UN protection against detection as a mutant.

TALENTS: Cybernetics, Robotics, Engineering.
GROUPS: Creator of the Mark II Sentinels.
IN BRIEF: Trask's mutant abilities were discovered by his father, who made Larry wear a medallion which suppressed his mutant abilities and prevented detection. Upon his father's death, Larry developed a hatred for mutants and constructed the Mark IIs. The Mark IIs declared their independence when it was revealed that Larry himself was a mutant. Larry Trask died in a later encounter with the Sentinels of his own creation.

TROLL ASSOCIATES (Group)

IN GENERAL: Trolls are supposedly an ancient, secretive, and greedy race of Earth beings. The band of trolls known as Troll Associates kidnapped a young mutant, Alchemy, who had the ability to transform elements. They hoped to use his power to create large amounts of gold, destabilizing human money markets, bringing an end to the world as we know it, and allowing the trolls to be top dogs again. They were foiled in this attempt.

TROLLS (Typical Abilities)

KNOWN POWERS
Body Armor: At least GD protection against physical and energy attacks.
Infravision: GD rank.
Fear of Sunlight: Direct sunlight is said to turn trolls to stone. Whether this is true or not, Trolls fear sunlight, and avoid it whenever possible. (If the Judge determines that trolls *can* be turned to stone, they should make an Endurance FEAT each round of exposure to avoid such a fate.)

PHAY

F	A	S	E	R	I	P
RM	EX	RM	IN	GD	TY	RM
30	20	30	40	10	6	30

Health: 120 Karma: 46
Resources: FE Popularity: 0

KNOWN POWERS
Shapechange: MN ability, but unable to turn into any form bigger or smaller than himself. (He's 12-13 feet tall.)
TALENTS: Philosophy, Literature.
IN BRIEF: The smartest (but most cowardly) of the trolls, Phay quotes at length from the classics.

PHEE

F	A	S	E	R	I	P
IN	GD	IN	AM	TY	GD	GD
40	10	40	50	6	10	10

Health: 140 Karma: 26
Resources: FE Popularity: 0

KNOWN POWERS
No known super-human abilities (beyond troll norms).
EQUIPMENT: Phee had a magic carpet with RM Control, RM Body, GD Speed, EX Protection from below.
TALENTS: Martial Arts A.B,C,D,and E, Wrestling.
GROUPS: Troll Associates.
IN BRIEF: The most combative of the Trolls. Phee's magic carpet was destroyed in battle with X-Factor. It is not known if he can get a new one.

PHUMM

F	A	S	E	R	I	P
RM	GD	RM	IN	PR	PR	TY
30	10	30	40	4	4	6

Health: 110 Karma: 140
Resources: FE Popularity: 5

KNOWN POWERS
Resistance to Cold: AM intensity.
TALENTS: None.
GROUPS: Troll Associates.
IN BRIEF: Similar in appearance to the Abominable Snowman, Phumm is the dumbest and the glummest of the trolls.

PHY

F	A	S	E	R	I	P
RM	EX	RM	IN	GD	GD	GD
30	20	30	40	10	10	10

Health: 120 Karma: 30
Resources: FE Popularity: 0

KNOWN POWERS
Climbing: RM ability.
Enhanced Senses: EX sense of smell. EX ability to track people or metals.
TALENTS: Leadership.
GROUPS: Troll Associates.
IN BRIEF: The brains and leader of the Trolls, Phy tends to be too clever by half, coming up with outrageous and unworkable schemes (such as the one that brought him into battle with X-Factor).

PLOUGH

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

Health: 130 Karma: 42
Resources: FE Popularity: 0

KNOWN POWERS
Body Armor: AM protection against physical and energy attacks.
FLight: GD air speed.
Claws: RM edged attacks.
TALENTS: +1CS in Aerial Combat.
GROUPS: Troll Associates.
IN BRIEF: Plough is the most hot-tempered and bloodthirsty of the trolls. A troll's troll, as it were.

U

UNDERTOW

F	A	S	E	R	I	P
GD	GD	RM	RM	GD	GD	GD
10	10	30	30	10	10	10

Health: 80 Karma: 30
Resources: TY Popularity: 0

KNOWN POWERS
Water Control: AM ability, capable of the following stunts:
- Create currents of RM speed, to aid or impede motion through the water by that amount.
- Create whirlpools of RM intensity.
- Create surface waves of RM intensity and damage.
- Ride on waves at RM water speed.

Water Breathing
Swimming: Two areas/turn normally, six areas/turn aided by his water control powers.
Resist Cold: EX rank.
LIMITATIONS: As an Atlantean, Undertow can only survive in open air for four hours. At that point, he loses −1CS per hour, and when all abilities reach Sh0, is in danger of dying.
TALENTS: None.
GROUPS: Member of S.U.R.F.
IN BRIEF: An Atlantean mutant with water-control powers, Undertow has teamed up with Eel, Sharkskin, and Namorita to aid the New Mutants.

UNUS THE UNTOUCHABLE

Gunther Bain (born Angelo Unuscione)

F	A	S	E	R	I	P
EX	GD	EX	RM	TY	GD	IN
20	10	20	30	6	10	40

Health: 80 Karma: 56
Resources: TY Popularity: −5

KNOWN POWERS
Force Field: Fixed at the IN level, this force field is always on. It provides IN protection from energy, physical, and mental attacks, but also repulses all unsecured objects of less than 10 tons. On a Psyche FEAT, Unus can increase or decrease the field, to a maximum of UN and a minimum of Shift 0. This FEAT should be made each round, and if it fails, the force field returns to normal (IN intensity) power.
TALENTS: Wrestling.
GROUPS: Member of the Original Brotherhood of Evil Mutants and Factor Three; partner of the Blob.
IN BRIEF: An Italian mutant who emigrated to the US. When his ability manifested itself, he became a professional wrestler before joining Magneto's Brotherhood of Evil Mutants. He later formed a long-standing friendship with the Blob. His repelling powers began to run out of control, finally repelling the air itself. Unus blacked out and his friend Blob, believing him dead, went on a rampage. It is not known whether Unus is truly dead.

URSA MAJOR

Mikhail (Urlokovitch) Ursus

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

Health: 70 Karma: 36
Resources: GD Popularity: 10

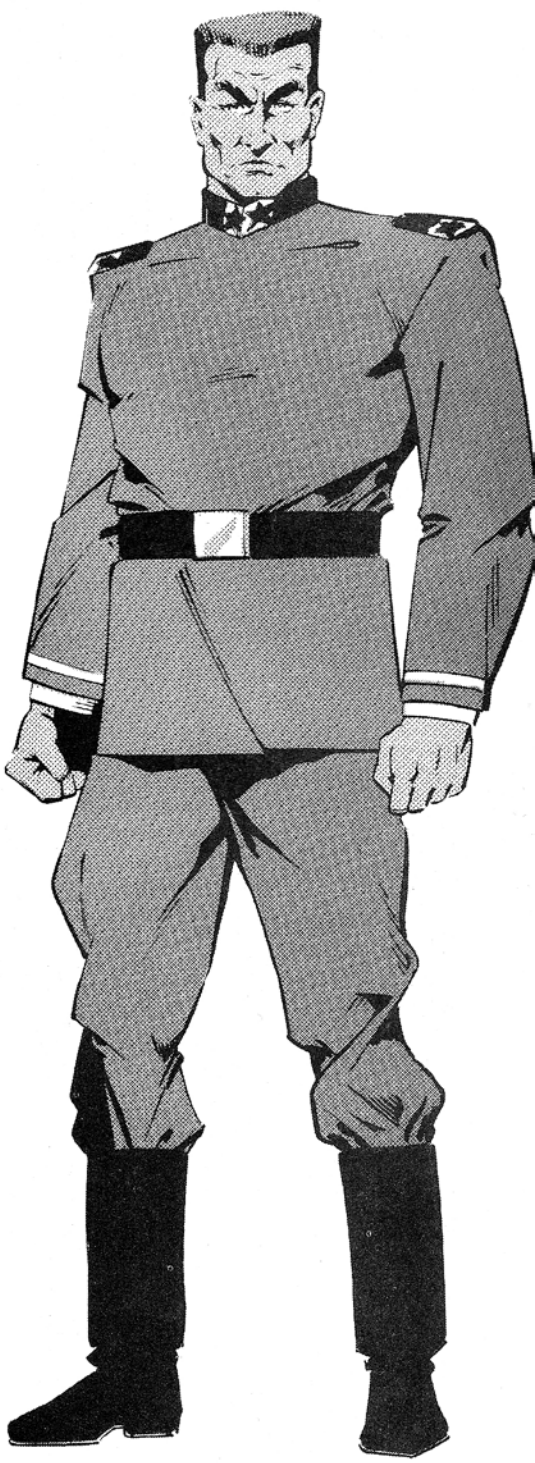
KNOWN POWERS
Metamorph: Ursa Major can transform himself into a huge brown bear with the following stats:

F	A	S	E	R	I	P
RM	EX	IN	IN	TY	GD	EX
30	20	40	40	6	10	20

Health: 130 Karma: 36

Damage suffered by Ursus is taken from the "bear" form first, and is lost upon transformation. The transformed beast has the following powers:
- GD body armor.
- Claws which inflict EX edged attack damage.
- Bite for GD edged attack.
- GD land speed (four areas/round).

TALENTS: Military, Bilingual (Russian and English).
GROUPS: Founding member of the Soviet Super Soldiers.
IN BRIEF: One of the first Soviet mutants, Ursa Major served the state for many years as a member of the Soviet Super Soldiers. Dissatisfaction with the government caused the group to split from the offical bureaucracy. Recently, the team has attempted to defect to America.



V

VANGUARD

Nicolai Krylenko

F	A	S	E	R	I	P
EX	EX	EX	IN	GD	GD	GD
20	20	20	40	10	10	10

Health: 100 Karma: 30
Resources: GD Popularity: 5

KNOWN POWERS

Force Reflection: AM ability to reflect an attack back at −1CS intensity (a RM attack is reflected as AM), with GD accuracy.

WEAPONS: Vanguard carries a pair of weapons, a hammer and sickle, with the following properties.

Hammer: Inflicts RM blunt damage. Circuitry in the hammer allows the weapon to behave like a boomerang. It can be thrown up to three areas away and return to his hand. Throwing and catching require Agility FEATs.

Sickle: Inflicts RM edged damage. If Vanguard uses the sickle with the hammer, as a focus for his mutant abilities, his reflection power is increased to MN, with returned attacks rolled on the RM table.

TALENTS: Military, Bilingual (English and Russian), Hammer and Sickle.

GROUPS: Founding member of the Soviet Super Soldiers.

IN BRIEF: Twin brother of Darkstar, Vanguard and his sister served the state for many years as members of the Soviet Super Soldiers. Unhappy with their duties, they broke from the Soviet political apparatus, first to form their own team, and later (upon the apparent death of Gremlin) to defect to the U.S.

VANISHER

Telford Porter

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

Health: 40 Karma: 44
Resources: GD Popularity: −3

KNOWN POWERS

Teleportation: UN ability, unknown range (assumed to be three to four miles).

LIMITATIONS: Vanisher's teleportation is completely personal—he can't teleport others. If grappled or restrained, he can teleport out of that restraint, but he can't teleport in a round when he takes damage or is the victim of mental attack.

WEAPONS: Vanisher no longer carries weapons like those described below, but in the past, he used a variety of weapon types, including:

Pistol: A .45 caliber automatic (9 shots, GD damage, three area range).

Sleep Gas Gun: IN intensity, range one area.

Energy Gun: IN energy damage, two area range.

TALENTS: Electronics, Computers.

GROUPS: Former member of Factor Three; leader of the Fallen Angels.

IN BRIEF: Originally a spy who used his ability to sneak into government facilities, Vanisher soon found other super-powered villains unwilling to work with him. (His tendency to run away from trouble had something to do with this reluctance.) His response was to set up the Fallen Angels, a team of young, super-human thieves. With the addition of Siryn, Sunspot, Warlock, and Jamie Madrox, to their ranks, the Fallen Angels group is less theft-oriented than before, and Vanisher, never one to argue, has gone with the flow.

VERTIGO

F	A	S	E	R	I	P
GD	GD	TY	EX	TY	GD	IN
10	10	6	20	6	10	40

Health: 46 Karma: 56
Resources: GD Popularity: −10

KNOWN POWERS

Equilibrium Distortion: AM ability to cause loss of equilibrium in all targets within three areas (MN against a single target). Target must make a Psyche FEAT to avoid falling to the ground. Anyone who falls must make a second Psyche FEAT to keep from losing consciousness.

TALENTS: None.

GROUPS: Former member of the Savage Land Mutates; current member of the Marauders.

IN BRIEF: Vertigo is properly a mutate, not a mutant. She received her powers via the Genetic Transformer constructed by Magneto to trigger mutation in ordinary and latent-mutant individuals of the Savage Land. The original machine, destroyed by the X-Men, was rebuilt by Brainchild, the smartest of the mutates, who then used it to create Vertigo and others. Vertigo fought the X-Men and Spider-Man, then left the Savage Land for civilization, eventually becoming one of the Marauders under Mister Sinister's control.



W

WAR

Abraham Lincoln Kieros

F	A	S	E	R	I	P
RM	GD	GD	GD	TY	GD	TY
30	10	10	10	6	10	6

Health: 60 Karma: 22
Resources: FE Popularity: −30

KNOWN POWERS

Detonation: AM force damage, either in same area or up to five areas away, by clapping his hands.

EQUIPMENT: War has body armor and a horse.

Body Armor: As one of Apocalypse's Horsemen, War has armor providing RM protection from physical and energy attacks.

Mount: As one of Apocalypse's Horsemen, War has a mechanical flying horse with RM Control, EX Speed in the air, IN Body, and TY Protection. This mount also has an IN strength force field for itself and its rider. Apocalypse has MN ability to track his horses and teleport them.

TALENTS: Military, Marksmanship.

GROUPS: Member of Apocalypse's Four Horsemen.

IN BRIEF: A veteran paralyzed and confined to an iron lung, Kieros was rescued and healed by Apocalypse, becoming one of the Four Horsemen (with Famine, Pestilence, and Death/Archangel). War survived battle with X-Factor and is still in the service of Apocalypse.

WARHAWK

Mitchell Tanner

F	A	S	E	R	I	P
RM	RM	RM	RM	GD	TY	TY
30	30	30	30	10	6	6

Health: 120 Karma: 22
Resources: PR Popularity: 0

KNOWN POWERS

Body Armor: RM protection against physical and energy attacks.

EQUIPMENT: Warhawk uses several types of equipment.

Dart Gun doing GD damage at two area range, GD damage. The darts are tipped with IN intensity sleep-toxins.

Gas Bombs filled with IN intensity sleep-toxins.

Psi-Screens installed by the Hellfire Club to keep Warhawk's thoughts secret. This serves as MN protection from mental probes and attacks.

TALENTS: Marksmanship, Computers, Repair/Tinkering.

GROUPS: Agent of the Hellfire Club.

IN BRIEF: A minor villain hired by the Hellfire Club to infiltrate and test the abilities of the X-Men, Warhawk turned the X-Men's danger room against them. He held them off for a short-time, but was eventually defeated and handed over to the police. His whereabouts are unknown.

WARLOCK

F	A	S	E	R	I	P
GD	EX	RM	IN	IN	GD	GD
10	20	30	40	40	10	10

Health: 100 Karma: 60
Resources: FE Popularity: 3



KNOWN POWERS

Shapechanging: Warlock's techno-organic body is a mutable form, allowing him the following power stunts:

•Increase size from two feet to 200 feet.

•Reshape his form into functioning machines (planes, helicopters, spaceships, etc.), mimicking the functions of those machines, up to MN level.

•Equip his machine-selves with energy or force rays, maximum of IN damage, three area range.

•MN ability to assume organic appearance. AM skill at mimicking particular humans.

•Create optical sensors and other parts up to two areas from his main form.

Body Armor: Warlock's body is EX material strength and is equivalent to EX body armor. Upon taking IN damage or more from a single attack, Warlock loses control of his form, taking on a splattered appearance.

Conversion: Warlock can regain lost Health by converting living, organic objects to a crystalline matrix, then draining the matrix of life energy. Warlock regains Health equal to the target's Health or material strength. He does this with MN ability and the target can make an Endurance FEAT to avoid. Like Rogue, Warlock must make flesh-to-flesh contact for this power to work.

Interstellar Travel: Warlock has CL 1000 ability to travel in outer space. He is immune to the effects of vacuum.

TALENTS: None, but he watches a *lot* of TV, and often assumes forms from popular culture.

GROUPS: Member of the New Mutants and the Fallen Angels.

IN BRIEF: The son of the alien Technarch ruler, Magus, Warlock shows human-like emotion, curiosity, and cowardice. Curiosity caused him to flee his father and seek refuge on Earth, where he joined the New Mutants. Aside from a brief sojourn with the Fallen Angels, he has remained with them ever since.

WARWOLVES

Bowser, Ducks, Scarper, Popsie, Jacko, and one other (name unrevealed).

F	A	S	E	R	I	P
EX	EX	EX	AM	TY	EX	AM
20	20	20	50	6	20	50

Health: 110 Karma: 76
Resources: N/A Popularity: 10

KNOWN POWERS

Possession: Warwolves attack with extended tongues which inflict MN damage. Anyone killed in this fashion dissolves, leaving only the skin. The warwolves can masquerade as their victims by donning their skins. Climbing in or out of a skin takes a full round, and the imitation extends only to appearance and voice—the Warwolf gains no abilities or memories from its victim. (Treat as IN intensity disguise.)

Psychic Immunity: UN protection from mental attacks. RM protection from magical attacks.

Tracking: AM ability.

TALENTS: None.

GROUPS: Servants of Mojo.

IN BRIEF: Creations of the extra-dimensional ruler, Mojo, the Warwolves act as his trackers and hunters. Sent to Earth to reclaim the fleeing Phoenix, the Warwolves were defeated by Excalibur. Two of their number died in that conflict and the other four (Ducks, Jacko, Popsie, and Scarper) were imprisoned in a local zoo, where they have been a popular attraction. (This accounts for their positive popularity, despite their dangerous nature.) Mojo has not yet recalled them.

WHIRLWIND

David Cannon

F	A	S	E	R	I	P
GD	IN	GD	RM	TY	TY	TY
10	40	10	30	6	6	6

Health: 90 Karma: 18
Resources: TY Popularity: −8

KNOWN POWERS

Spinning: Whirlwind can spin his body at up to 400 rpm. This allows him the following power stunts and abilities:

•Immunity to all forms of dizziness and vertigo.

•Ability to move at EX ground speed.

•Climb sheer surfaces up to 10 stories high.

•Escape grappling and restraint as if he had MN strength.

•Fly at GD air speed.

•RM protection from physical attacks and missile weapons.

•Create a focused blast of air, two area range, inflicting RM damage.

•Create a RM intensity tornado in the area he occupies.

•Dodge with RM ability.

WEAPONS: Whirlwind augments his powers with the following devices:

Arm Blades made of RM strength material. They inflict AM edged weapon damage.

Circular Saw Shurikens of GD material strength, inflicting up to RM damage at a range of three areas.

EQUIPMENT: Whirlwind's body armor provides EX protection against physical attacks when not moving. It protects against energy attacks whether he's moving or not.

TALENTS: Wrestling, Driving, Ice Skating.

GROUPS: Various team-ups with other low-level super criminals; member of three different incarnations of the Masters of Evil.

IN BRIEF: A mutant with the ability to spin at high speeds like a top, Whirlwind's exploits as a professional criminal were usually foiled by Hank Pym in one of his many costumed identities. Never able to establish his reputation, despite numerous battles with super-powered individuals, Whirlwind remains a second-stringer. He recently upgraded his costume and added blades to his repertoire.

WHITE KING

Donald Pierce

F	A	S	E	R	I	P
EX	RM	IN	GD	RM	GD	GD
20	30	40	10	30	10	10

Health: 100 Karma: 50
Resources: IN Popularity: 0

KNOWN POWERS

Cybernetics: Pierce's limbs were rebuilt and strengthened with cyber-

netic machinery, giving him the enhanced statistics above and the additional powers below:

•IN body armor against blunt attacks.

•EX body armor against edged attacks.

•GD body armor against force and energy attacks.

•AM protection psi-screens against mental detection and attack.

•Electric touch, RM damage.

EQUIPMENT: The White King has cybernetically enhanced dingos with RM tracking ability and GD body armor. These "hunter-killers" have the following stats:

F	A	S	E	R	I	P
EX	GD	TY	TY	FE	FE	FE
20	10	6	6	2	2	2

Health: 42 Karma: 6

TALENTS: Mining, Cybernetics, Finance, Leadership.

GROUPS: Former White Bishop of the Hellfire Club; current leader of the Reavers.

IN BRIEF: A mining magnate whose limbs were replaced with cybernetic equivalents after an accident. Donald Pierce rose to the Inner Circle of the Hellfire club as its White Bishop before being further injured by Wolverine during a battle with the X-Men. Expelled from Hellfire after an attempt to overthrow the Black King, Pierce joined a number of other cyborgs who shared his hatred of Wolverine. These are the Reavers, and Pierce is their "White King." The Reavers captured and tortured Wolverine, but he escaped and they are currently hunting him and Jubilee.

WHITE QUEEN

Emma Frost

F	A	S	E	R	I	P
GD	GD	TY	AM	RM	IN	MN
10	10	6	50	30	40	75

Health: 76 Karma: 145
Resources: IN Popularity: 0

KNOWN POWERS

Telepathy: MN ability, with the following power stunts:

•MN ability to read minds within 200 miles.

•MN ability to project illusions in a target's mind.

•Stun-bolts of MN intensity mental strength, four area range, ignore body armor.

•MN ability to sense individuals on the astral planes.

•AM psi-screen against mental attacks.

•AM intensity psionic rapport, placed within 10 areas initially.

•AM psionic control which suppresses mental powers of others (including telepathy, empathy, mind control, and illusion generation).

•Generate MN intensity pain on touch (though no physical damage is done).

•MN ability to keep unconscious characters unconscious for as long as she concentrates.

TALENTS: Administration, Business, Finance, Education, Electronics.

GROUPS: Member of the inner circle of the Hellfire Club, Frost Industries, and the Massachusetts Academy.

IN BRIEF: Emma Frost is the leading telepath of the Hellfire Club's Inner Circle. She maintains the Massachusetts Academy as a training ground for young mutants like the Hellions and Firestar. A long-time supporter of the Black King, she shifted her allegiance to Magneto, the new Grey King, following his successful revolt against the Black King, Sebastian Shaw.

WHIZ KID

Takeshi Matsuya

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

Health: 40 Karma: 40
Resources: PR Popularity: 0

KNOWN POWERS

Transmutation/Invention: Taki has the RM ability to transform existing material into inventions. His inventions are usually limited to a maximum of RM stats and abilities. Higher-powered, external power sources can boost the abilities of his inventions beyond this natural limit.

LIMITATIONS: Taki is handicapped, having lost the use of his legs in a car accident. His wheelchair has TY Speed, GD Body, PR Control, and PR Protection. He sometimes uses the wheelchair as a base for his inventions. He also suffers from dyslexia, and must make a Reason FEAT to read or write.

TALENTS: Student, Physics, Computers, Electronics, Repair/Tinkering.

GROUPS: Former member of the X-Terminators.

IN BRIEF: A young Japanese-American attempting to overcome both physical and mental challenges, Whiz Kid's mutant abilities first surfaced during the Inferno. At that time, he joined the X-Terminators in rescuing his schoolmates Leech and Artie Maddicks. Taki and his two friends have returned to their schooling.

WIDGET

F	A	S	E	R	I	P
FE	GD	FE	GD	AM	EX	TY
2	10	2	10	50	20	6

Health: 24 Karma: 76
Resources: N/A Popularity: 0

KNOWN POWERS

Small Size: Widget is about the size of a cantaloupe. Attacks against it are −1CS to hit.

Flight: Moves at FE air speed.

Jaws: Bites for TY damage, but can chew through up to MN strength metal. Widget will consume any metal it can chew through.

Dimensional Apertures: AM ability to open gateways into other dimensions. The limitations and controls on this power are unknown.

TALENTS: None.

GROUPS: Member of Excalibur (sort of).

IN BRIEF: The entity known as Widget was the creation of Tweedledope of the Crazy Gang, who built it and forgot about it. No one knows if Widget is truly sentient, or, if intelligent, *how* intelligent. It has been picked up by Excalibur, and used to travel among the alternate earths.

WILD CHILD

F	A	S	E	R	I	P
IN	RM	GD	RM	TY	EX	TY
40	30	10	30	6	20	6

Health: 110 Karma: 32
Resources: PR Popularity: 0

KNOWN POWERS
Teeth : GD edged damage.
Claws: GD edged damage.
Regeneration: EX ability.
Heightened Senses: RM tracking ability.
TALENTS: Survival, Resist Domination.
GROUPS: Former member of the original Gamma Flight and Omega Flight; current member of Gamma Flight.
IN BRIEF: Wild Child is either a mutant himself or the child of a mutant. He was a member of the Canadian government's super-hero training program, but hadn't made the first or second team at the time of their disbanding. He was recruited by Omega Flight in its quest for vengeance against Alpha, but after several defeats, he was sought by the Canadian Government to serve in their new team, Gamma Flight. Wild Child is a homicidal maniac whose violent tendencies have resulted in his removal from this team. He was returned to custody after a battle with Vindicator and Wolverine.

WILDSIDE

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

Health: 60 Karma: 18
Resources: TY Popularity: −5

KNOWN POWERS
Specialized Invisibility: Wildside has the AM ability to make himself and up to a dozen allies invisible. Sensors, robots, and alien eyes can detect him and his allies normally, and his power has no effect on detection by sense of smell. Wildside's invisibility is probably psionic in nature, and powerful psimutants (like Prof. X or Pheonix) could override it as a power stunt.
TALENTS: Acrobatics, Tumbling.
GROUPS: Member of the MLF.
IN BRIEF: Not much is known about Wildside. He is a member of the MLF, an organization dedicated to mutant rights, even if they have to resort to violent tactics.

WINGS

F	A	S	E	R	I	P
PR	GD	PR	GD	TY	TY	TY
4	10	4	10	6	6	6

Health: 28 Karma: 18
Resources: FE Popularity: −3

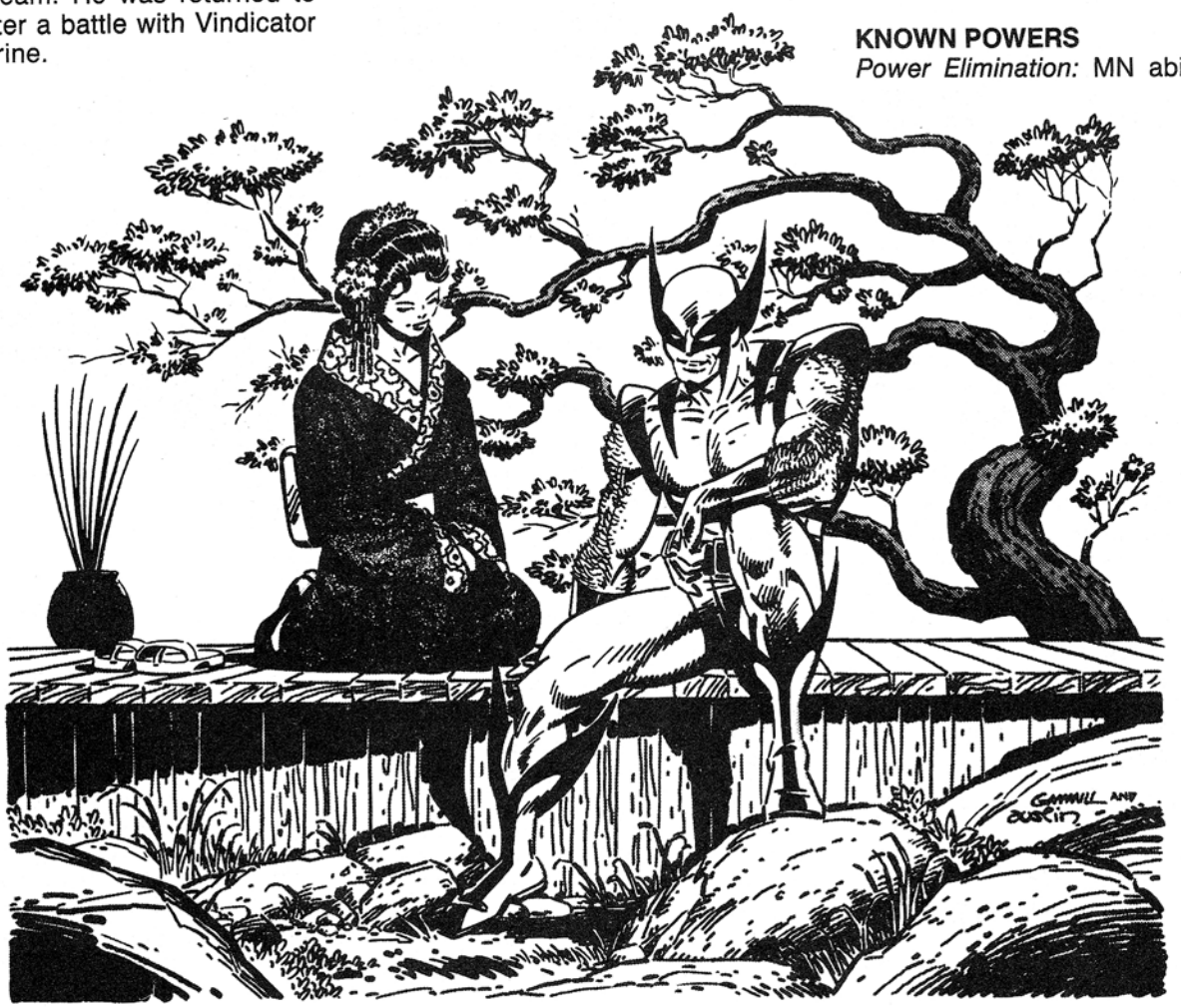
KNOWN POWERS
Flight: GD ability.
Claws: TY ability.
TALENTS: None.
GROUPS: The Morlocks.
IN BRIEF: Wings survived the Mutant Massacre but lost one wing (and his power of flight). The chicken-like Wings was killed on the surface by Sabretooth.

WIPEOUT

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

Health: 34 Karma: 40
Resources: GD Popularity: 0

KNOWN POWERS
Power Elimination: MN ability to re-



move a target's mutant abilities permanently (or until he restores them). Does not affect technological powers (e.g., Wolverine's claws), mutated powers (such as Carol Danvers'), or mystic powers (such as Maddie Pryor's). Wipeout can restore powers as a power stunt.
Memory Elimination: MN ability. This effect lasts until Wipeout restores the victim's memory.
TALENTS: None.
GROUPS: Operative of the Genoshan Government.
IN BRIEF: An elderly mutant, Wipeout is responsible for removing the powers of rebellious and dangerous mutants. He is considered very valuable by the Genoshan government, and travels with a full complement of Genoshan magistrates.

WOLFSBANE

Rahne Sinclair

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: 5

KNOWN POWERS
Transformation: Wolfsbane can change herself into a large red wolf or into a half-wolf/half-human ("wolfoid") creature. The stats above are for Rahne in human form.
Healing: Rahne's wolf and wolfoid form can absorb more damage than her human form. Damage taken while she is transformed is taken from the "extra" Health first, and disappears when Rahne returns to normal form. However, damage taken by Rahne in human form is carried over when she transforms.

Wolf Form: In wolf form, Rahne has the following abilities:

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

Health: 60 Karma: 44

- Bite: GD edged damage.
- Tracking: RM ability.
- Movement: Sprint at GD ground speed for up to five rounds.
- Mindlink: Can't communicate, but has EX mindlink with Mirage.
- Heightened Sight: Sees into the ultraviolet and infrared spectrums with RM ability.
- Heightened Hearing: AM rank.

Wolfoid Form: In wolfoid form, Rahne has the following abilities:

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

Health: 56 Karma: 34

- Claws: GD edged damage.
- Bite: TY edged damage.
- Tracking: TY ability.
- Movement: Sprint at GD ground speed for up to five rounds.
- Mindlink: RM mindlink with Mirage.

TALENTS: Student, Bilingual (English and Scottish).
GROUPS: Member of the New Mutants.
IN BRIEF: A young Scottish munant and ward of Moira MacTaggart, Wolfsbane joined the New Mutants under Prof. X's leadership. She has remained with the team ever since.

WOLVERINE

Logan

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: EX Popularity: 0

KNOWN POWERS
Adamantium Skeleton: This provides a number of benefits:
- EX protection against blunt and force attacks.
- TY protection against edged and energy attacks.
- EX damage with fists.
- Bones are CL 1000 material for cutting or severing.

Claws: Wolverine can extend his retractable claws and inflict MN damage edged attacks. (He can choose to inflict less damage.)
Animal Empathy: AM ability with mammalian carnivores.
Heightened Senses: MN ability to smell. IN hearing. Can track with AM ability.
Regeneration: Regains 10 Health/hour, or one point every six minutes.
Resistance: UN Endurance against poisons, gases, drugs, and disease.
Invisibility to Machines: Wolverine and the other X-Men who fought with Roma against the Adversary were rewarded with UN rank invisibility to cameras and other mechanical devices. Wolverine cannot be photographed and will not be detected by sensors or robots, including ordinary Sentinels.
LIMITATIONS: Wolverine has two serious limitations.
Reduced Regeneration and Resistance: Due to recent traumatic events at the hands of the Reavers, Wolverine's immune system is out of control. The effects of this are as follows:
- Regeneration reduced to one point per hour.
- Resistance reduced to AM.
- His body is attempting to reject his skeleton and claws, so Wolverine suffers frequent body pains. Every time a FEAT roll is made (including combat rolls), make an Endurance FEAT to avoid 1-10 rounds of intense pain, during which time Wolverine is −2CS on all actions.

Berserker Rage: Though less in evidence these days than in the past, Wolverine still flies into a rage, losing Karma and "going berserk." This isn't entirely a bad thing, however—when berserk he gains the following abilities:
- Psyche is UN for resisting mind control and other mental attacks.
- All stun results are ignored.
- All attacks are at +1CS to hit.

TALENTS: Military, Espionage, Oriental Weapons, Martial Arts A, B, C, D, and E.
GROUPS: Member of the X-Men; former agent of the Canadian government; co-owner of the Princess Bar.
IN BRIEF: A Canadian mutant with regenerative powers, Wolverine gained his adamantium skeleton under mysterious circumstances. He acted as an agent for the Canadian government until Prof. X recruited him into the "new" X-Men. Wolverine has served as a member of that team since that time. In addition, Wolverine operates out of the city of Madripoor as a free agent under the name of "Patch", unfettered by group responsibilities.

X-Z

X-BABIES (Group)

In General: With the apparent death of the X-Men in battle with the Adversary, the extradimensional despot and filmmaker, Mojo, was left in the lurch. His X-Men movies, relayed through Psylocke's eyes, were big hits, but the stars were now lost to him. After several attempts to create replacement X-Men, Mojo created the X-Babies. He deserves the misery they have brought him.

X-BABY (Typical Abilities)

KNOWN POWERS
Small Size: X-Babies are −1CS to be hit due to their small size.
Transmission Implant: These transmission devices, like Psylocke's bionic eyes, relay the group's adventures back to Mojo.
Immunity to Mind Control: All mind control attempts against the X-Babies are −4CS to succeed.

X-BABY COLOSSUS

Human Form

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

Health: 40 Karma: 22
Resources: PR Popularity: 30

KNOWN POWERS
Body Armor: Little Colossus can transform into organic steel. In this form, he has the following stats:

F	A	S	E	R	I	P
GD	GD	IN	IN	TY	TY	GD
10	10	40	40	6	6	10

Health: 100 Karma: 22

His abilities in armored form are:
•IN protection against physical and energy attacks.
•RM resistance to electrical attacks.
•EX resistance to corrosives.
•MN resistance to heat and cold.
TALENTS: Artist (Crayons).

X-BABY DAZZLER

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

Health: 42 Karma: 18
Resources: PR Popularity: 30

KNOWN POWERS
Sound/Light Conversion: Can convert sound into light, up to AM intensity. Her power stunts include the following:
•Laser beam capable of inflicting RM damage.
•Light shield providing RM protection.
•Dazzling attack of RM intensity.
•Hypnotic attack of RM intensity, one area range.
TALENTS: Singing, Dancing, Making moon-eyes at Little Longshot.

X-BABY HAVOK

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

Health: 52 Karma: 18
Resources: PR Popularity: 30

KNOWN POWERS
Plasma Bolts: IN damage up to 10 areas away.
TALENTS: Rock-collecting.

X-BABY LONGSHOT

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

Health: 76 Karma: 36
Resources: PR Popularity: 33

KNOWN POWERS
Probability Manipulation: Little Longshot can read die-rolls any way he wants, as long as his motives are pure.
Aura Reading: RM ability.
Throwing Blades: TY edged damage, usually used to create mischievous effects as opposed to hurting anyone.
TALENTS: Acrobatics, Tumbling, +1CS with Throwing Blades.
IN BRIEF: Looks real cute and all the girls fall for him, except Psylocke, but Little Rogue says that's because Little Psylocke is stuck up (AM NOT) (ARE TOO!).

X-BABY PSYLOCKE

F	A	S	E	R	I	P
GD	GD	TY	EX	GD	RM	IN
10	10	6	20	10	30	40

Health: 46 Karma: 80
Resources: PR Popularity: 30

KNOWN POWERS
Telepathy: RM ability, with the following power stunts:
•Mindlinks of RM ability.
•Mental Probes of RM ability.
•Mental Force Bolts of RM ability and two area range.
•Mental Stun Bolts of RM ability.
TALENTS: None, unless you count Acting-Stuck-Up-And-Superior as a talent (IS NOT!) (IS TOO!).

X-BABY ROGUE

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

Health: 70 Karma: 22
Resources: PR Popularity: 30

KNOWN POWERS
Power Absorption: RM ability, much like that of the adult Rogue. She can absorb abilities greater than RM, but she gets those abilities at RM rank.
Flight: GD air speed.
Body Armor: RM protection.
Resistance: AM resistance to drugs and disease.
TALENTS: Making moon-eyes at Little Longshot.

X-BABY STORM

F	A	S	E	R	I	P
GD	EX	TY	IN	TY	EX	GD
10	20	6	30	6	20	10

Health: 66 Karma: 36
Resources: PR Popularity: 30

KNOWN POWERS
Weather Control: IN ability, with the following stunts:
•Flight at EX air speed.
•RM resistance to high and low temperatures.
•Create RM thickness fogs.
•Create RM strength lightning.
•Generate RM strength winds.
TALENTS: Aerial Combat, Leadership, Acting like an adult.
NOTE: X-Baby Storm should not be confused with the Storm who was regressed to childhood by Nanny.

X-BABY WOLVERINE

F	A	S	E	R	I	P
RM	EX	TY	RM	TY	AM	RM
30	20	6	30	6	50	30

Health: 86 Karma: 86
Resources: PR Popularity: 35

KNOWN POWERS
Adamantium Skeleton provides the following abilities:
•EX body armor against blunt and

force attacks.

•TY protection against edged and energy attacks.

•GD damage hitting people.

Claws: GD edged damage. Can cut through materials up to MN strength.

Regeneration: Can regain one point every six minutes, which is good because he gets punched in the nose a lot for being rude.

Resistances: UN Endurance against disease and drugs.

Animal Empathy: AM with meat-eating mammals, like dogs.

Heightened senses: AM smell and IN hearing.

TALENTS: Martial Arts E, Tumbling, +1CS in Hiding and Sneaking around. Also calling girls stoopid and getting punched in the nose for calling girls stoopid.

ZALADANE

Zala Dane

F	A	S	E	R	I	P
GD	EX	GD	IN	GD	EX	AM
10	20	10	40	10	20	50

Health: 80 Karma: 80
Resources: RM Popularity: −10

KNOWN POWERS

Magic: Zaladane is a powerful sorceress with a limited number of abilities. (Zaladane may have other magical powers, but has not chosen to reveal them.) To date, she has displayed the following powers:

•UN ability to summon or recreate Garrok, the Petrified Man.

•Create MN ability mystic restraints.

Magnetism: AM ability, 10 area range. With this power, stolen from Polaris, Zaladane has demonstrated the following power stunts:

•Inflict up to AM damage to mechanical constructs.

•Manipulate ferrous objects, AM range and strength. This includes metallic heroes like Colossus.

•Attack a target by levitating and throwing metallic objects with AM accuracy, inflicting up to material strength damage.

•Ensnare an opponent with the metal's material strength rank.

•Fly at EX air speed. For each person carried, air speed drops by one rank (minimum FE).

•Force field of AM intensity for herself, RM up to one area away, and −1CS for each additional area (maximum, three areas). The force field stops all physical, energy, and psionic attacks.

EQUIPMENT: Zaladane has used a wide variety of items in her checkered career. These include the following:

•The Black Lotus: A plant of MN stunning ability.

•Fire Bombs of RM fire damage.

•The High Evolutionary's air car, capable of moving at AM air speeds, with EX Con, EX Body, and GD Protection.

Pteranadon capable of flying at EX speeds, with the following stats.

F	A	S	E	R	I	P
EX	EX	GD	EX	FE	FE	FE

Health: 70

TALENTS: Martial Arts D and E, Leadership, Occult Lore (Savage Land), Genetics, Devices of ancient races (such as the Atlanteans and Deviants).

GROUPS: Current leader of the Savage Land Mutates; former High Priestess of the Empire of the Sun; former assistant to the High Evolutionary.

IN BRIEF: Zaladane claims to be the sister of Lorna Dane (from whom she recently stole magnetic powers). She also claims to be a mutate—one who gained abilities through outside modification to her genetic structure—as opposed to a mutant. Her specific mutate powers have yet to be revealed. Zaladane has revealed herself to be a sorceress, but most of her power seems geared toward summoning Garrok, the Petrified Man, protector of the Savage Land. The argument can be made that if her magical powers were greater or more diverse, she would need neither the allies she has gained nor the powers she stole from Polaris. Zaladane operates out of the High Evolutionary's former base in the Savage Land. She uses the Savage Land Mutates as her enforcers and has collected a mind-controlled army under the power of Worm.

ZAPPER

Colin Smith

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

Health: 42 Karma: 36
Resources: TY Popularity: 0

KNOWN POWERS

Electro-Magnetism: Zapper generates an electromagnetic field which allows him to fire up to five RM strength bolts at one time. When using his power, Zapper radiates an aura.

TALENTS: Criminal.

GROUPS: Various mercenary groups.

IN BRIEF: Zapper was a British mutant involved in low-level criminal activities until he was recruited for the super-powered takeover of Costa Brava. His present whereabouts are unknown.

ZERO

F	A	S	E	R	I	P
TY	TY	TY	RM	TY	TY	TY
6	6	6	30	6	6	6

Health: 48 Karma: 18
Resources: TY Popularity: −5

KNOWN POWERS

Gateways: Zero has the MN ability to create teleportational doorways to any place he has been before. He can hold these open as long as he wishes. Those caught within a door when he shuts it are left on one side or the other. He can transport himself and up to six others in this fashion.

TALENTS: None revealed.

GROUPS: Member of the Mutant Liberation Front.

IN BRIEF: Nothing is known of the silent Zero before he joined the MLF. Zero uses his abilities to transport the team into and out of attack areas. The latter is easier, given the fact that he can only reach areas he can see.



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MARVEL SUPER HEROES™

THE UNCANNY X-MEN™



Campaign Book

MARVEL SUPER HEROES™

Official Advanced Game Adventure

CAMPAIGN BOOK

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WHAT ARE MUTANTS?



Mutants are individuals with major genetic modifications present in their DNA at birth. These modifications often endow the user with super-human powers and abilities. These changes may manifest themselves in physical changes, such as wings, fur, or oddly shaped eyes. Or they may be internal, and the individual may appear human until he or she suddenly begins reading minds or turning into ice or fire.

Mutant powers usually manifest themselves with the onset of adolescence. This is the time when the body is capable of handling the changes brought about by its mutant genetic code. Some mutant powers manifest themselves before or after adolescence: In some cases, trauma can cause mutant abilities to surface prematurely, in others, latent mutants may grow to adulthood unaware of their mutant nature until a particular situation causes them to manifest super-abilities.

Mutants are closely related to mutates, also called mutated or altered humans. These are ordinary individuals whose super-human abilities are the result of exposure to radiation or other genetic modification. For the altered human, his genetic makeup has been changed through the process that transformed him. Mutants alter through the awakening of their own genetic code.

Mutants differ from high tech heroes in that their abilities are inborn, not the result of some equipment or scientific principle. Further, they are not robots nor aliens, but are generally natives of this dimension and this planet.

Such descriptions and catagories are only guidelines—there are many grey areas. For example, Wolverine is a mutant, but derives a number of his abilities from an adamantium skeleton and high tech claws. Similarly, Warlock and Ariel are both alien mutants, and certain types of Sentinels are, technically, mutants in that they have been altered through their own programming to a higher plane.

Mutant abilities are inborn, such that anyone could be a mutant, or hold the potential for mutant abilities. This subtle difference sets mutants apart from the others in that the "mutant menace"— individuals with abilities used incorrectly or for evil purposes—could be anywhere or anyone. This makes most people very uncomfortable in that their son, daughter, or best friend may be a mutant. Even a mutant-hater could be revealed as a mutant! Other "hero-types" have at least some measure of choice in the matter—the high tech hero has the choice (at least initially) to use his or her devices, and the altered human requires a specialized situation (radioactive spiders, gamma bombs, cosmic radiation) to bring about the changes that produce a unique set of modifications. Mutants, however, can appear at any time, and the suddenness of the transformation contributes to the hatred mutants attract from ordinary humans.

Finally, mutants themselves have the potential to mutate, much like altered humans. The Beast, for example, has had a number of incarnations. His abilities have changed due to external stimuli—additional chemical reactions, induced disease, or the effect of others' mutant powers. Mutant mutations generally don't change the basic nature of a mutant's original power. A character with super-human mutant strength doesn't often gain wings for flight through further mutation.

WHY ARE MUTANTS?

The nature of viable human mutation in the Marvel Universe is currently unknown, though a number a distinguished researchers, including Professor Charles Xavier and Dr. Moira MacTaggart, have made great strides in identifying the process of mutation. Such studies are hampered by the political and social nature of mutant research, and researchers are often forced to "choose sides," proclaiming themselves as either pro- or anti-mutant, in their initial assumptions.

The root causes of mutation and the reasons for the proliferation of mutants at this time are in doubt, with several theories as to their ultimate cause. The first and most commonly-held is that mutants are a natural step in the evolutionary process, a new species of man, as far removed from the present man as present man was from Neanderthal and other similar ancestors. This theory adds to the feeling of disquiet most humans have about mutant-kind, as they may be dealing with their own evolutionary replacement.

A second theory ties the genetic bomb of mutation to the Celestials, a super-race of aliens which landed on Earth a million years ago and modified the genetic make-up of the existing human stock. It is known that the Celestials created the Eternal and Deviant races in this fashion, and they may also have marked humanity with the genetic programming for beneficial mutation, accounting for both mutant

stock and super-powered altered humans.

A third theory, tied with either of the first two, implies that mutants are appearing now in such great numbers because of the increased background radiation levels since the first atomic tests almost 50 years ago. This theory states that the rising radiation level, though small, is sufficient to trigger either natural mutation, or to unlock the Celestial's genetic "gift" for mutation. There were mutants prior to the atomic age, including such ancient beings as Apocalypse and Selune, as well as mutants from locations other than Earth, but the great majority of Earth-based mutants have appeared in the last fifty years.

A final theory involves the existence of a genetic "Survivor," also know as "That Which Endures," which acts as the engine of evolution for all life on Earth. This "survivor" remains with the dominant species (trilobites, dinosaurs, or humans) until that species reaches its genetic peak. It then casts about for a new host species to follow. Under this theory, the rise in mutants is a result of the reawakening of this "survivor" which has chosen the mutants as its next step.

The difficulty with all of these theories (Nature, Celestials, Radiation, and Survivor) is that they may all be true or partially true. Unfortunately, there is no way of discovering which theory is correct. Scientists can't recreate or repeat the life experiment to watch it unfold. However, the alternate Earth of the Squadron Supreme may provide some clues as to the nature of mutation. This Earth has no obvious Eternals or Deviant races, and may not have been visited by the Celestials, but this has not been confirmed. What has been confirmed is that the number of super-human mutants and super-powered individuals in general is significantly lower than on our Earth. Whether this can be attributed solely to the lack of Celestial involvement is unknown.

WHERE ARE MUTANTS?

Everywhere. There are representatives of mutant-kind on every continent on earth, including the Antarctic. However, the great bulk of recognized mutants, in particular those with organized, costumed groups, are found in the United States.

The US is the "mutant-leader" for a number of reasons. It has had a long history, dating back before the Second World War, of costumed crime-fighters of exceptional powers, such that the transition to costumed groups of mutant heroes was made smoothly, raising nary an eyebrow. The US was a leader in both nuclear energy and atomic tests, and at one time conducted most of these tests above-ground. Lastly, the United States has a higher technological base that allows it to identify and encourage those with mutant abilities. The "American Way" of personal individuality and achievement also contributes to the frequent appearance of super-powered individuals, in particular those interested in either personal gain or the common good.

The other major nuclear power, the Soviet Union, has had its share of mutants as well, but attempts at government control have led to self-defeating, bureaucratic abuse, driving those mutants who survive government tests underground. The costumed crime-fighter exists only as an extension of the state, and not all mutants agree with that state.

The remainder of the developed nations have a scattering of mutants. However, many mutants find that it is better to keep one's super-powered light under a bushel as opposed to bragging and swaggering about in the American fashion. Some of the mutants of these countries become recognized national heroes, but many operate behind the scenes.

Recognized mutants in the "third world" or developing countries are rare, in part because of harsh conditions that may suppress the maturation of mutant abilities, and in part for lack of opportunity or even recognition of mutant powers. A rapid healing factor or the ability to understand written languages is not as noticeable in a society where daily survival is the chief occupation.

The exception to the above is Genosha, an island nation in the Indian Ocean, which has led the way beyond present US mutant activities. The Genoshans are expert genetic engineers, and have in effect created a slave race of mutants to perform mundane and dangerous tasks to support the high standard of living of the human majority. In addition to the "crafted" mutant born into servitude, those Genoshans born with mutant abilities are required by law to surrender themselves and enter the underclass. Many American mutants fight actively against the Genoshan model, fearing that it may become widespread.

Whether the Genoshan model takes hold remains to be seen. In the meantime, Judges and players will find in this book all of the information they need to experience mutant life. The pages that follow chronicle the history of every major mutant group in the Marvel Universe. You'll find descriptions of the people, places, and events that have created the world as mutants know it today...and how players can affect the world as it might be tomorrow.

MUTANT HISTORIES

In this chapter you'll find background information on various mutant organizations beginning with the very first—the uncanny X- Men.

THE X-MEN

The X-Men were created by Professor Charles Xavier. Himself a mutant with powerful telepathic abilities, Xavier learned first-hand the nature of various menaces to humanity, from the treachery of Baron Strucker in the post-war years to the mutant danger of Amahl Farouk and to the alien threat of Lucifer. Damage suffered in his battle with Lucifer cost Professor X the use of his limbs, and from that time on he was confined to a wheelchair.

This battle, and his experiences with young mutants unable to control their power, led Professor X to dedicate himself to the creation of a foundation capable of training young mutants in the use of their superhuman abilities. This organization was also to provide a counter to evil mutants and other super-powered menaces on the rise. With the financial aid of Dr. Moira MacTaggart, this teaching academy became Professor Xavier's School for Gifted Youngsters. The super-powered team that arose from that school became the X-Men.

The original X-Men were Scott Summers (Cyclops), Bobby Drake (Iceman), Warren Worthington III (Angel), Hank McCoy (The Beast) and Jean Grey (Marvel Girl). Jean was the last of the original team to join, but she was one of the first young mutants Xavier discovered. Unable to handle her telepathic abilities, Xavier subdued those abilities with his mental powers until she was sufficiently grown to handle them. As a result, Marvel Girl was primarily a telekinetic early in her costumed life, developing telepathic powers later on.

The X-Men, named, according to Summers, for the "Extra" abilities they possessed, made their debut as heroes in battle with Magneto, an old colleague of Professor X. The master of magnetism took over the American rocket launch site at Cape Citadel. The young X-Men drove Magneto back and were regarded as heroes for their effort, much like the Avengers or Fantastic Four, groups which at that time had no mutant members.

Much of the early career of the X-Men was along the lines of super-powered teenage heroes, with their mutant nature considered secondary to their ability to fight back super-powered menaces. They worked extensively through the United States government, their liaison being an FBI agent named Amos "Fred" Duncan. They benefited from government information, while the FBI benefited from super-powered allies to deal with enemies such as the Vanisher.

However, over time, the relationship between mutants and humans changed. While mutants weren't viewed with the fear and hatred more common today, ordinary humans recognized that mutant-kind was inherently different, much moreso than a super-soldier from WWII, a scientist with powers gained as a result of an accident, a man in a high-tech battle-suit, or a native of another dimension.

With Bolivar Trask warning ordinary humans of the "mutant menace" and the creation of the first Sentinels, the climate began to turn chilly for mutant-kind. Increased activity of evil mutants furthered the image of the uncontrollable mutant danger lurking in otherwise "normal individuals."

Through this gathering storm, the core team of five original X-Men remained basically unchanged. Attempts to recruit the Blob and Sub-Mariner were failures. Mimic, a non-mutant with the ability to duplicate mutant abilities, joined and even led the team briefly, but he left soon after losing his abilities temporarily in battle with the Super-Adaptoid.

Changeling, a shape-changing mutant who had served as an agent for world-conquering aliens, reformed and was recruited by Professor X. The professor needed time to prepare psionic weaponry against an anticipated invasion of the Z'Nox, and had Changeling imitate him and act as team leader during this preparation. The X-Men were unaware of the deception. When Changeling, as the false Professor X, was killed in battle, Xavier decided to let the falsehood stand, until the Z'Nox invasion.

Soon after Professor X's "death," the X-Men disbanded, but re-formed in the face of new menaces and in response to the increasing appearance of other mutants. Lorna Dane was a mutant with latent magentic powers, brought forward by Magneto's devices. Scott Summer's brother Alex manifested cosmic powers, and was kidnapped by the Living Monolith (then the Living Pharoah) to serve as a living power battery. Both times the X-Men rallied to the rescue, and while Lorna and Alex, as Polaris and Havok, were considered "reserve members" of the X-Men, they were not students at Xavier's school. The school had been officially closed with Xavier's death, but was now used by the X-Men as a base of operations.

It was at this time that the most advanced of the Sentinels, the Mark II, was developed by Bolivar Trask's son, Larry. Motivated by revenge against the mutants who were responsible for his father's death, and unaware that he himself was a mutant, Trask created the most effective mutant-hunting machines up to the present-day. These Sentinels broke free of their mutant master and were defeated only when their logic was foiled, and they were sent to the supposed source of mutations, the Sun. One Mark II was mutated in the process, and returned to Earth, where it was destroyed by the Avengers. Larry Trask died in this later battle.

Prof. X emerged from hiding to repel the Z'Nox invasion, using a device which linked the minds and wills of "men and women of good faith." This device repelled the Z'Nox, but also set up the situation where Princess Lilandra of the Shi'ar formed a telepathic link with the Professor, leading to their subsequent meeting and romance.

During the next few months, the X-Men rarely operated as a complete team, and usually aided other, non-



mutant heroes. It was at this time that Hank McCoy attained his blue-furred, bestial state and left the team.

While checking reports of a mutant on a south-sea island, the remainder of the team, including Polaris and Havok, were kidnapped by Krakoa, the living island. Krakoa sent Cyclops back to civilization to bring more mutants. Cyclops and Prof. X at this point recruited the "new" X-Men to rescue the old.

This new team was more international in scope than the old, and included the American-born African Ororo Monroe (Storm), the Apache John Proudstar (Thunderbird), the German Kurt Wagner (Nightcrawler), the Russian Peter Rasputin (Colossus), the Japanese Shiro Yashida (Sunfire), the Irish Sean Cassidy (Banshee), and the enigmatic Canadian Logan (Wolverine).

The new team rescued the old, but immediately afterwards many of the adventurers left the combined team: Sunfire returning to Japan, Havok, Polaris, Marvel Girl, Iceman, and Angel leaving to pursue other interests. The "New" X-Men consisted of the remaining members of the international team, led by Prof. X and Cyclops.

The new team was conceived primarily as a heroic organization to hone mutant abilities and combat menaces to both humanity and mutant-kind. The new team was immediately hit with the death of Thunderbird in combat, followed by the reappearance of the Sentinels (Mark III) and an increased anti-mutant sentiment in the world at large. During this period the long-standing ties between Xavier and the government lapsed.

Following a battle with the Mark IIIs, Marvel Girl apparently died in a shuttle crash and was reborne as Phoenix. In reality, Phoenix had taken Jean Grey's form, placing her in suspended animation beneath the ocean.

It was soon afterwards that Xavier first met Lilandra, and with the aid of Phoenix the X-Men saved the universe from the insane plans of Lilandra's brother, Emperor D'Ken of the Shi'ar. The extent of Phoenix's power was made clear at this time, and was cause for concern for both Prof. X and the other X-Men.

The X-Men, often aided by Phoenix, continued their heroic exploits in the face of mounting anti-mutant feeling. During a period when the X-Men were thought dead (following a battle with Magneto from which only Phoenix and Beast returned), Professor X and Lilandra left Earth and traveled to her galaxy. This was the first of several times that Xavier would be torn between his love for the alien princess and his duty to his X-Men. About this time Banshee retired to Moira MacTaggart's Muir Island after injuring his voice severely while foiling a supervillain's attempt to sink Japan.

After Xavier's departure, the mutant Mastermind sought acceptance to the Hellfire Club by corrupting Phoenix, thinking her to be nothing more than Jean Grey in a new outfit. Phoenix and the X-Men defeated the Hellfire Club, but the process freed Phoenix of her inhibitions, causing her to become Dark Phoenix. Among other crimes, she destroyed an entire inhabited planet.

Prof. X and the Shi'ar returned to Earth in hopes of containing Phoenix, who chose to sacrifice her mortal form in order to contain her darker half. The Phoenix force returned to the universe, but its memories tried to return to the sleeping Jean Grey, and upon her refusal, to Madelyne Pryor.

Soon after Phoenix's death, Cyclops left the team. At the same time, Katherine "Kitty" Pryde joined, first under the codename Sprite (rejecting Ariel), and eventually settling on Shadowcat. Angel was a standing member briefly during this period as well.

The "retired" Summers encountered Madelyne Pryor as part of a plot concocted by Mister Sinister. Pryor and Summers fell in love and were married. They soon had a son, Nathan Christopher Summers. The other new X-Men had an extended battle with the alien Brood in space, and it was during this period that Prof. X set up the New Mutants, a group of young mutants learning to control their powers, as opposed to a super-human team of crime fighters.

The X-Men returned to Earth, and they and the New Mutants operated out of the Xavier Mansion, members of each team aiding the other as needed. Professor X's body was taken over by a Brood Queen, but his mind was saved and translated into a cloned form, allowing him to regain use of his legs. During this period, several members, including Wolverine, took extended leaves of absence. Also around this time, Rogue, a former member of the New Brotherhood of Evil Mutants, joined the team in hopes of finding a way to control her own powers. A second Phoenix, Rachel Summers, joined as well. She was the daughter of Scott Summers and Jean Grey in another dimension, where the original Phoenix did not die.

Extensive injuries to Professor Xavier's new body forced him to return to Lilandra and the Starjammers, who were fleeing the Shi'ar, now under the control of Lilandra's sister Deathbird. Xavier left a repentant Magneto in charge of the New Mutants, and Magneto and Storm as co-leaders of the X-Men. The inclusion of both the criminal Magneto and Rogue in their numbers broke the remaining ties the X-Men had with the government, and an alien computer virus wiped out all long-standing computer records on the team. More and more, the X-Men and all mutants were viewed as dangerous to humans. The resurrection of the Sentinel program, under the control of the US government, the creation of the Commission for Superhuman Activities, and the creation of private firms such as X-Factor and M-Squad are all indicative of the rising tide of anti-mutant feelings. This rising anti-mutant tide led Forge to create his neutralizer, a device which negated the mutant powers of Storm. After a leave of absence, Storm rejoined the team as its leader, despite her lack of powers.

The young Phoenix attempted to take on Selune, the Black Queen, resulting in a pitched battle in Central Park between the X-Men and the forces of Hellfire. This battle was interrupted by Nimrod, a future-sentinel who followed Rachel to this timeline. Nimrod was defeated, but Rachel was kidnapped in the process by another extra-dimensional being, Mojo.

The Morlocks, a community of mutants living beneath Manhattan, were decimated by the Marauders, a team of mutant assassins under the control of Mister Sinister. Colossus,

Nightcrawler, and Shadowcat were all severely injured in the resulting battle, and had to be evacuated to Muir Island. They were replaced by Psylocke, Longshot, Dazzler, and Havok. Polaris was possessed by one of the Marauders, Malice, and became a member of their team.

At this point, the X-Men became more mobile, presenting a moving target to their many foes and leaving Magneto behind to protect the New Mutants. The X-Men (rejoined by Colossus and Madelyne Pryor) willingly gave their lives in order to confine the evil entity known as the Adversary. As a reward for this brave act, Roma rewarded them by restoring them to life and making them invisible to mechanical scanners and cameras.

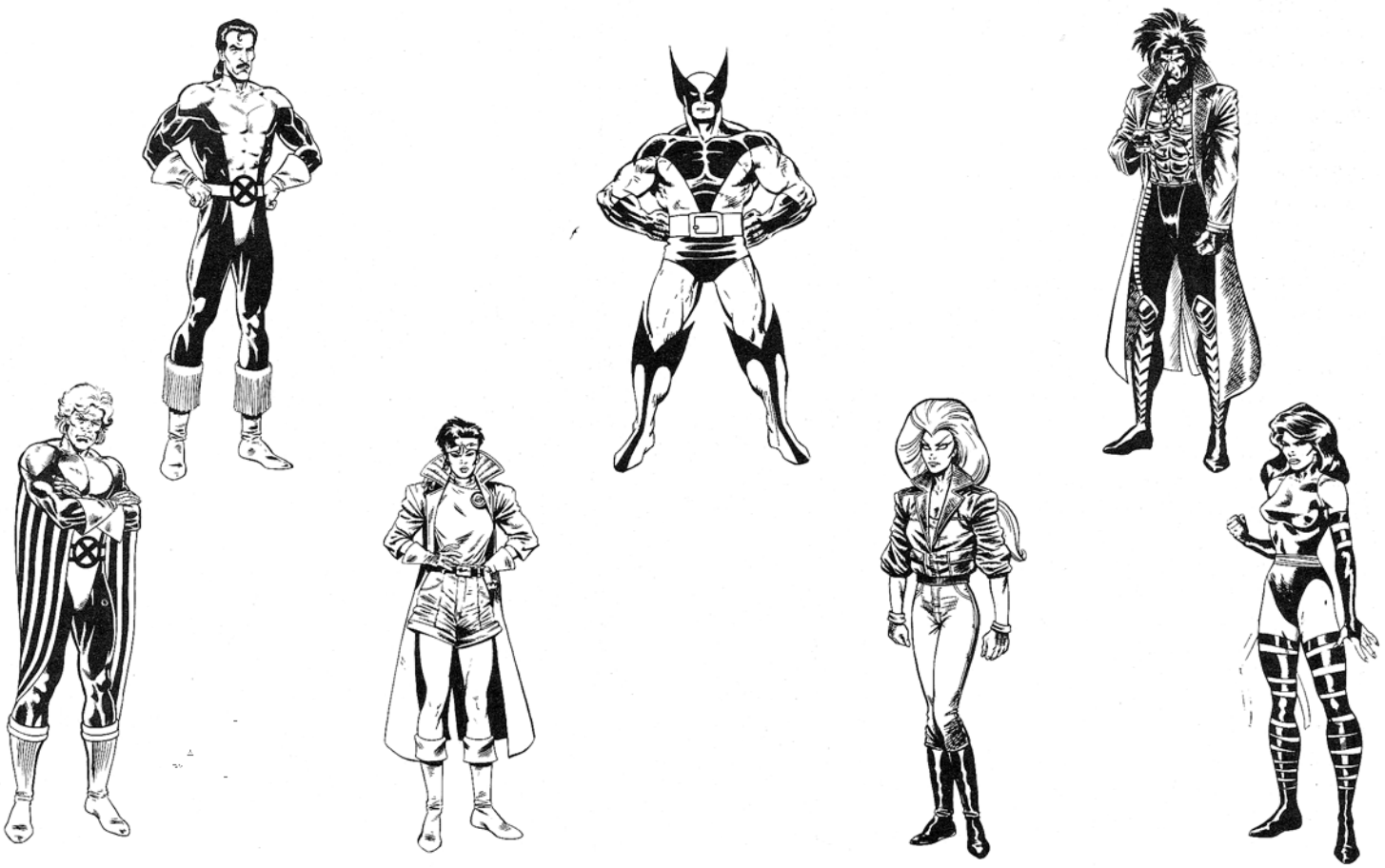
The resurrected X-Men relocated to Australia, taking over a base belonging to the criminal Reavers, who used Gateway to teleport them to their crimes. Gateway similarly empowered the X-Men to travel at will around the globe. Their non-detectability made them the stuff of legends from Genosha to the Savage Land.

Madelyne Pryor was at this time coming under the influence of demonic individuals such as S'ym and N'astirh. She controlled the X-Men's computers, and as such presented a biased view about the actions of the original X-Men (now X-Factor). Madelyne's own powers began to manifest themselves as well, and at the height of the demonic invasion of New York (the Inferno), she became one of its leaders—the Goblyn Queen. She sought vengeance against Cyclops, her son, and the revived Jean Grey, influencing the X-Men to serve as her pawns. In the end she was defeated and destroyed herself in an attempt to kill both the X-Men and X-Factor. In the process of a final battle with Mister Sinister during the Inferno, the X-Men mansion was destroyed (though its underground components remain intact).

The X-Men returned to their Australian base, but a series of disasters followed. As a result of a battle with Master Mold and Nimrod, Rogue entered the Siege Perilous (a mystic artifact that judges individuals and restores them to a new life). Storm was apparently killed in a battle with Nanny and Orphan-maker, though it was later discovered that this was a ruse, and Nanny regressed Storm to childhood and left her in Illinois. Longshot left the team to search for his own missing past. Psylocke had a vision that the X-Men would be defeated if they remained in Australia, so she took mental control of Colossus, Havok, and Dazzler, causing them to enter the Siege Perilous. Wolverine, returning from an extended leave in Madripoor, was captured and severely tortured by the Reavers. He was rescued by Jubilee, a young mutant picked up by the X-Men when she followed them through one of Gateway's dimensional portals.

Wolverine and Jubilee fled to Madripoor, where Psylocke had been reborn and converted into Lady Mandarin, an Oriental warrior-queen. Wolverine conquered the mental blocks on Psylocke and she regained her former disposition and abilities.

Meanwhile, on Muir Island, the Reavers attacked MacTaggart's Insti-



tute as a likely mutant base. A reformed X-Men consisting of Polaris, Sunder, Forge, Moira, Amanda Sefton, and Banshee repelled them with the help of Freedom Force, though with Sunder, Stonewall, and Destiny as casualties. This new team wears "X-duds" of a highly protective nature, and consider themselves to be the heirs of Xavier's legacy. This new team is being influenced by Xavier's son, Legion, who is in turn controlled by the Shadow King.

Of the other X-Men, Dazzler revived in California and returned to her singing career. Colossus lost all knowledge of his ability, and, as Peter Nicholas, returned to art, setting himself up in Manhattan. Havok became a freedom fighter in Genosha. Rogue has returned as well, rescued by Magneto in the Savage Land.

Storm regained her adult form and an ally, Gambit, in a battle with Nanny, and rejoined Jubilee, Wolverine, and Psylocke. Forge and Banshee, apparently killed in an air crash that may have been engineered by Moira, have joined the original X-Men as well. As it stands at this writing, the X-Men are Storm, Wolverine, Psylocke, Banshee, Forge, Gambit, and Jubilee.

X-FACTOR

With the creation of the "new" X-Men, the original members went in separate directions. Cyclops remained as leader of the new team. Marvel Girl was supportive of the new organization, and aided it as a reserve member, up to the time of her replacement by Phoenix. Iceman and Angel, looking for a new life, moved to the West Coast and formed the Champions of Los Angeles with the Russian mutant Darkstar and non-mutants Hercules, Black Widow, and Ghost Rider. Upon the break-up of that group, they used Worthington's Colorado home as a base for the Defenders. The Beast served with the Avengers before drifting into the ranks of the Defenders, before the demise of that group.

The key force in the creation of X-Factor was the "resurrection" of Jean Grey. After Phoenix's death, Jean continued to heal in the energy cocoon in which Phoenix had placed her. The Avengers located the cocoon and with the aid of the Fantastic Four opened it, freeing Jean Grey.

Reed Richards called the Angel, who immediately flew to New York, then contacted Cyclops, who left Madelyne Pryor and their young son in Alaska. Jean Grey, out of touch for several years, was shocked by the increasing anti-mutant sentiments of the press and public, and urged that the X-Men, who were being led by a known criminal (Magneto), should reform the original team. Cyclops was unsure, still having to sort out his conflicting feelings for Jean and his wife. Angel called in the Beast (who was unsuccessfully trying to obtain a teaching position) and Iceman (who was working as an accountant), and the four persuaded Cyclops to rejoin the team.

The original plan was to masquerade as a mutant-hunting corporation while really locating young mutants and trying to teach them to handle their powers, much in the way that Professor X (at this time marooned in deep space with Princess Lilandra) had attempted to do with them. The team chose the name X-Factor for the random genetic mutation which causes mutants.

The name for the group was chosen by Angel's long-time friend and public relations man, Cameron Hodge. Unknown to Angel, Hodge secretly envied and hated Angel for his mutant wings, a hatred that spilled over to all mutants. In addition, Hodge was a member of (and eventual commander of) a mutant-hating group known as the Right.

Hodge used his position within X-Factor to further fan the flames of anti-mutant hysteria, creating fear of mutants wherever possible through an advertising campaign promoting X-Factor as the solution to the Mutant Menace. While X-Factor might rescue individual mutants such as Rusty Collins, and secretly train them in their powers, the general perception was that they were a powerful anti-mutant force and that mutants deserved harsh treatment.

The group was wracked by internal strife as well. In addition to the questionable ethics of posing as mutant-hunters to save mutant-kind, Cyclops did not tell Marvel Girl that he was married until several weeks into the existence of the team. The Beast was transformed from feral to human form again. And Angel, badly wounded in the massacre of the Morlocks by the Marauders, had to have his wings amputated. At the same time, Hodge leaked information that X-Factor's founder was himself a mutant. Angel attempted suicide, but was rescued by Apocalypse, who gave Angel mechanical wings and made him the fourth horseman—Death.

Apocalypse had hoped to use his four horsemen to kick off a war between humans and mutants. Instead, his agents were defeated by X-Factor and other super-human groups, and that, with the X-Men's sacrifice in Dallas to defeat the Adversary, turned back much of the anti-mutant sentiment that had been growing. The former Angel turned against Apocalypse to gain his freedom, and, as Archangel, hunted down and apparently killed Cameron Hodge.

Since then, the group has worked primarily as mutant heroes (as opposed to mutant hunters). They have rescued a number of young mutants and trained them in their powers, among them Artie Maddicks, Rusty Collins, Richtor, Boom Boom, and the Morlocks Skids and Leech. The younger members of the team (Maddicks, Whiz Kid, and Leech) have since returned to school, while the elder members have joined the New Mutants. Other Morlocks were rescued from the Massacre, but did not remain with the team, including Caliban, who felt so limited in his natural ability that he would eventually become Apocalypse's Hell Hound. X-Factor also captured Apocalypse's ship, a device of Celestial design enslaved by Apocalypse. The sentient ship was capable of flight, and interstellar travel, and had a locking device to prevent non-mutants from entering.

The core group has remained, though they have further mutated through their adventures. The Beast, turned strong and stupid in Apocalypse's plot, has since returned to his intelligent-but-blue-furred state. Due to kidnapping and a magical spell by Loki, Iceman must wear a control belt to avoid overusing his power. Archan-



gel's wings and appearance differentiate him from his former self, and these wings have their own mind, lashing out when Warren is irritated. Marvel Girl has yet to regain any of the telepathic abilities from before her "death." Cyclops remains unchanged.

Following the X-Men's "death" in Dallas, X-Factor had no reason to believe that the rest of the team members (and Cyclops' wife) were still alive, and it was not until the Inferno in Manhattan, and the appearance of Madelyne as the Goblyn Queen, that they realized she and their former teammates still lived. Madelyne had an intense hatred of Jean and tried to kill her, as well as Scott and her own child by Scott. She was prevented from doing so and killed herself in the process. The young Nathan Christopher Summers was rescued.

X-Factor and their ship have recently returned from an extended trip to another planet, where mutation rules and the population is separated into obvious and non-obvious mutations. Upon their return they have found themselves once again the center of attention, and considered as another hero group, the "good" mutants as compared to the possibly outlaw X-Men. Whether this remains the case in light of Cameron Hodge's survival and the attacks of the Genoshans remains to be seen.

THE NEW MUTANTS

Following a few early attempts, Professor X did little to increase the number of mutants he was training. Most who were offered the opportunity turned it down. Some of those who refused (such as Jamie Madrox, the Multiplying Man) were referred to Moira MacTaggart's operation for further study and training. As time passed, and with the addition of the "new" X-Men, Xavier's tendency to train mutants as heroics continued, up to the time when the X-Men were off-planet and assumed dead. Troubled by their supposed deaths, and the deaths of Thunderbird and Phoenix earlier, Xavier decided to train no more mutants and endanger no more lives.

However, Prof. X's resolve soon weakened. Moira MacTaggart convinced him to train two young women who were in need of training to control their mutant powers. One was Moira's ward, Rahne Sinclair (Wolfsbane); the other was Xi'an Coy Manh (Karma), who had previously demonstrated the ability to control the minds of others in a battle with the Fantastic Four. One of Xavier's old colleagues, Black Eagle, contacted him about training his granddaughter, Danielle Moonstar (first known as Psyche, later as Mirage). When agents of the cyborg Donald Pierce (now the White King) killed Black Eagle, Moonstar joined the others in hunting down Pierce.

They were joined by the Brazilian Roberto Da Costa (Sunspot), a mutant whose girlfriend was killed by Pierce's mutant-hunters. Finally, young Sam Guthrie (Cannonball) had been recruited by Pierce, but turned against him and decided to join the New Mutants instead. Pierce was defeated.

The New Mutants were not created with the intention of forming a superhero team, but they continued to encounter menaces in their studies, a situation made more pronounced when the X-Men returned from space. Their numbers have increased, with addition of the Nova Roman Amara Aquilla (Magma), the Russian Illyana Rasputin (Magik), the alien Warlock, and Doug Ramsey. Karma was kidnapped by one of Xavier's old enemies, returned, and then left again.

Xavier himself was mortally wounded and could be saved only by the advanced technology of the Shi'ar. He left Earth in the company of Princess Lilandra and has been unable to return until recently. Xavier left the care of the New Mutants in the hands of Magneto, who was attempting to renounce his old, evil ways and walk a new path.

Magneto had none of Xavier's skill at handling young people, his previous experience consisting of ordering about teams of adult supervillains such as the Brotherhood of Evil Mutants, the Savage Land Mutates, and the Mutant Force. His heavy-handed approach led to extended "field trips" by the class, to other lands, planets, and dimensions. During one of these trips, Doug Ramsey was killed by the Animator. His death forced Magneto to seriously reconsider his abilities as a teacher and may have influenced his decision to join the Hellfire Club and take up the "evil mutant" mantle again.

The New Mutants experienced frequent turnovers in its membership. The Animate, Bird Boy, joined them briefly, as did the alien Gossamyr, though they may not be "official" New Mutants. Magma returned to her home in Nova Roma. Karma left for family reasons and is living in Madripoor.

Magneto's greatest failing as a teacher was with Magik. Attempting to constrain the young woman by force, he only frustrated her, such that in the end her Darkchilde persona emerged and, in the Inferno that waged through Manhattan, almost destroyed the entire team. Only a last-moment exercise of will-power allowed her to close the gate to her Limbo-dimension and burn out her evil side. She has been restored to her true age, and returned to her parents.

The Inferno also brought a merging of the New Mutants and another group of young mutants, known as the X-Terminators. Boom Boom, Richtor, Skids, and Rusty Collins joined the New Mutants during the demon infestation of New York, and became New Mutants thereafter during a prolonged visit to Asgard. During that trip Mirage remained behind, and the rest returned to Earth.

Skids and Rusty, who were captured by the government prior to the New Mutants' adventure in Asgard, were rescued in turn by the Mutant Liberation Front, a terrorist organization operated by Stryfe. The New Mutants then re-rescued the pair, working with a cyborged secret agent named Cable. Cable has replaced Xavier, training the New Mutants in the use of their powers and in survival tactics for a super-powered age.

The majority of the New Mutants were kidnapped by Genoshan agents and were to be tried and executed for mutant crimes. The Genoshans' purpose was to lure other super-powered mutants to Genosha where they could be exterminated.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FALLEN ANGELS

The Fallen Angels is a group of mutant runaways based in Manhattan. The group was originally organized by Vanisher as a team of young thieves, including some with super-human powers, but soon grew beyond that. The Fallen Angels became an independent organization with generally positive goals (including survival).

The original team consisted of Vanisher (their "mentor"), Boom Boom, Ariel, Chance, and Gomi (with Bill and Don). Only Boom Boom was a known mutant, as Ariel and Chance's abilities had not fully manifested themselves, and Gomi was the recipient of cyber-technology which allowed him (and his lobsters) to duplicate Marvel Girl's powers. They were petty thieves, controlled only by Vanisher's empty threats.

Their numbers grew and their intentions changed with the addition of Sunspot and Warlock. Sunspot was fleeing for fear that his powers might harm someone; the latter tagged along to keep Sunspot from getting in trouble. Siryn and Jamie Madrox, sent to look for the pair, joined as well. Finally, one of Ariel's portals opened into a parallel dimension where Devil Dinosaur and Moon Boy lived, and the pair wandered into Manhattan where they joined the team.

The obviously mutant members of the Fallen Angels were kidnapped by Ariel's people, who were "harvesting" mutants for their genetic potential. Ariel had been sent to Earth by others of her race. Escorting the Fallen Angels to her homeland of Coconut Grove, Ariel betrayed them, turning them over to her people. Ariel was then revealed to be a mutant herself and, as such, was taken captive as well. She turned against her former leaders and helped free the other mutants and return to Earth.

Sunspot and Warlock have since returned to the New Mutants, as has Boom Boom (by means of the X-Terminators). As far as is known, Gomi, Vanisher, Siryn, Madrox, Moon Boy, Devil Dinosaur, Chance, Ariel, and Bill are still active members of the organization.

X-TERMINATORS

As avowed mutant hunters, the members of X-Factor could not refer to themselves by that name when in costume, and as such they became the X-Terminators, the sworn foes of X-Factor's plots against mutant-kind.

The junior members of X-Factor, those rescued and being trained in their mutant abilities, took on the name when they fought against the demons of Inferno. The X-Terminators include Boom Boom, Rusty Collins, Richtor, Artie Maddicks, the Morlocks Skids and Leech, and Whiz Kid. The last was not a ward of X-Factor, but a young mutant kidnapped by the demons with Artie and Leech.

With the defeat of the Infernal forces, Leech, Artie, and Whiz Kid returned to school. The elder four (Rusty, Boom Boom, Richtor, and Skids) joined the New Mutants, and remain with that organization to date.

EXCALIBUR

Excalibur is a super-hero group based in the British isles and consisting of mutants and non-mutants. Its members are Shadowcat, Nightcrawler, Captain Britain, Meggan, Phoenix, both Lockheeds, and Widget.

At the time of the "death" of the X-Men in Dallas, survivors Kitty Pryde (Shadowcat) and Kurt Wagner (Nightcrawler) were recovering from damage inflicted by previous battles on Muir Island. Captain Britain was also wracked by regret over losing his sister, Psylocke, in the Dallas battle. Meggan, fearing for the Captain, sought out Kitty and Kurt's aid in helping Captain Britain.

At the same time, Rachel Summers, the young Phoenix, escaped from Mojo back into this dimension. The powerful Opal Saturnyne ordered Phoenix's immediate arrest, hiring the Technet for this task.

The team came together as a unit in battle between Technet and Mojo's Warwolves over the young Phoenix. The mutant heroes defeated both groups, though not conclusively, and chose to remain together as a team to further Charles Xavier's dream of a better world. They named the team "Excalibur," after the legendary sword of King Arthur.

In addition to Kitty's pet dragon, Lockheed, the team rescued a much larger, flightless, extra-dimensional Lockheed, who was being used by natives of a Nazi-controlled dimension to power a steam-locomotive. Aided by Widget, the locomotive spent several months jumping from planet to planet and from dimension to dimension, before returning home to England.

MORLOCKS

The Morlocks were a group of mutants who, until recently, made their homes in the tunnels beneath New York City and the surrounding area, one spur even reaching Salem Center and Professor X's School for Gifted Youngsters. These tunnels, and the main tunnel beneath Manhattan (called the Alley), were originally created in the 1950's as a civil defense project, and later abandoned. The tunnels were discovered by Callisto, who settled them with other outcast mutants, taking the name of the Morlocks from H.G. Wells' *Time Machine.* Other mutants were located and recruited by Caliban's mutant-detection powers. Outcasts and rebels against society, these mutants often had their facial features twisted and deformed by Masque to further distance themselves from mainstream society.

Callisto was the leader of the Morlocks until she lost that position to Storm in one of the X-Men's early confrontations with the group. She continued to lead in Storm's frequent absences, but with her power challenged, never coherently controlled the group again. Subgroups such as the Tunnelers sprang up who disagreed with Callisto's rules, and raids and contacts with the surface became more common.

The Morlocks came to the attention of Mister Sinister, who dispatched a team of mutant assassins known as the Marauders to clear the tunnels. The great majority of Morlocks died in this raid, with only a double-handful rescued by teams such as the X-Men and X-Factor, and a few others escaping to the surface world.

Among the survivors were Callisto, who served until recently as Moira MacTaggart's bodyguard, Sunder, who perished recently in battle with the Reavers, and Healer, who still lives on Muir Island. Also surviving were Leech and Skids, who became wards of X-Factor, Plague, who became a servant of Apocalypse and later died, and Masque.

Masque has recently returned to the tunnels to create her new Morlocks, capturing and twisting normal humans into alien shapes. She captured Callisto, the nonpowered Colossus, Banshee, and Marvel Girl before being stopped.

ORIGINAL BROTHERHOOD OF EVIL MUTANTS

The Original Brotherhood of Evil Mutants was formed by Magneto at the start of his career as a super-powered villain. At that time Magneto's powers were weaker than they are today, and he needed the support of other mutants to carry out his plans.

Magneto considered the tag "evil" mutant to be ironic and rebellious, his logic being that since people percieved those with super-human mutant powers as a threat, he and his members would live up to that expectation as the would-be conquerors of the human race.

Magneto's original Brotherhood consisted of Quicksilver, the Scarlet Witch, the Toad, and Mastermind. At the time, Magneto did not know that Quicksilver and the Scarlet Witch were his children, nor did they know he was their father. The team fought the X-Men and lost, even after attempts to recruit the Blob and (briefly) the Sub-Mariner. When Magneto and the Toad were taken into the space by the Stranger, the Brotherhood disbanded, with Quicksilver and the Scarlet Witch becoming the first mutant members of the Avengers, and Mastermind retiring to a more subtle criminal life, prior to his petition to join the Hellfire Club.

There were several revived "Brotherhoods," usually under Magneto's control and numbering various mutants, usually including the Toad. In its final battle, with the Defenders and Prof. X while the X-Men were first investigating Krakoa, the Brotherhood consisted of Blob, Mastermind, Unus, and the mutate, Lorelei. They and Magneto were reduced to infancy by Alpha, the Ultimate Mutant.

With the restoration of Magneto's power in a plot by the Shi'ar Eric the Red, Magneto found his abilities increased, such that he no longer felt he needed super-powered flunkies. He abandoned the idea of the Brotherhood and worked as a solo agent at this time. The name of the Brotherhood lay unused, until resurrected by Mystique for her Brotherhood (see Second Brotherhood and Freedom Force).

THE SAVAGE LAND MUTATES

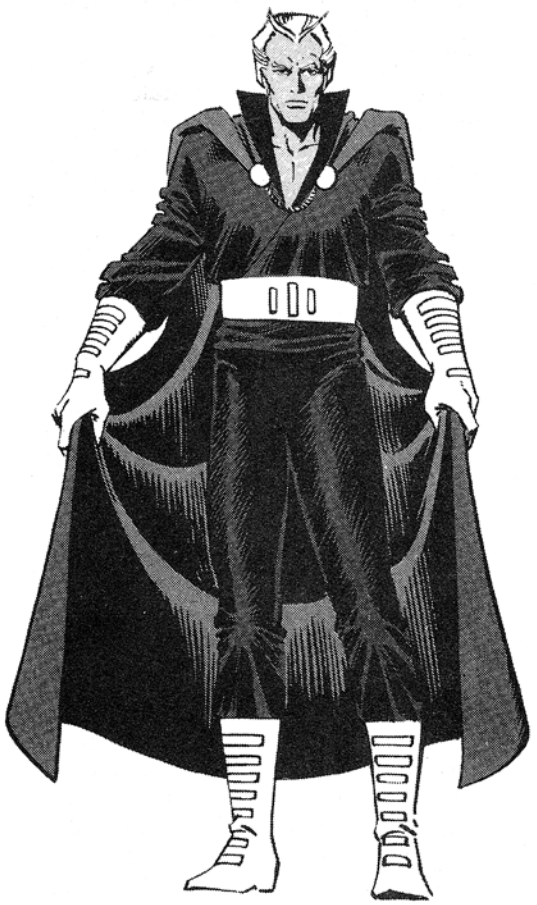
The second of the three mutant groups founded by Magneto, the Savage Land Mutates (also called the Savage Land Mutants) occupy a grey area between humanity and mutantkind. They are either primitive humans or latent mutants who were modified by a genetic transformer built by Magneto. This device gave them a number of powers and abilities, though whether it freed their latent mutant abilities or merely altered their genetic coding (hence the term "mutates") is unknown. The entire group makes its home in the Savage Land, a prehistoric jungle preserved in the heart of Antarctica, unaffected by the polar conditions due to advanced technologies.

The original Savage Land Mutates consisted of Amphibius, Equilibrius, Piper, Gaza, Barbarus, Lupo, and Brainchild. In conflict with the original team of X-Men, Magneto also created Lorelei from a swamp woman. All these members were returned to their original primitive state with the destruction of Magneto's Savage Land base.

Magneto then abandoned his mutates (though he would later recruit Lorelei into one of his later Brotherhoods of Evil Mutants). The Mutates regained their powers through unknown means, and, as the Beast Brood, battled the Avengers. At this point, they were turned over to Chilean authorities, save Piper, who had previously left the area with Magneto, and would control several prehistoric Savage Land Creatures for him.

The Mutates escaped and once more re-established their base, first under Brainchild and later under Sauron's control. This group lost Equilibrius and either created or gained Vertigo, who had similar powers. This team fought Spider-Man and the X-Men, and were once more reverted to their primitive state.

The Mutates were brought back again, apparently through the actions of the High Evolutionary and Zaladane. This team worked first for the High Evolutionary and later for Zaladane, and included the new mutates Whiteout and Worm. By this time Vertigo had left the team for the Marauders, replaced again by Equilibrius, while Lupo has been further mutated



into a more wolf-bear form.

The Mutates are still in existence at this writing, and are in the service of Zaladane as her advisors. It remains to be seen if Zaladane, upon gaining Polaris' magnetic powers in addition to her own sorcery, will have a need for such retainers in the future.

MUTANT FORCE AND THE RESISTANTS

The Mutant Force was the third and last team of super-powered individuals created by Magneto. As with his previous teams, he was not looking as much for equals among his fellow mutants as agents and followers—those who would jump at his orders.

The Mutant Force consisted of super-powered mutant mercenaries, and had the code-names Burner, Lifter, Peeper, Shocker, and Slither. They battled Captain America and lost, and were soon abandoned by Magneto. Magneto soon returned to his "original" Brotherhood and was soon thereafter returned to a child-like state.

The group was discovered by another mutant, Mandrill, who gave them the name Mutant Force and used them as his agents in an attack on the US Government. The Mutant Force was stopped by the Defenders and arrested.

The Mutant Force cut a deal with the government, fighting the Hulk in return for their freedom. They were then recruited by a subversive group known as the Secret Empire, and under two non-mutants, Mad Dog and Professor Power, battled the Defenders on a number of occasions. After the last such battle the Force was captured and held by SHIELD.

Recently, possibly due to the shutdown of the SHIELD organization, the Mutant Force was again at large. This time, however, they found themselves in a society which had turned against mutant-kind, both heroes and villains. The members of Mutant Force became concerned with their own existence. In the face of the Mutant Registration Act, four of the core members formed the Resistants, an organization of mutant freedom fighters who would recruit other outcast mutants and try to free their imprisoned mutant brethren.

The old members of the team took new identities to cover their criminal past—Burner became Crucible, Lifter became Meteorite, Peeper became Oracle, and Shocker became Paralyzer. Slither, the fifth member of the team, left the group and hooked up with Viper as a member of her Serpent Squad, and is currently under arrest for crimes commited in Washington, D.C.

The Resistants made their base in the old desert headquarters of Mesmero, last used when that mutant was serving the robotic Magneto. They have their own uniforms and face-covering helmets. The uniforms have the same color-scheme as the original X-Men costumes, probably to connect this group with the old, recognized mutant heroes.

The Resistants have since rescued and recruited a large number of mutants, including Mist Mistress and Quill, who had no previous criminal record other than failing to register under the Mutant Registration Act, and Mentallo, who gained an armored fighting vehicle and has resurfaced as Think Tank.

The Resistants have commited criminal acts in attempting to rescue other mutants, and have fought Freedom Force and Captain America (John Walker, who is known at the present time as USAgent). Several Resistants were severely injured or killed in a recent confrontation with foes.

THE SECOND BROTHERHOOD OF EVIL MUTANTS & FREEDOM FORCE

For a long time the term "Brotherhood of Evil Mutants" lay unused, as Magneto was first turned into an infant, and later when it became clear that the mutant master of magnetism was unwilling to create more groups of mutant servants. The phrase was then picked up by Mystique for her own band of criminal mutants. Mystique, like Magneto before her, was amused by the irony of being called "evil" in their criminal activities.

The second Brotherhood consisted of Mystique, her long-time companion Destiny, surrogate daughter Rogue, and the mutants Avalanche and Pyro. Blob was freed from jail to join the team, which soon afterward made headlines by attempting to assassinate Senator Robert Kelly, a leading suporter of anti-mutant legislation. The attempt was foiled by the X-Men.

The second Brotherhood battled the X-Men and other super-powered individuals after this initial confrontation, living up to their reputation as evil mutants. During this time Rogue, finding she was unable to control her powers, left the team to join the X-Men, in the hope that Professor X would find a cure. The remainder of the team continued its criminal activities.

To some degree, the second Brotherhood succeeded all too well, in that the attitude toward mutants in general turned chillier, in particular with the passage of Kelly's Mutant Registration Act. Mystique offered her group's services to Valerie Cooper and the US government. After completing a successful mission (bringing Magneto in for trial) the Brotherhood earned a full pardon and became Freedom Force, an official super-powered group acting for the US government.

Freedom Force is apparently led by Mystique, but the team is, in reality, controlled by the US government, represented by Val Cooper. As a result, the group does not have full control over its missions or membership. The team's roster has included Spiral (the extra-dimensional agent of Mojo), the second Spider-Woman (who has left the group and is in hiding), and three heroes from WWII—Crimson Commando, Stonewall, and Super Sabre. Their activities have brought them into conflict with non-governmental groups such as the X-Men, X-Factor, the Avengers, and the Resistants.

The organization has been plagued by various members, in particular the

former super-criminals, slipping back into their natural methods, resulting in a backlash against the Force. In particular, Avalanche, Blob, and Pyro have all left the team briefly for criminal activities, but they have returned to the group. All faced disciplinary action but no prison terms have been required yet.

Recently, the Freedom Force was dispatched with Forge to Muir Island to help repel an attack of the Reavers against the mutant research station there. In the resulting battle Destiny and Stonewall were killed, and Avalanche seriously injured. Crimson Commando ran the team for a short while, but Mystique returned to handle the leadership chores. Mystique was apparently shot and killed by Val Cooper, who was acting under the control of the Shadow King.

HELLFIRE CLUB–INNER CIRCLE & LORDS CARDINAL

The Hellfire Club is a social institution with a long and notorious history. Founded in England in the 1760's, with the American branch appearing in the 1770's, the Hellfire Club was an elite group recruiting from the upper crust of society. It engaged in activities counter to the moral standards of the day.

The present Hellfire Club is an institution of the wealthy and powerful, and its trappings and ceremonies have retained much of the flavor of old-world decadence. Its apparent purposes are more civic-minded, and the club is better-known today for its spectacular parties and the deal-making abilities of its members. Many of the nation's leading political and economic figures are members of the club.

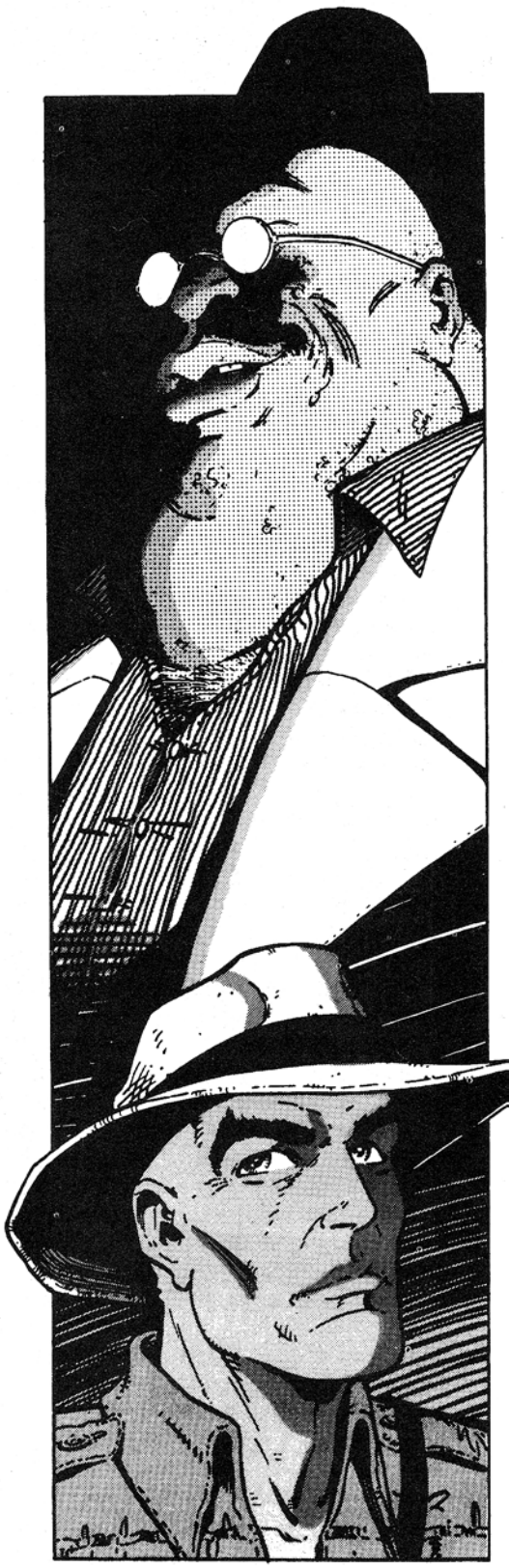
Unknown to most of the membership, the Hellfire Club is controlled by a secret leadership, previously known as the Inner Circle. This group, consisting of the most elite of the elite, sought to control the other members through their influence. The Inner Circle took their names from chess pieces, led by either a Black or White King. In addition, a Shadow King may have influenced the actions of this Inner Circle.

During the reign of Edward Buckman, the White King, Sebastian Shaw was recruited into the inner circle as a Black Bishop. It was Buckman who provided the financial support (through the club) for Stephen Lang's Mark III Sentinels. Buckman set these Sentinels not only against the X-Man, but against Shaw and Emma Frost, who were both super-human mutants, as well as Harry Leland and Lourdes Chantel. Shaw and the others defeated the Sentinel, at the cost of Lourdes' life. Shaw and Frost then slew Buckman and the remaining human members of the Inner Circle and took command of the secret center of the Hellfire Club. Shaw became the Black King, and Frost, the White Queen. Harry Leland became the Black Bishop, and Donald Pierce, who was not a mutant but a cyborg, the White Bishop.

Under Shaw's control, the Inner Circle, now called the Lords Cardinal, directed their attentions from the eradication of mutants to the best use and manipulation of the increasing mutant population. To that end Shaw has supported the government's Sentinel program.

At this time Jason Wyngarde, better known as Mastermind, sought entrance to the Inner Circle, offering to corrupt the former X-Man Jean Grey and install her as the club's Black Queen as proof of his abilities. His influence, aided by Frost's technologies, was successful, but failed to take into account that "Jean Grey" was actually the Phoenix mimicking Jean's body and abilities. Mastermind's effort led to the unleashing of Dark Phoenix, and after a pitched battle with the X-Men, Mastermind's application was refused.

As a result of the Dark Phoenix fiasco, Donald Pierce challenged Shaw's leadership, and kidnapped Shaw's assistant, Tessa. Pierce's challenge was stopped by the New Mutants, a team formed, in part, as a a response to Pierce's anti-mutant activities. Pierce was placed under pro-



tective custody by Shaw for his crimes.

Shaw stepped up the inclusion of super-human mutants in his organization, recruiting Emmanuel Da Costa, father of the mutant Sunspot, as his White Rook, and Selene, an ancient mutant from Caesar's Rome, as a Black Queen. Selene brought with her Friedrich von Roehm, a follower of her old faith, as a Black Rook.

The Hellfire Club fought with the X-Men and other mutant organizations several times. Finally, a battle between the young Phoenix II and Selene drew in both teams. This was interrupted by the appearance of the mutant-hunting Sentinel from the future, Nimrod. Both Leland and Roehm died in the resulting battle with the Sentinel, but a bond was forged between the Hellfire mutants and the X-Men, in particular with Magneto.

Magneto and Storm joined the club as the joint "White King" of the Inner Circle, in hopes of protecting their own interests. Storm soon disappeared from the scene, apparently dying with the rest of the X-Men in Dallas in battle with the Adversary. Magneto challenged Shaw's rule by himself and overthrew him, becoming the new "Grey King" of the Club.

About this time Pierce broke free and began raiding Shaw's and Frost's installations, eventually taking command of the Reavers, a team of mutant-hunting cyborgs. Pierce has installed himself as the new White King of the Hellfire Club, though he leads from exile, and intends to destroy the other members.

Having overthrown Shaw, Magneto was drawn into other matters, returning to his "super-villain" status and joining Loki and other villains in the Acts of Vengeance.

The Inner Circle is now divided into three parts (possibly more). Pierce rules as a White King with his Reavers, which include former Hellfire Mercenaries. Shaw remains the self-styled Black King and with Tessa plans to take command again. Magneto controls the Inner Circle in name but not in action, and both the White and Black Queens, while swearing allegiance to Magneto, have their own plans for the organization. Further, the reappearance of Amahl Farouk, the Shadow King of the Hellfire Club, may complicate matters. The results of the upcoming conflict for the soul of Hellfire remain to be seen.

HELLIONS

The Hellions are a team of super-powered mutant youths similar to the New Mutants, operating out of the Massachusetts Academy under the direction of the Academy's chairman, Emma Frost, the White Queen. Like the New Mutants, Frost's team members are trained in the control and use of their mutant abilities. It is unknown if Frost sees her charges as members of an eventual super-human team, or as potential individual agents for advancing the goals of the Hellfire Club.

The membership of the Hellions has remained fairly stable: Thunderbird II, Roulette, Tarot, Jetstream, Catseye, and Empath. Firestar, while a member of the Academy, was never an official member of the Hellions. Magma of the New Mutants joined the team, but is currently on leave with her family in Nova Roma. Empath accompanied her and is living in Nova Roma as well.

The Hellions have battled the New Mutants in an inter-school rivalry, but have yet to acquire the depth and breadth of experience of the New Mutants.

MARAUDERS

The Marauders are a team of super-powered assassins, primarily mutants, gathered by Mister Sinister for the purpose of destroying the Morlock civilization beneath Manhattan. They are also capable of committing other mayhem either on their own or under Sinster's direction.

The team is led in the field by Scalphunter, but takes its orders from Sinister through Malice, who until recently possessed the body of Lorna Dane. The rest of the team consists of Blockbuster, Prism, Riptide, Arclight, Vertigo, and Sabretooth. Of these Vertigo was previously a member of the Savage Land Mutates, and Sabretooth has a long history as a freelance assassin, and can often be found creating mayhem on his own.

During the Morlock massacre, a number of the Marauders apparently died, only to appear later hale, healthy, and deadly. Mister Sinister has extensive cloning abilities, but it is not known if these abilities extend to passing the consciousness of one individual to another body. Sinister himself was destroyed by Cyclops, but may be able to return as well, using this technology.

FACTOR THREE

Factor Three was an organization of mutants used by an alien race from Sirius to ignite a nuclear war on Earth, killing off human and mutant alike and allowing them to take control of the planet. Factor Three made extensive use of mutants to further this goal.

In the initial stages of their plot, Factor Three captured and controlled Banshee by means of an explosive headband. Banshee could not remove the band, but attracted sufficient attention through spectacular crimes to bring in the X-Men, who defeated him and removed the headband.

Thereafter, Factor Three operated through more willing partners, in particular criminal mutants. These criminal mutants included Changeling, Mastermind, the Blob, Vanisher, and Unus. The group used agents such as Juggernaut as well. Factor Three took its name from the fact it would represent a third major factor in the nuclear equation, offsetting both US and Soviet forces.

The Sirian plot to set off a nuclear war, decimating the population and paving the way for their conquest of Earth, was revealed by the X-Men, who teamed up with Factor Three to defeat the alien menace. The Sirians have not since returned to Earth, as far as anyone knows.

ALLIANCE OF EVIL

This was the first of two known groups of mutants formed by Apocalypse, himself an ancient mutant devoted to the cause of winnowing out the weak

and letting the strong survive. The initial Alliance, consisting of Frenzy, Tower, Timeshadow, and Stinger, came into conflict with X-Factor when they kidnapped Michael Nowlan, a mutant with the ability to enhance other mutant abilities.

Upon the death of Nowlan and the defeat of the Alliance, Apocalypse broke off his relationship with them. They have since attempted to act as free agent mercenaries, with limited success.

THE FOUR HORSEMEN

This was the second of two groups of mutants formed by Apocalypse. The Four Horsemen were the ancient mutant's attempt to create an irreparable rift between human-kind and mutants, with only the strong surviving from the resulting war.

Apocalypse recruited four mutants specifically for his attack on Manhattan: An anorexic child became Famine; a disabled vet became War; Plague of the Morlocks was saved from the Mutant Massacre to become Pestilence; the Angel, driven to suicide by the loss of his wings, was given deadly metallic wings and became Death.

Apocalypse's Four Horsemen did not achieve their ends, and in effect aided the mutant cause when mutant heroes such as X-Factor rose against the threat. Pestilence was killed in a fall, and Death turned against Apocalypse, rejoining X-Factor as Archangel. War and Famine remain with Apocalypse as his aides, but have seen no combat since their initial raids on Manhattan.

MUTANT LIBERATION FRONT

The Mutant Liberation Front is a shadowy organization of unknown origin. The MLF appeared recently to make terrorist attacks against "human" targets (research stations, genetics plants, and areas connected with mutant research).

The MLF consists of young mutants, including Zero, Thumbellina, Reaper, Strobe, Wildside, and Tempest. They act on the orders of Stryfe, who is supposedly a mutant himself, though has not manifested any mutant powers.

Recently, the MLF "rescued" Rusty Collins and Skids from the government. They were then rescued by the New Mutants.

THE SOVIET SUPER SOLDIERS

The USSR's unofficial super-hero team, replaced in the adminstration by the Supreme Soviets, the Soviet Super Soldiers are unintentionally all mutants. They include Ursa Major and the brother/sister team of Vanguard and Darkstar. Gremlin, also a mutant, was a member but is believed dead after a battle with Iron Man. Finally the Crimson Dynamo was a member, but was expelled from the group after it was revealed that he was a member of the KGB. Dynamo has since joined the Supreme Soviets.

The Super Soldiers began their careers as agents of the government, but dissatisfaction with official policies caused them to resign and form their own team, operating out of Gremlin's base at Bitterfrost, hoping to change the system from within. With Gremlin's death, the three surviving Super Soldiers attempted to defect to the US, but they were attacked by the Supreme Soviet, who had orders to prevent the defection one way or another. The Super Soldiers were severely wounded in the attack, but their combined lifeforce created a giant black bear which attempted vengeance on the Supreme Soviet. Captain America persuaded the transformed Super Soldiers to spare their attackers, and return to their own bodies.

The current status of the Super Soldiers' attempt to defect is unknown.

THE PRESS GANG

A group of humans and mutants was appointed by the government of Genosha to retrieve runaway Genoshan mutants. Genosha recognizes no citizenship other than its own, and reserves the right to pursue both runaways and what it terms "mutant terrorists"—effectively anyone who disagrees with their repressive policies.

The Press Gang is led by an apparent human named Hawkshaw, but its primary members are Punchout, who provides the muscle power, and Pipeline. Pipeline has the mutant ability to digitize individuals and send them, via a special modem hook-up, to other locations. In this way runaways may be smuggled back to Genosha by a phone call, and reinforcements of Genoshan magistrates may be summoned to dicey situations involving super-powered foes. The Press Gang prefers a low profile, and the members wear fatigues and soft "baseball" caps rather than flashy uniforms.

OTHER SUPER-HUMAN GROUPS

In addition to the groups listed above, a number of other super-human organizations have had mutant members, though none have been primarily directed towards mutants and mutant affairs.

The **Avengers** had no mutants in their inital membership, consisting of a mutate (the Hulk), three techologically-based heroes (Iron Man, Wasp, and Ant-Man), and a Norse God (Thor). Quicksilver and the Scarlet Witch were the first mutant members of the organization. Since that time, both Sub-Mariner and Beast have been members as well. The great bulk of Avengers have been non-mutant in nature.

Similarly, the **Fantastic Four** were originally mutates, individuals whose genetic make-up was mutated by outside forces as opposed to those born

with the genetic "X-Factor." While its membership has included other mutates (such as Ms. Marvel and She-Hulk), its only true mutant member is Franklin Richards (Tattletale).

Power pack is a group of mutates, though the mutant Tattletale is also a member of that team.

The **Defenders**, a long-standing "non-group," had a number of mutants in its core organization, including Sub-Mariner, Beast, Angel, and Iceman. In addition, other heroes who have lent their support include Professor Xavier and the Scarlet Witch, though they could not be considered "regular" members.

The **Champions of Los Angeles** team was founded by the Angel, and in addition to fellow-mutants Iceman and Darkstar, the group included Black Widow, Hercules, and Ghost Rider.

The various Canadian super-teams have included a number of mutants. Aurora and Northstar of **Alpha Flight** were originally considered mutants, though a full revelation of their history proves this not to be the case. In situations where their "mutant nature" came under question (e.g., in combat with Sentinels) they were revealed to be non-mutants. **Beta Flight** included the mutant Flashback, while **Gamma Flight** included Diamond Lil and Wild Child. These three were recruited into the villainous **Omega Flight**, though Diamond later joined Alpha Flight, with the other mutants Laura Dean and Persuasion. Finally, the current "official team" of Canada, **Gamma Flight**, includes the mutants Silver, Auric, and Wild Child.

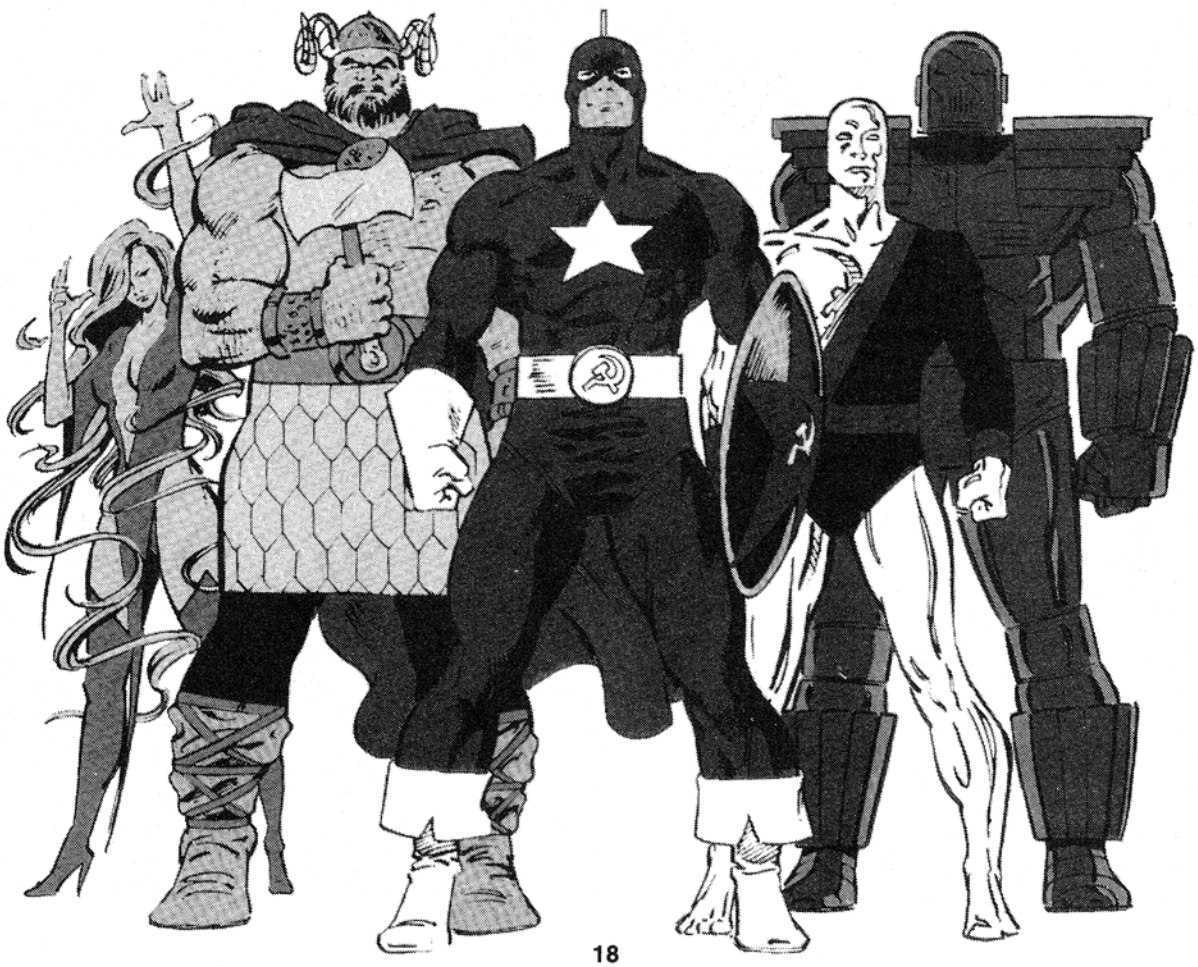
Silver and Auric were also members of **China Force**, a government strike force of Mainland China. The group was formed by the government but was plagued by defections and problems from its outset. It is unknown if the other members of the team are mutants or not, though they include Rabbit, Horse, She Devil, Monkey, Ox, and Snake. The present status of the group, and its relationship with Jade Dragon, the Collective Man, and other Chinese super-powered individuals, is unknown.

It is not known if the **Supreme Soviets**, the "official" super-hero team of the Soviet Union, includes any mutants. Given the attitude in that country toward its mutants, it is unlikely, though Fantasia's abilities may be mutant in nature.

THAT WHICH ENDURES

Not truly a group, nor exactly an entity in its own right, That Which Endures is a genetic parasite which may be the first mutant and the driving force of evolution.

That Which Endures, also known as the Survivor, claims to have come about in the primal splitting of the first, ancestral cell. Its difference led it to reinfect the cell it had split from and to use its abilities to direct evolution, favoring first one species, then once that species had reached its full potential, transferring to another. In this way the entity claims to be responsible for the rise and fall of the dino-



saurs and other major prehistoric creatures.

With the rise of mutants among the hominid population, That Which Endures decided to make the jump from human to mutantkind, leaving humanity as an evolutionary dead end which would then die off in competition with the more vital and vibrant mutant stock. To that end, That Which Endures took control of a number of human minds and forced them to direct their energy and abilities to creating an Assimilator by which they could directly infect and control mutant stock.

The Survivor, working through the minds of humans under its control, chose the Scarlet Witch as the perfect candidate to facilitate its jump from humanity to mutant-kind. On the promise of repairing her previously disassembled husband, the Vision, she was kidnapped and fed the memories of That Which Endures and its genetic purpose in life.

The Scarlet Witch's personality was altered by the Survivor, which also tried to control She-Hulk and Captain America (though Captain America's super-soldier formula made him immune to the Survivor's power). The timely arrival of Hawkeye and his Great Lakes Avengers destroyed the Assimilator, breaking the Survivor's direct contact and control, returning She-Hulk and the humans to normal.

The Scarlet Witch, however, experienced a traumatic personality shift, contributed to by the deconstruction and rebuilding of her husband and the loss of her two apparent children. She became violent, and ruthless, exceeding even her brother and father in these qualities. In this state, she was further manipulated by Immortus, the Lord of Limbo, in one of his cosmic plans. The West Coast Avengers defeated Immortus and returned the Witch to normal.

In game terms, That Which Endures has FE mind control power, and can only influence, as opposed to control, the actions of others. Once aided by the Assimilator, however, this power is increased to ShX ability to control minds among those who have been "assimilated" in the device. Whether the Survivor truly is the motive force of evolution, or whether it has or will make the jump between human and mutant, remains to be seen, but as the entity works on a timescale of millions of years, the results may not be immediately forthcoming.



MUTANT SETTINGS

X-MEN MANSION

LOCATION: 1407 Greymalkin Lane, Salem Center, Westchester County, New York, about 30 miles north of New York City.

HISTORY: Built on land in the Xavier family for generations, the original mansion was built by one of the family founders, a Dutch sea captain, on the shores of Breakstone Lake.

Professor Xavier converted it into his School for Gifted Youngsters, excavating the sub-basements as special training facilities for his mutant charges. These facilities were originally modest, funded in part by Moira MacTaggart and the FBI, but with the increased abilities of the X-Men teams and their allies, soon became a state-of-the-art complex.

After major damage to the complex, it was rebuilt with the aid of alien (Shi'ar) technology, giving it a level of capability an order of magnitude greater than before.

The mansion was abandoned by the X-Men, and later by Magneto and the New Mutants. It was used as a base by Mister Sinister, but during a battle with the combined X-Men/X-Factor teams, the surface structures (from the basement level up) were destroyed. The sub-basement complex and underground tunnel system survived, and was recently secured by Forge, Banshee, and Marvel Girl to prevent exploration by intruders. Recently, the sub-basements were occupied by the New Mutants.

The mansion is described here as it was originally designed, before it was abandoned. Future rebuilding under Charles Xavier (if any) will likely follow the existing plans.

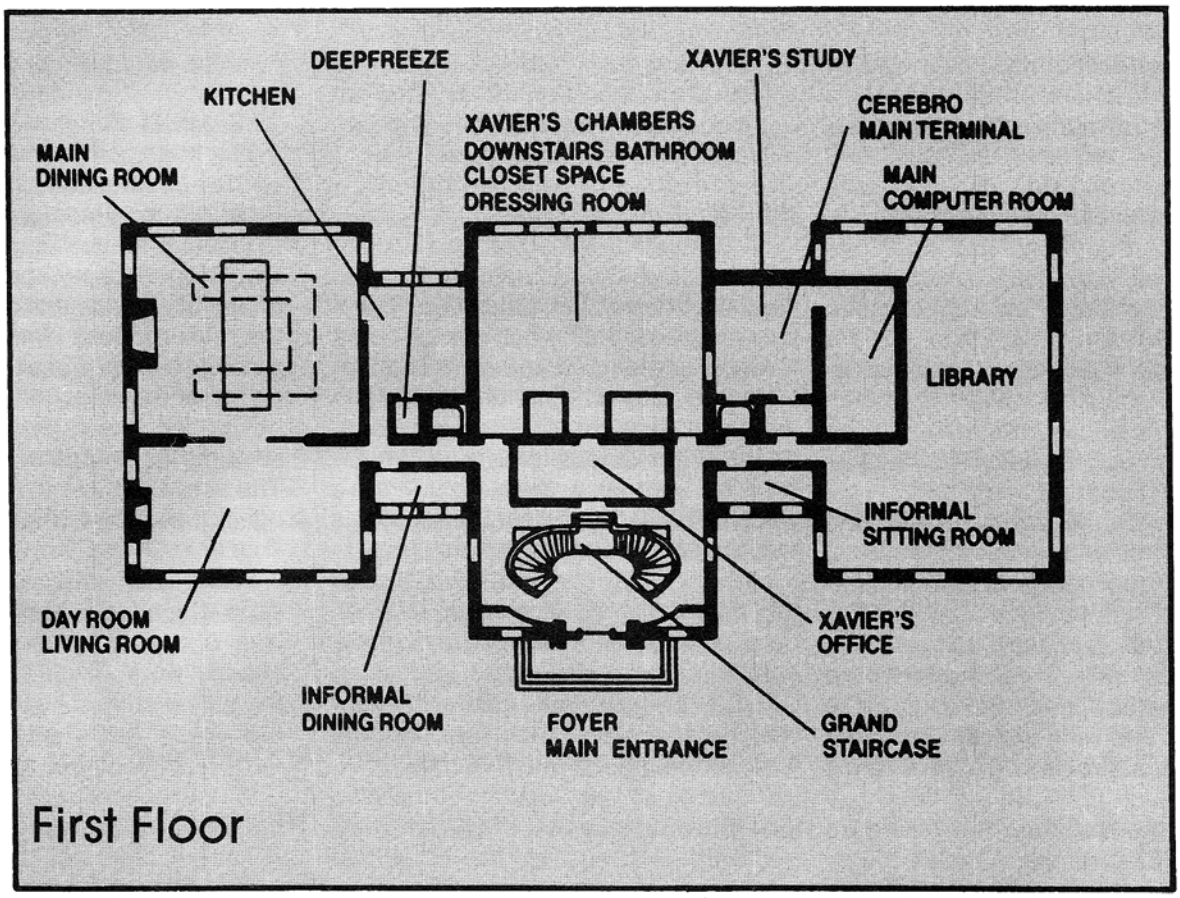
The Grounds

The grounds occupy a three-mile stretch between Greymalkin Lane and Breakstone Lake, on 2000 acres of wooded land. The grounds around the main house, leading down to the lake are well-tended, but the remaining land, particularly near the property lines, is left wooded. The property rises to the east in low foothills. A landing strip is hidden in these hills.

Before its destruction, the main building was visible from the surface. Now, the visible buildings include the garage, boat house, and communications tower. The hangars and turntables for the aircraft are located underground, as are a set of tunnels for transporting personnel and large objects between the strip and the mansion. An emergency entrance also links the underground hangars with an airlock into Breakstone Lake.

Buried beneath the property is a VLF (very low frequency) antenna used for world-wide communications. The antenna was hooked into the Cerebro mutant-detection equipment within the mansion before the main





building was destroyed.

The main building was leveled some time ago, but the other buildings are generally undamaged. The landing field is still usable, though the underground hangars, like the sub-basements of the house, have been sealed off.

FIRST FLOOR

The main floor of Xavier's mansion was devoted to daily life at a small prep school. The south wing was dominated by living facilities: dining rooms, kitchen, and day room. The north wing contained the library and sitting room, as well as Xavier's study. It was here that Xavier's pupils attended classes. The main school computer (of Earthly manufacture) was situated here as well.

Xavier's study contained Cerebro, a mechanical device which Prof. X used to pinpoint mutant activity through-out the world. Without Prof X's guidance, it could only detect mutants with Feeble ability, but within a 100 mile radius. This was usually sufficient to announce the presence of any unknown but powerful use of mutant powers in the northeastern United States, or the presence of uninvited mutants on the grounds of the estate.

The central portion of the main building consisted of the main entrance hall, as well as Xavier's reception area, and the first floor of his private quarters, including bath and dressing area.

A grand staircase led up from the main hall to the second floor, and a spiral staircase connected Xavier's chambers with his quarters. In addition, two elevators ran from attic to basement. These elevators would proceed to the sub-basement levels only if the user's palm-print was recognized by the house computers.

The main floor's exterior walls were made of standard construction, and were only EX material strength. The interior walls were GD material strength, and could be easily replaced after battles with evil mutants and extra-dimensional monsters.

The security systems of the mansion were of RM intensity, and were of standard electrical type. As opposed to those which contact the local police, these alerted Prof. X and/or the team members to the presence of intruders. The house computer could locate known individuals within the complex to announce possible intruders, identifying location by "Zone." The Zones were:

Zone 1: Main Level
Zone 2: Second Floor (New Mutants Wing)
Zone 3: Ororo's Attic
Zone 4: Remainder of Attic
Zone 5: Second Floor (X-Men Wing)
Zone 6: Xavier's Quarters
Zone 7: Basement
Zone 8: Sub-Basement Level One
Zone 9: Sub-Basement Level Two
Zone 10: Danger Room
Zone 11: Transport Tunnel
Zone 12: Personnel Tunnel
Zone 13: Hangar Area
Zone 14: Boat House
Zone 15: Garage

SECOND FLOOR

The second floor was dominated by the living quarters of the two teams that made the mansion their home before its abandonment. The south wing was home to the New Mutants, while the north wing housed the X-Men.

Each of the wings was equipped with four full bathrooms in addition to 11 regular rooms and a guestroom. The north wing, in addition, had a multi-mode workshop (with tools capable of handling wood-and metal-work as well as electronics). The south wing had the laundry as well as a studio for both art and video.

The central portion of the second floor was Xavier's personal chambers, including his bedroom and master bath.

The grand staircase led down to the main floor, while a second staircase led to the attic. One of the rooms in the New Mutants wing was turned into a hall with stairs leading to Ororo's Roost.

As for the first floor, the walls were made of EX strength material, the interior walls of GD strength material.

The security systems were RM around the windows and external entrances, EX within the house, in particular in Xavier's chambers.

ATTIC

Used primarily for storage and communication relay equipment from the outside tower, the attic also had a large playroom in its central area which was cleared and often used for classes as well. Most of the items in storage were mementoes or belongings of the various team members.

The attic also contained Storm's room, located in the southern wing as opposed to the X-Men's normal northern wing. Skylights had been placed in the roof, and a wide variety of tropical plants, well watered, thrived here in the mansion's heyday.

The exterior walls and roof were made of EX material, the skylights and interior walls of GD material.

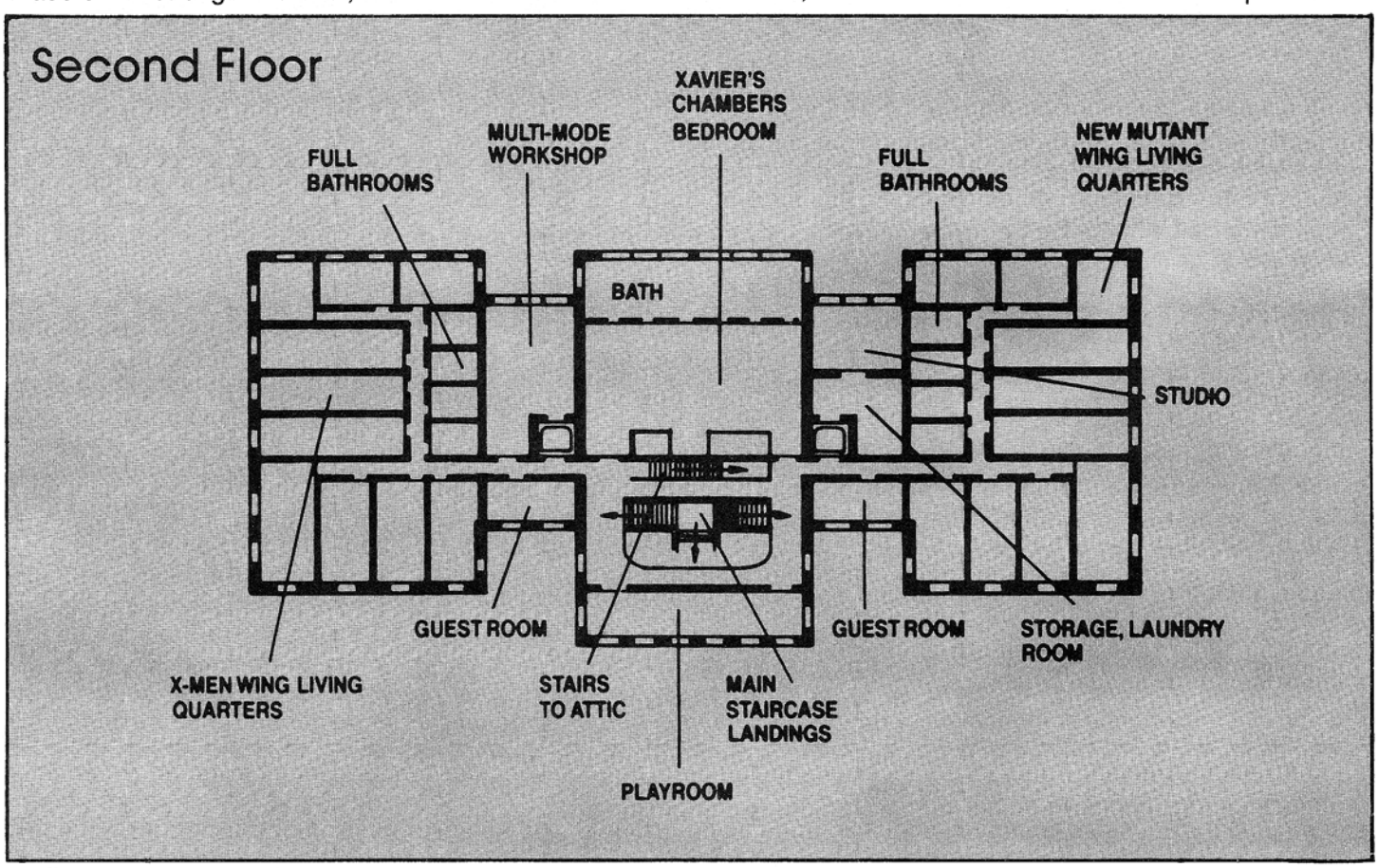
The electronic security of the attic was fairly weak, only of GD intensity, and like that of other floors, notified Xavier's office and those of the team when an intruder was detected.

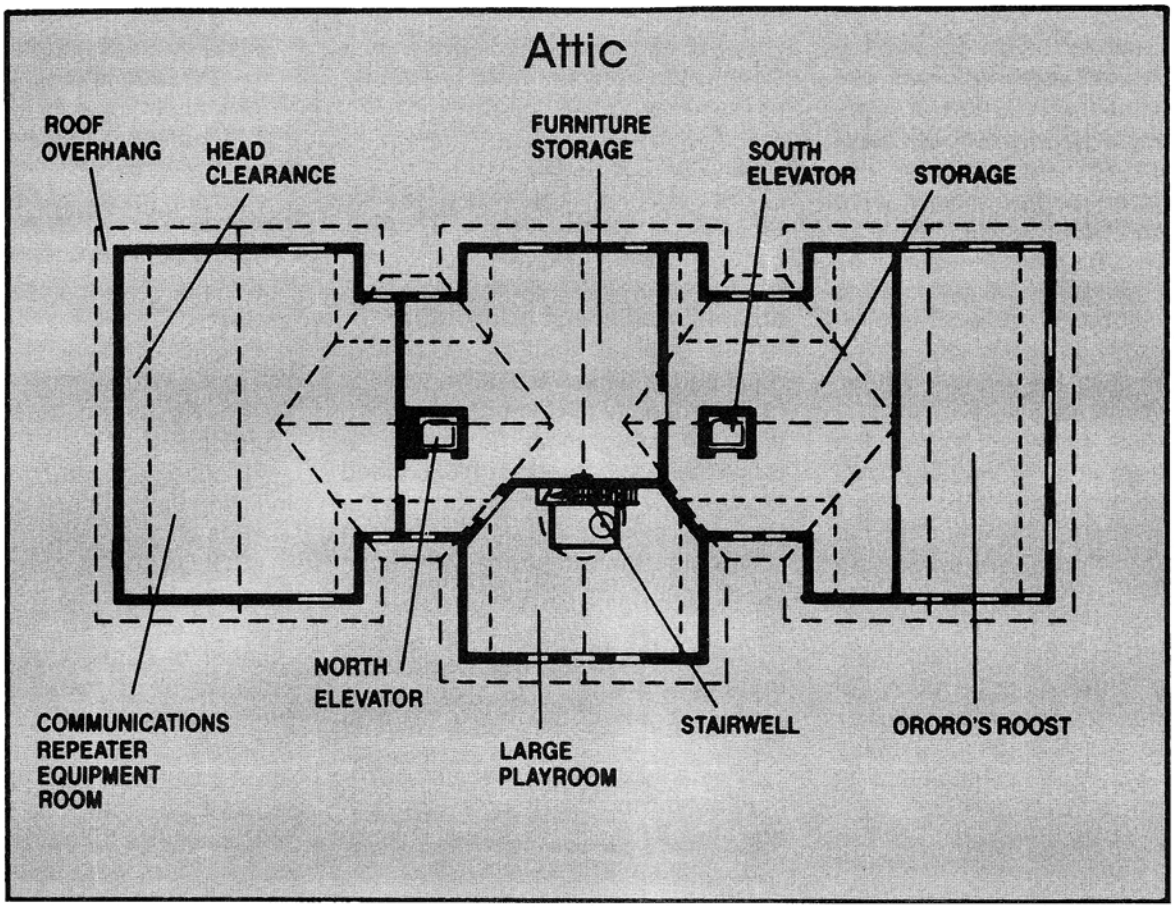
BASEMENT

The basement of the mansion had all the appearances of a normal basement, though that of a well-off school. In addition to the main oil heater and fuel, wine storage, and main laundry room, the basement also contained the main memory of the house computer as well as a back-up power supply of Shi'ar design. The latter was behind a concealed door in the room housing the computer main memory. The basement was also used for storage, in this case furniture from the first floor.

In the north wing is a secret passage which leads both to the second level of the sub-basement and to the outside world. This tunnel originally led only a couple hundred yards into the woods, but was later linked with the Morlock tunnel system as well. This passage was used as a backup if the elevators were knocked out.

The elevators would not pass below





this level without palm-print identification of the car's occupant.

The security systems of the basement were beefed up to RM level when the building was occupied, and are now at the IN level, with the additional locks placed by Forge and Banshee.

The material strength of the walls and floor of the basement was RM, further deterring exploration below.

SUB-BASEMENT LEVEL ONE

With the sub-basements, the true purpose of the X-Man Mansion becomes clear, as a training ground for young mutants, and a command center for mutant activities. In addition to a fully stocked gym, indoor pool, and sun-deck, the first sub-basement contains the following facilities:

•Medical Facilities of RM ability, capable of adding +1CS to individuals with Medicine talent and +2CS to those with First Aid talent in the treatment of wounds and illnesses.

•Chemical Labs capable of adding +1CS to any individual with chemistry talent in performing FEATs involving chemistry.

•Practical Physics Lab, including laser and computer arrays which allows a user with Physics talent to add +1CS to all FEATs involving physics.

•An Electronics lab which allows a user with Electronics or Tinkering talents a +1CS in all applicable FEATs.

•A Robotics lab which allows individuals with appropriate talents a +1CS in related FEATs for understanding and creating robots and other mechanical forms.

The sub-basement also holds the back-ups for the house computer, this time using Shi'ar technology and data storage facilities, occupying a fraction of the space allocated to the computer's main memory.

The entrances for the personnel and transport tunnels to the underground hangars meet the mansion complex at this level. The monorail travels at RM groundspeed, and is made of EX strength material. If required, "people catchers" are available at the mansion and hangar ends to aid if a car goes out of control.

In addition, two elevators to the upper floors and two elevators to the second sub-basement connect with the remainder of the mansion. Fire stairs are available as an emergency exit as well.

The security of this area was always high, at the IN level during the mansion's occupied times. It is now AM with the modifications made by Forge. These modifications include the sending an alarm to Muir Island in case of a break-in, as well as locking all available doors and flooding the complex with IN intensity gas.

SUB-BASEMENT TWO

The bulk of the Shi'ar technology, including the danger room, is located in the second sub-basement, over 30 feet beneath the mansion itself.

This level contains the mansion's power source—a Shi'ar geo-thermal tap with accompanying transducer. Upper house functions operate on normal current with traditional auxil-

iary generators in the basement. The sub-basements and monorails are powered from the tap, so no suspicious charges appear on the local electric bill.

The second sub-basement also contains additional back-up files for both house and danger room computers, as well as mission rooms, a communications hub, and reserve living quarters. The main feature of this sub-basement is the Danger Room, discussed separately below.

The security system of the second sub-basement is of IN intensity, consisting of normal human mechanisms as well as Shi'ar devices. Further modified by Forge, inappropriate break-in will cause IN intensity knockout gas to flood the complex, and the Muir Island Base will be contacted automatically. There may be other robotic and mechanical traps as well.

This floor can be reached by any of the four elevators from sub-basement one, or by the secret passage.

The walls, floor, and ceiling of this part of the complex are made of RM strength material, including the door sealing the complex from the secret passage and Morlock tunnels.

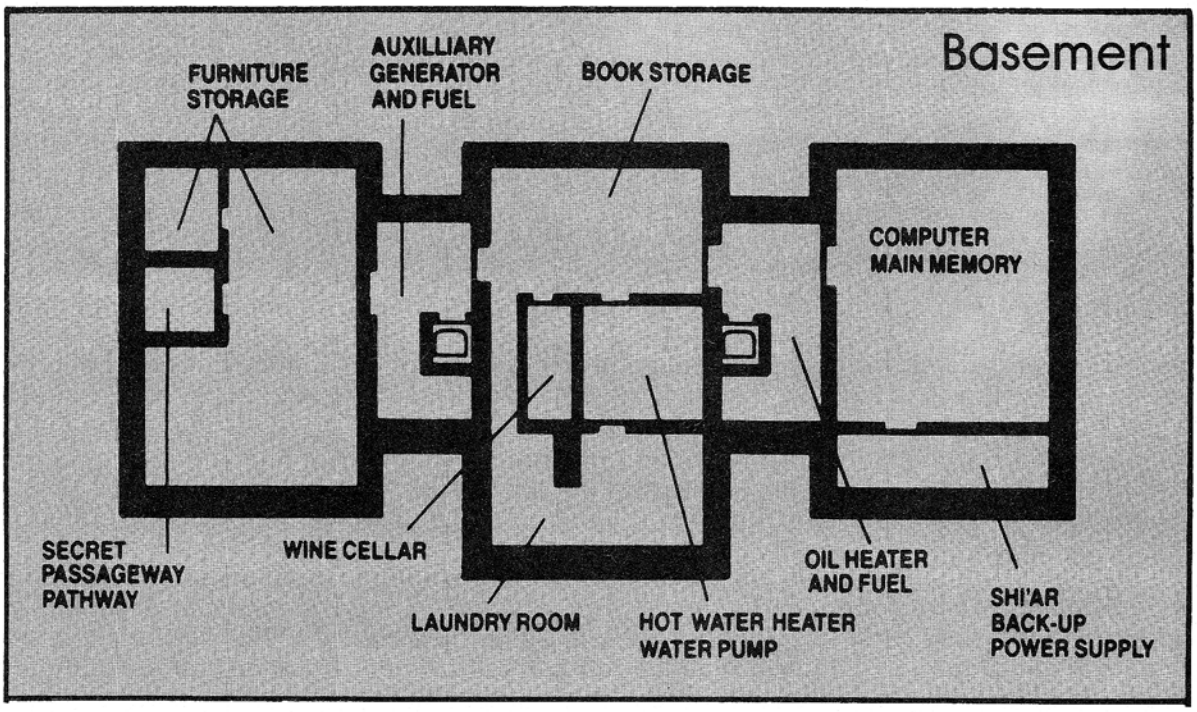
THE DANGER ROOM

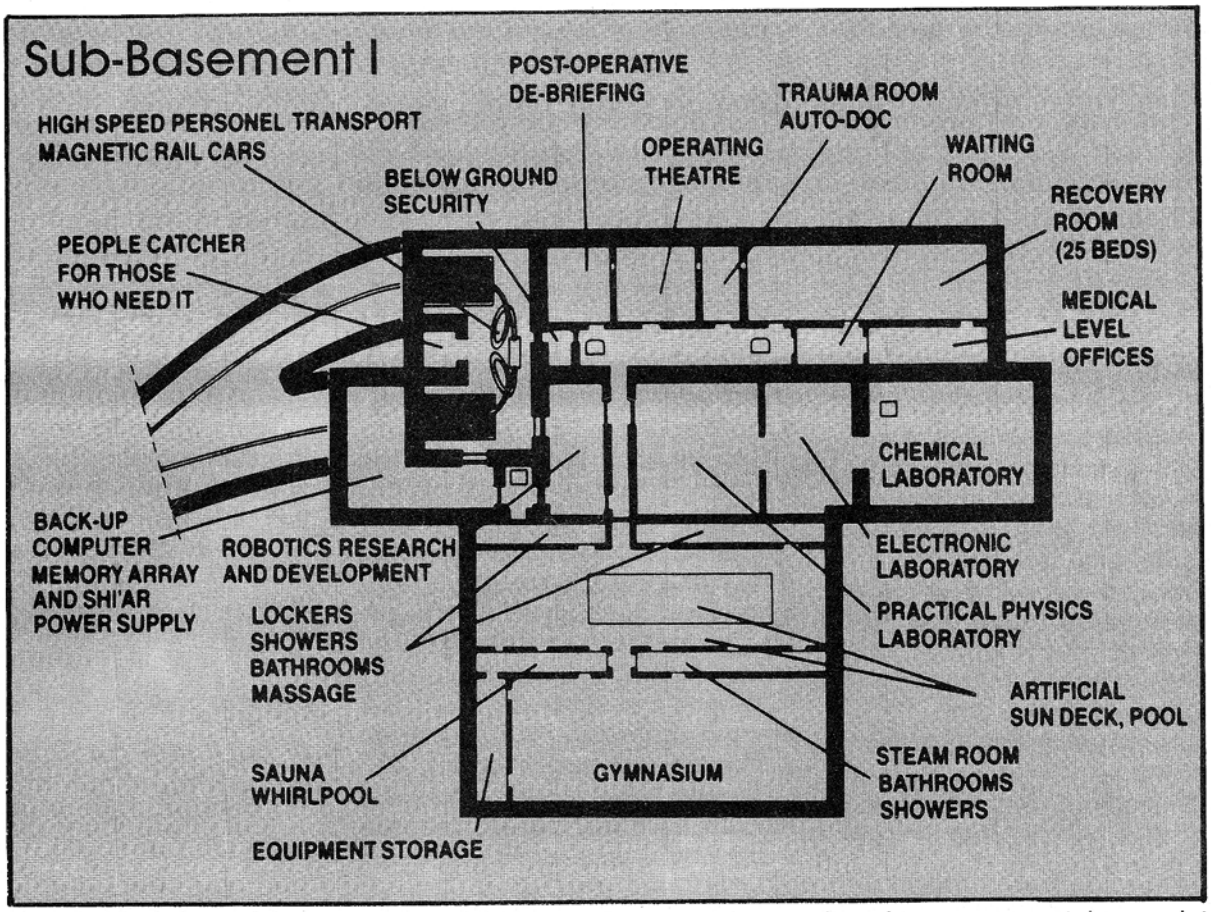
The original Danger Room was established in the area of what later became the main dining area, though insufficient security often resulted in accidental entry and activation.

The original danger room was equipped with mechanical traps of EX to RM intensity or damage. Modifications (occurring about the time of the move to the sub-basement) expanded the capacity of the danger room to the IN or AM rank, but still limited to terran technology, these features, still part of the danger room, include:

- Ensnaring Metal Coils of up to IN material strength.
- Flame jets of up to IN material strength.
- Force fields of up to IN intensity.
- Tracking missiles of up to RM damage, but IN ability to follow motion, heat, scent, or mutant energies.
- Energy Rays of up to IN intensity.
- Force Beams of up to IN intensity.
- Sonics of up to IN intensity.
- Weights and presses of up to UN weight or force.
- Moving hoops and bars of IN difficulty.
- Water jets of IN intensity.
- Moving panels and walls of IN slipperiness.
- Multiple thrown weapons (cane-like clubs similar to those used by Daredevil) or iron balls for up to IN blunt damage.
- Blades, fans, and darts capable of inflicting up to IN edged damage.
- Pits up to 20 feet deep.
- COLOSSO—a giant robot opponent who fought the X-Men in various training exercises. Colosso had a number of configurations, but could have up to IN material strength, IN physical stats (Fighting, Agility, Strength, Endurance) and occasionally a special weapon (fire, paste, water, energy, force) of up to IN intensity.

The settings for training in this early danger room were usually tailored to





test particular X-Men abilities. As a result, the settings for various traps were either at the rank of the ability being tested, or one rank higher, depending on the nature of the test.

All of Xavier's students had their abilities logged into the computers as well as their unique test settings. Danger could result from using the wrong settings (e.g., Cyclops in a test designed for the Beast) or if the settings were changed or sabotaged.

The danger room had overrides both in the control booth and in the room itself, shutting down all functions in case of danger to the occupants. Safety interlocks could prevent the death of those being tested, but would not prevent less serious injury.

The old danger room had a tendency to malfunction if its main computer was damaged, or if the integrity of the floor or walls was breached. This floor and walls were only of GD material strength, but were laced with pipes, conduits, wires, and circuitry. Breaching the walls created massive overload and could (DM's option) cause the entire room to activate and attack.

With the rebuilding of complex, heavy use of Shi'ar technology was incorporated into the Danger Room. This had the advantage of increasing the possible intensity of the threats to UN, maintaining improved safety checks to prevent serious injury, and allowed incorporation of holographic projectors.

These projectors are of Shi'ar design, and create images of MN intensity and believability. They are used to supplement the threats and tests presented by the room. A jungle-gym of bars to test agility can be transformed into a realistic jungle, and Colosso (and other robots) can be made to appear like Sentinels or super-powered foes. The walls themselves can be concealed (hiding the safety buttons) to enhance the believability of the simulation.

The danger room in its upgraded form has all the abilities, tricks, and traps of the old room, raised to a maximum of UN intensity. In addition, these traps can take a variety of forms and appearances to so mask their true nature. As before, the intensity or potential damage is kept within the known range of the hero's abilities, or one rank higher.

The Shi'ar technology also includes gravity controls, allowing the room to duplicate weightless environments and the conditions on other planets.

Like the old version, the improved danger room has been known to malfunction, increasing its damage potential or creating nightmare situations for those within. Possible threats for the Judge to throw in include past opponents, Sentinels, alien attacks, and sequences from famous movies (giant rolling boulders, space attacks, burning of Atlanta, fields of narcotic poppies...).

The walls and floor of the new danger room are made of EX material, but, as in the old danger room, this material represents only the surface covering the wires, conduits, and Shi'ar circuitry required to operate the room. Beyond this internal work, the

entire structure is sheathed with IN strength material, and isolated from the rest of complex so extensive battles and/or damage won't disturb the rest of the house.

The danger room computers were fully disabled when the complex was abandoned, preventing accidental activation. The danger room is protected by the same security net as the remainder of the second sub-basement.

Hangar Complex

The Mansion hangars are primarily underground, with lifting turntables to raise and lower planes from the hangar to the runway. In this fashion the illusion of the "typical upper-class prep school" is not dispelled by the presence of supersonic jets standing on the runway.

The hangar facilities themselves are capable of repairing anything that flies, using a combination of advanced human and Shi'ar technologies. In addition to hovercraft, private propeller-and jet-planes, the hangar was the base for the Lockheed "Blackbird."

The "Blackbird" is a Lockheed RS-150, designed for the US Government to continue the program started by the successful (and recently retired) SR-71. The RS-150 was never produced for the military, but its design and tooling were acquired by SHIELD so they could produce a limited number of the craft. All of these have been retired or destroyed, with the exception of the X-Men's Blackbird.

This surviving Blackbird has had major modifications, mostly benefiting from Shi'ar technology. These modifications have not increased the speed of the craft, but have increased its reliability and flying radius, while reducing the frequency of repairs. The earlier RS-150's experienced temperature problems and equipment failures at high speed, but these problems have been eliminated.

The Blackbird was stored in the hangars, but it was moved to storage on the West Coast, after a threatened confiscation by the government (interested in the advanced technological modifications). The Blackbird was moved again, to a storage facility at an airfield controlled by the WHO (Weird Happening Organization). It is now used by Excalibur.

The Blackbird's Stats are:

Control	Speed	Body	Protection
RM	ShY	EX	GD
30	200	20	10

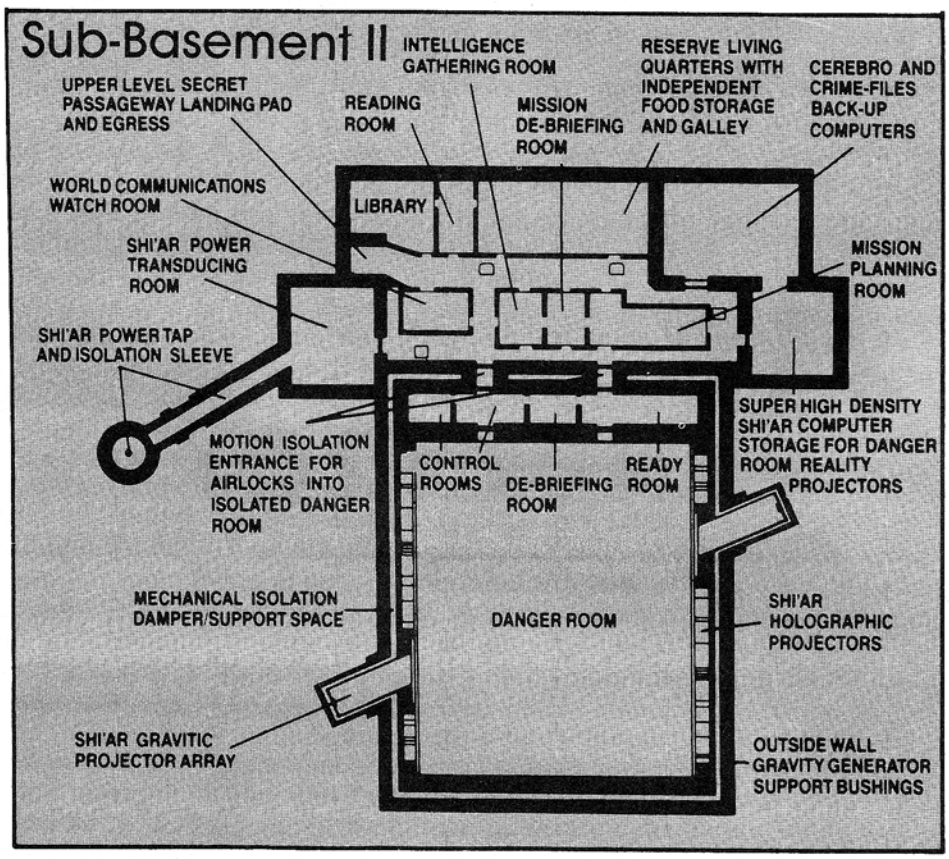
The plane seats seven comfortably in crash harnesses, and can carry four times as many without such protection. It is unarmed. The Blackbird is capable of VTOL (Vertical Take-Off or Landing) modes.

Other planes in the hangar complex include:

Private Propeller Plane

Control	Speed	Body	Protection
TY	AM	FE	TY

NOTES: Seats four comfortably.



Small Seaplane

Control	Speed	Body	Protection
PR	AM	PR	PR

NOTES: Seats three. Can be used for water landing.

Private Jet

Control	Speed	Body	Protection
TY	AM	PR	TY

NOTES: Seats 10 comfortably.

Hoverjet

Control	Speed	Body	Protection
IN	RM	PR	TY

NOTES: Seats 10 comfortably. Capable of low-altitude short-range flight, making it an ideal device to take into battle. Unfortunately, this capability has resulted in the destruction of several Hoverjets. It is unknown if any have survived.

Shi'ar Shuttlecraft

Control	Speed	Body	Protection
GD	CL1000	RM	RM

NOTES: Fully self-contained environment, capable of VTOL, seats up to six humanoids comfortably, twice that in a pinch.

Hovercraft

Control	Speed	Body	Protection
EX	RM	GD	GD

NOTES: Capable of functioning on land and water, seats up to 10.

Most of these craft have either been destroyed or are still in storage within the hangar area. The Shuttle Craft was reclaimed by the Shi'ar when Neramani returned to space in the company of the Starjammers.

The Hangar Complex walls are made of reinforced concrete (IN strength material). They were connected to the main house by the monorail line, but this entrance was sealed by Banshee, Forge, and Marvel Girl. The security systems are only RM.

X-MEN'S AUSTRALIAN BASE

(Reavers' Base)

LOCATION: Somewhere in the southwest corner of Australia's Northern Territories, in the Great Australian Desert, this area appears to be nothing more than an abandoned ghost town. The surface conceals a large (and largely unexplored) high-tech complex beneath.

HISTORY: The Aborigines consider the site of this base to be sacred ground. One of their number, an apparent mutant with the Reaver-given name of Gateway, remains on the site as a guardian of the land. Gateway's own origin is as clouded as that of the complex itself.

The town first came to the attention of the X-Men as the base of the Reavers, a team of cyborged criminals and terrorists who made the town their base. They threatened to desecrate Gateway's holy site if he did not aid them, so with the mutant's unwilling help, the Reavers were able to strike at will throughout the Pacific Rim, capable of moving into and out of their objectives without difficulty.

After a Reaver raid in Singapore, the X-Men attacked the Reavers' base, defeating and capturing all but three of the Reavers. The captives were herded into the Siege Perilous where they would be judged and supposedly reborn in new forms. Three Reavers escaped—Bonebreaker, Skullbuster, and Pretty Boy. The X-Men took possession of the town and for the next several months used it as their base of operations.

Hidden beneath the surface is an elaborate network of natural caverns and artificial tunnels, including not only an underground lake, but treasure rooms and a highly advanced communications array.

The X-Men used the base, in connection with Gateway's ability to teleport anywhere and their own invisibility to recording devices, to establish themselves as heroic legends. Finally, however, the Reavers, now reinforced by Donald Pierce, Lady Deathstrike, and the Hellfire cyborgs (Reese, Macon, and Cole), moved on the base for vengeance. Warned by a vision, Psylocke led the surviving X-Men of that time through the Siege Perilous. Wolverine was captured and tortured by the Reavers, but broke free of his imprisonment with the aid of Jubilee. (Jubilee, a young mutant from California who tagged along through one of Gateway's portals behind the other X-Men, had been living in the tunnels.) After a battle with the Reavers, they managed to escape and began to collect the other members of the team.

The Reavers are currently in control of the Australian base, but they are not fully aware of its extent or capabilities. They have noted that the base seems to have expanded since their original tenancy, but whether this is a result of their own lack of exploration the first time around or some unknown force remains to be seen.

The Grounds

The Australian base appears to be a ghost town. Such towns litter the outback, remnants of attempts at prospecting or sheep ranching in this desolate land. This particular town consists of some two dozen inhabitable buildings, some up to three stories in height. There may have been more structures, but they have collapsed over time. Water is readily available from an underground lake, pumped to the surface by a fairly reliable windmill. With a ready supply of water, it is a wonder that the town was abandoned in the first place, much less that, once abandoned and decayed, it was taken up by the Reavers as their home base.

The center of the town's activity during the Reaver days was the hotel, a three-story building. Several of the X-Men, including Wolverine, made this their home after first routing the Reavers, while most found quarters elsewhere in town, redecorating to suit their individual temperaments.

With the retaking of the town by the Reavers under Pierce, the Reavers seem to have moved underground in order to be closer to the base communications center.

The only other major point of interest on the surface is Gateway, who sits in meditation on a rocky outcropping overlooking the town. It is to and from this outcropping that Gateway teleports his charges.

The Underground Complex

The complex beneath the hidden base is as yet not fully explored. It contains a variety of natural and technological treasures. The prize possession of the complex is the computer and communications center, a high-tech network far more advanced than most such systems, including those used by the X-Men themselves in their old mansion. The communications center can pinpoint and trace phone, radio, or other energy anywhere on the globe, as well as monitor any broadcast. With the aid of Spyeye trackers, any individual in the area can be similarly monitored. The Spyeyes are small, levitating cameras of EX material strength, and once programmed to follow an individual, will do so until that person leaves the area.

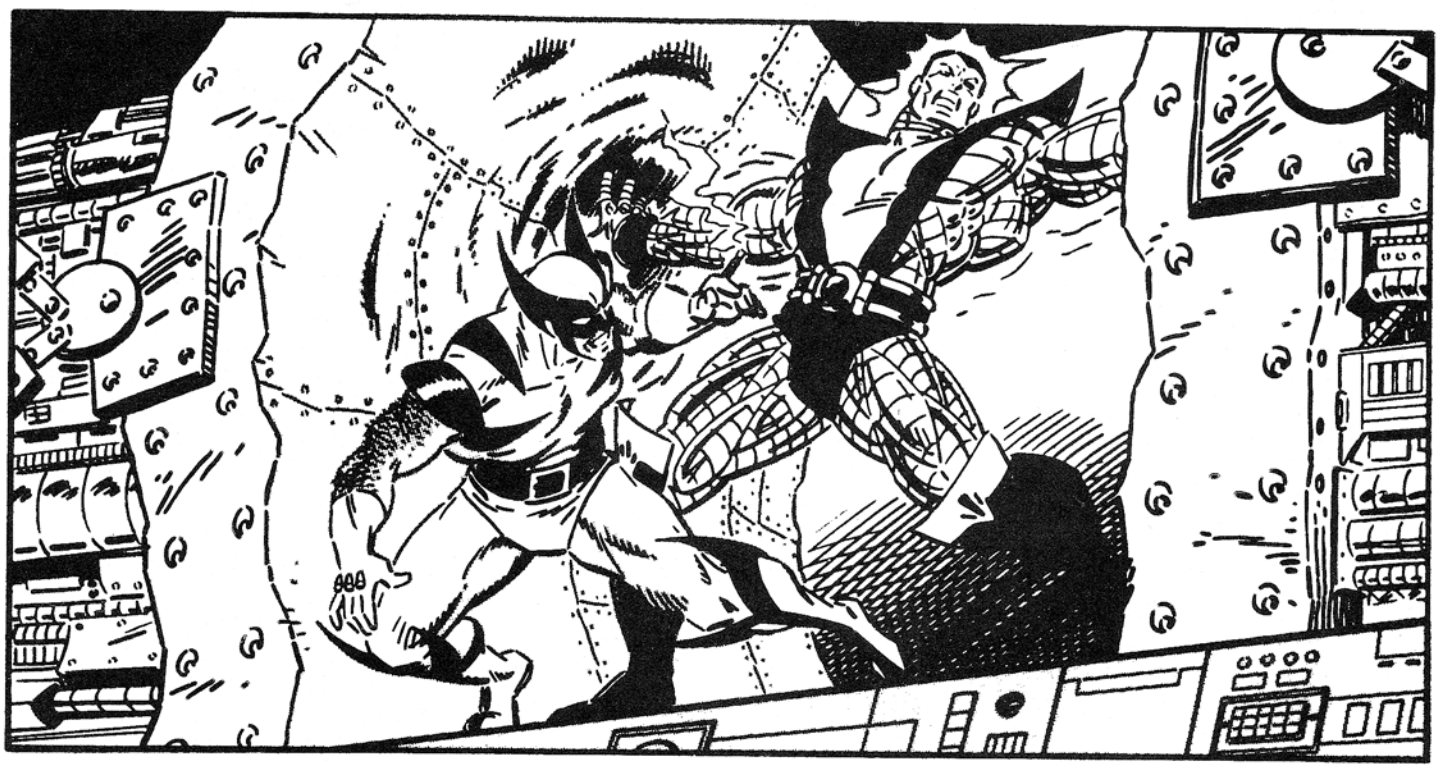
The communications center also has the distinction of being one of the few mechanical constructs which can photograph and register the X-Men. How this is possible is not known, though this may be one more gift from Roma to the X-Men, the result of Madelyne Pryor's dealing with N'astirh and other entities from Limbo, or some as-yet-unrevealed agency. Finally, unrecognized by most of the inhabitants, the communications center has extensive self-repair abilities, the equivalent of MN regenerative powers.

The computer and communications arrays are very user-friendly, though they seem to be friendly to only one user at a time. First, Madelyne Pryor, then Havok, became skilled in using the computers. Others attempting even simple tasks found the computers clunky and stubborn. Future users may find the system easy to operate (no FEAT roll needed) or requiring an Reason FEAT, depending on circumstances.

Also beneath the surface is a series of natural caverns, dominated by an artificial lake. The lake flooded some of the lower tunnels, but the damage has since been repaired.

The Reavers did make use of an old vault beneath the town as a repository of their stolen loot, primarily gold and gems. The X-Men returned this ill-gotten material to the rightful owners, and the vault is currently abandoned.

Finally, in the maze-work of new systems and tunnels, Jubilee made her hiding hole. There she hid, first from the X-Men and, later, with the recovering Wolverine, from the Reavers. It is not unusual that the new areas of the complex have these convenient dead ends, but this particular one was lost to the scanners in the



main area, almost as if the computer were protecting the fugitives from the Reavers.

The true nature of the computer and the complex has yet to be fully revealed, but the situation to date indicates that the complex is more than either the X-Men or Reavers are aware of.

The Siege Perilous

Not a part of the Australian Base per se, this device was presented to the X-Men by Roma soon after they captured the town from the Reavers. It was destroyed by Pierce soon after the surviving X-Men fled through it.

The Siege Perilous appears to be a huge red gem set in a rectangular golden frame. On command, the frame expands into a doorway, leading into the Siege itself. Within the Siege Perilous, individuals are supposedly judged by a higher force, and then returned to earth in new identities. This is a CL1000 ability, and while it will function on most humans, it is unknown how it would work on extra-dimensional creatures, aliens, or cosmic beings.

The first to pass through the Siege were the captured Reavers, of which nothing has been heard since. Rogue and a united Master Mold/Nimrod were knocked through the doorway in a battle in Manhattan, but neither has been seen since. Finally, the surviving X-Men—Colossus, Havok, Psylocke, and Dazzler—passed through the doorway under Psylocke's influence, as a way of escaping the returning Reavers. Colossus was restored as an American artist with no memory of his previous past. Dazzler was found by Lila Cheney's servants. She had no memory, but has captured some attention with the successful re-release of the Dazzler movie. Havok has been restored as a freedom fighter in Genosha. Psylocke, with her telepathic abilities, has maintained some memory of her past life and super-abilities, and has rejoined the X-Men.

The doorway was destroyed by Pierce, but the Siege itself is apparently a multi-dimensional entity which can't be destroyed so easily.

X-FACTOR'S SHIP

LOCATION: Mobile. When first discovered, hovering invisibly over Manhattan. Then in the East River, off the Atlantic Coast, in deep space, and most recently once again in Manhattan.

HISTORY: Apparently a construction of the Celestials, a race of extremely powerful entities which manipulate and judge lower races, the ship was nothing more than a sophisticated monitoring device planted on Earth to keep an eye on the progress of humanity, and of its sister races, the Eternals and Deviants. The sentient ship was discovered and enslaved by Apocalypse, an ancient mutant dedicated to the concept that the strong survive. Apocalypse controlled the Ship's artificial intelligence, and in addition planted a powerful time bomb to destroy it if it disobeyed.

The Ship was Apocalypse's main base during his attack on New York with his Four Horsemen. During battle with X-Factor, the Ship was damaged, and fell to Earth, damaging a number of buildings and leveling the old X-Factor complex before finally settling in the East River.

With the aid of the X-Terminators, the Ship regained control of its abilities, and with the help of X-Factor got rid of the time bomb. Restored to full control, Ship became X-Factor's ally and home base. An incident where Infectia attempted to control it caused Ship to retreat off the Atlantic seacoast to avoid danger. During this time Ship became the headquarters of the New Mutants, who had abandoned their destroyed school when Magneto became the Grey King of the Hellfire Club.

Ship was summoned into space recently (taking X-Factor with it) to serve its true Celestial masters. Ship disobeyed them to help X-Factor, showing its own independent thought. X-Factor and Ship have returned to New York, where it has set itself on end, looking for all the world like an office building on the site of the old X-Factor offices.

The Ship

The ship is 1880 feet in length by 630 feet across, and contains multiple levels, accessways, and portals. It hasn't been fully mapped or explored by its current tenants, and only a fraction of its huge size is currently inhabited. It may be that Ship can rearrange its interior at will to meet its needs, and may construct new items (such as jet planes or boats) as it or its tenants require them.

Ship has created living quarters for the New Mutants and X-Factor, viewing domes and portals, factories and labs for Apocalypse, a fully stocked computerized auto-doc with the ability to give those within the equivalent of Medicine and First Aid skill, and to allow those with such skills the ability to function at +1CS to their abilities. It may construct restraints, including those nullifying mutant abilities, up to MN ability. It may also create weapons (projectile, force, or energy types), of up to AM range and damage, including rocket launchers, energy cannons, and smartbombs (missiles flying at EX air speed with EX ability to track through motion or heat detection).

As a vehicle, Ship has the following abilities:

Control	Speed	Body	Protection
IN	CL3000	CL1000	UN

Ship limits itself to AM speed within the atmosphere, and can hover in place. It has UN intensity invisibility to both visual spotting and electronic devices. Its engines, if used as offensive weapons, can inflict up to Shift Z damage to all objects in their wake.

Ship has a wide number of tools at its disposal, including but not limited to:

- Electro-magnetic tractor and repulsion beams of MN intensity
- Force field of UN protection against physical and energy attack.
- Various types of force walls which

it may use to keep others out. One in particular allows only mutants to pass.

•Restraining devices of up to RM ability.

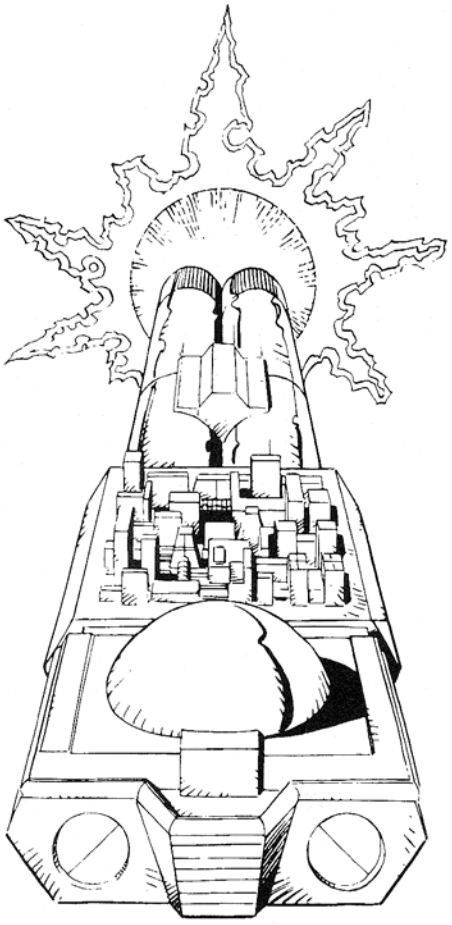
Ship's Hull is made of MN strength material.

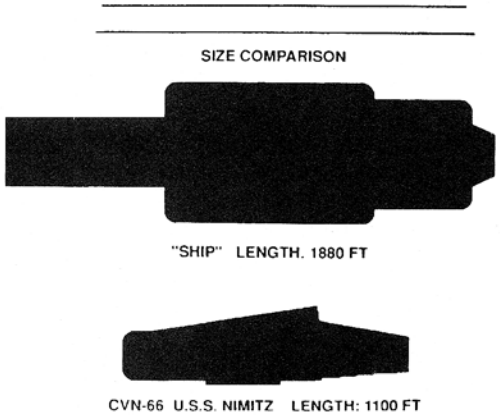
Finally, Ship itself is sentient, and while it has no true physical abilities, it can be considered to have UN Reason, EX Intuition, and RM Psyche.

As a machine it cannot be affected by standard forms of mind control, but with its new-found sentience, it can be frightened or otherwise affected by those things which control emotion.

The ship is aware of all living beings on board, unless they are protected against detection by mechanical devices (like the X-Men). Its security systems should be considered equal to its reason, UN in this regard.

Since discovering its true purpose as a monitoring device of the Celestials, attaining its full sentience, and reporting to its final masters as ordered, Ship has begun to develop its own personality. This personality is more pro-active than its normal machine-self, actively seeking out that which it can do as opposed to responding to need. The decision to take up residence in New York as the X-Factor's headquarters was Ship's decision, not that of the X-Factor.





EXCALIBUR'S LIGHTHOUSE

LOCATION: Off the West Coast of Britain.

HISTORY: Its foundations dating back almost five centuries, the current structure on this site is built to withstand the strongest storms the Atlantic can come up with.

The lighthouse was decommissioned as a result of reduced shipping in its area and improved electronic navigation equipment. It was purchased by Brian Braddock (Captain Britain), and used as a "retirement villa" during his brief attempt to quit his position as Britain's superpowered hero. He retained the lighthouse when he returned to active adventuring, and used it as a retreat for himself and Meggan.

When Meggan and Captain Britain formed Excalibur (with Phoenix, Shadowcat, and Nightcrawler), the Lighthouse proved to be the ideal headquarters: It was close enough to Britain's major cities, and its secluded nature lessened the danger to civilian life and limb that resident heroes tend to bring with them (case in point, the Manhattan of the Avengers, X-Factor, and Spider-Man).

The lighthouse seems to be the focal point of some trans-dimensional traffic as well, and a number of the members of the group have encountered parallel dimensional entities similar to themselves. The reason for these cross-dimensional jaunts is currently unrevealed.

The Grounds

The Excalibur Lighthouse is situated on Britain's West Coast, on an outcropping of water-worn granite. A rough, natural causeway leads to the mainland, and nearby roads. However, the rugged terrain poses few problems for all members of the team can fly, teleport, or walk on air. There is no boat dock, though rescue boats can be launched.

At the entrance to the Lighthouse is Illyana Rasputin's Soulsword. Rasputin, as Magik of the New Mutants, defeated the demonic side of her personality and regressed to the age she had been before she entered Limbo. The Soulsword, symbol of her rulership over Limbo, left her at that time and appeared in front of the Lighthouse, its blade encased in a granite boulder.

Previously, when Magik had lost her abilities, the magical sword had been transferred directly to Shadowcat, but on this occasion it had not. The sword cannot be removed by any force, and Shadowcat believes that she is only one it will respond to. However, not wanting to deal in magic, she refuses to touch it.

The Lighthouse

The lighthouse is a five-story circular structure with separate basements and storage cellars bored out of the rock upon which it rests. Each floor is reached by a clockwise spiral stairway along the inside wall. While the lighthouse was spacious as a hide-away for two super-powered individuals, the quarters have proved to be a little tight for five such individuals (plus the odd dragon, visiting dignitary, and what-have-you). The lighthouse offers no competition with the high technology wonders of X-Factor and the X-Men, but it serves as home.

FIRST FLOOR

The first floor contains the entrance hall, mud room, a half-bath, and a doorway leading to a short set of stairs down to the storage cellar. The cellar serves as a pantry and cold room for the tenants of the lighthouse, as well as containing the emergency generators for the building. It is here that a number of reports of multi-dimensional crossings have been reported, but they have neither been explained nor investigated.

SECOND FLOOR

The second floor contains the lighthouse's small kitchen and larger dining area. The dining area also serves as the living room, and contains the requisite TV set. When Meggan is not out playing with dolphins or engaging in super-heroism, she is a couch potato, and tapes practically everything she misses. This floor also has the only full bathroom in the building. More and better plumbing is on the list of "things-to-do" for the heroes as they are currently working out a morning schedule for bathroom access.

THIRD FLOOR

Kitty Pryde (Shadowcat) and Rachel Summers (Phoenix) room here. This is a single large room with drapes and sheets hung to create some privacy for the young women. Formerly the living room (before that was moved downstairs), the walls of the room are now bare save for Kitty's posters of heroes and rock bands.

FOURTH FLOOR

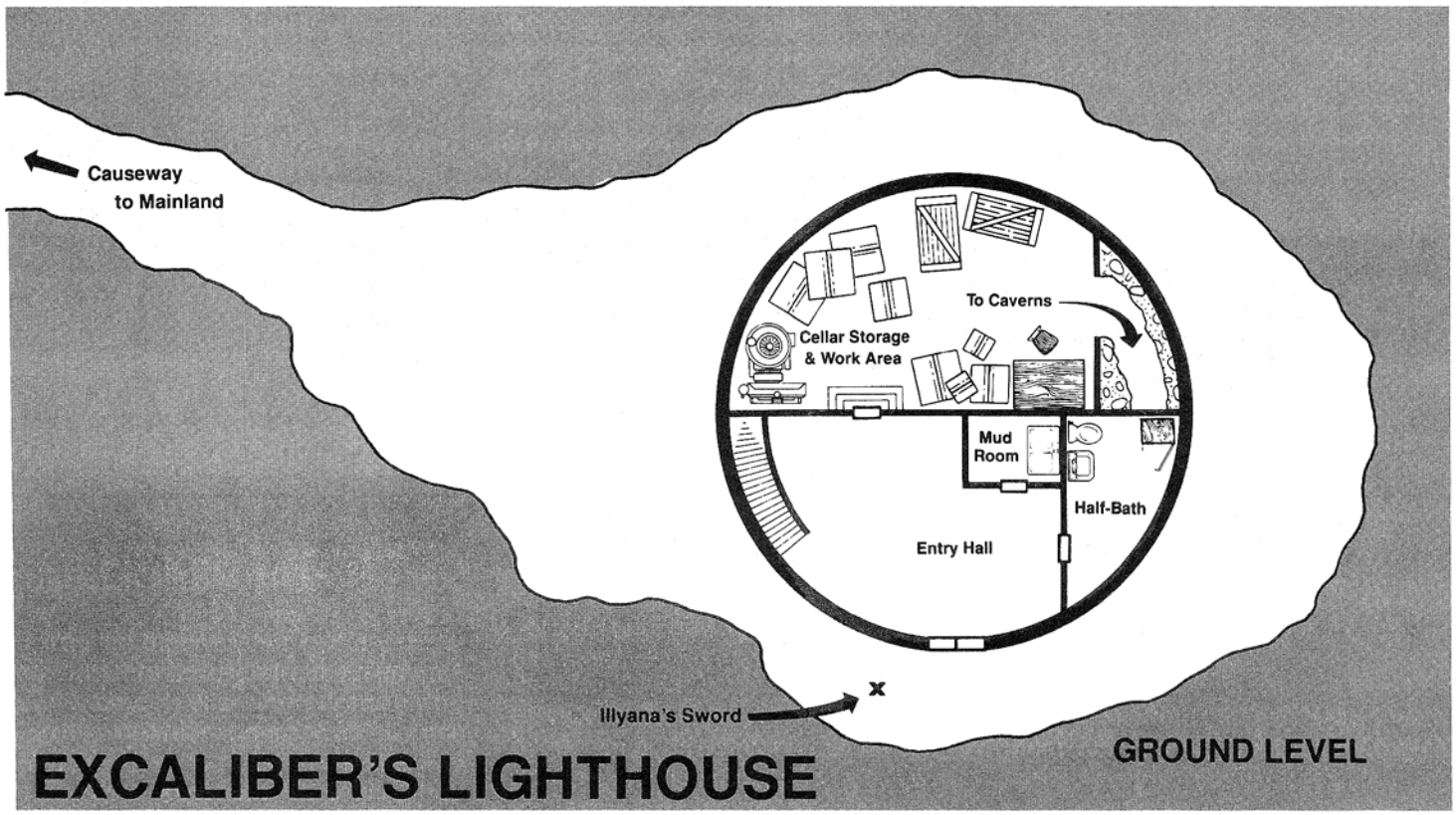
Meggan and Brian Braddock's room. Dominated by a huge bed, this room also contains Braddock's desk and mementoes of his adventures as Captain Britain.

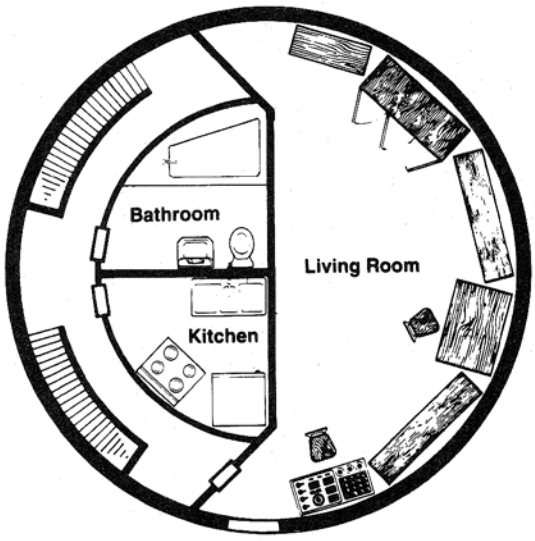
FIFTH FLOOR

Here is the meeting and conversation area. The top-most room occupies the space where the lights would be if the lighthouse were still operational. A full 360-degree balcony around the edge allows easy landings for the flying members of the team. (It also provides a spectacular view of the surrounding area.) This room also contains a fold-out bed where Nightcrawler sleeps.

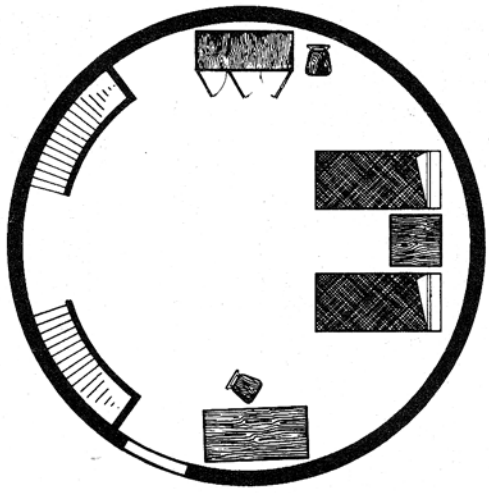
BASEMENT

The basement is used as Kitty's lab and computer set-up. Nightcrawler's gym set clings to the basement's high





SECOND LEVEL



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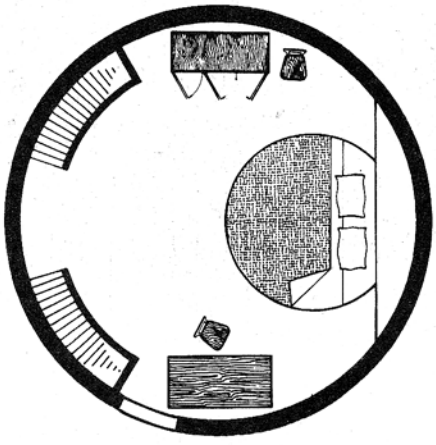

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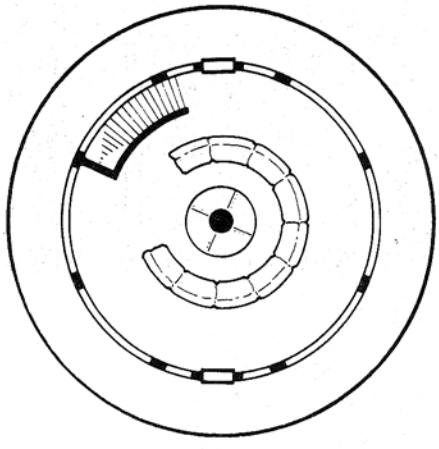


FIFTH LEVEL

ceiling. Neither the lab nor the exercise equipment matches that which the former X-Men used previously, but they function adequately enough. With her on-hand equipment, Kitty has managed to couple together a number of devices, including a Cerebro-type unit.

All of the walls of the lighthouse are made of RM strength material, designed to resist the worst storms imaginable. The floors, however, are only GD material, and the team has only recently repaired the damage inflicted to floors four and up from Phoenix's hasty departure during the Inferno in New York. At present, the lighthouse has no security system, relying on its secluded and partially secret nature to prevent break-ins.

MUIR ISLAND

LOCATION: The Outer Hebrides of Scotland's North Coast. Muir Island can only be reached by boat or VTOL aircraft. The entire island is rocky and covered with grass and heath, with very few trees or bushes of any type away from the cottages. Most boats reach Muir Island from the town of Stornoway on the mainland, though the smaller village of Ulaport also provides launches to cross the North Minch Channel.

HISTORY: Part of the extensive holdings of Kinross Clan, of which Moira MacTaggart is heir and leader, Muir Island is her home. She likes the peace and loneliness of the isle, and the island's seclusion makes it excellent place for her Mutant Research Centre.

A leading expert in genetic mutations whose abilities in science match or exceed those of Charles Xavier, Moira MacTaggart built and maintains a large research station on the island. This station is responsible not only for the advancement of knowledge in genetics, but also functions as a refuge for outcast mutants, and a place of imprisonment for dangerous mutants such as Proteus.

In the past, MacTaggart has worked with Xavier's X-Men, either behind the scenes, or, with the new team, as an active researcher. Recently, with the reported "death" of the X-Men in Dallas, followed by the Reaver Attack on Muir Island, MacTaggart's compatriots and mutants formed their own "X-Men" team of mutants and humans. This team consisted of Moira, Amanda Sefton, Legion, Lorna Dane, Forge, Banshee, Sunder, Tom Corsi, and Sharon Friedlander.

Sunder was killed in the Reaver attack, and Banshee and Forge are believed dead in a plane wreck that Moira may have been responsible for. Other individuals present included the non-mutant Warpies, and a group of Morlocks, including both Healer and, until recently, Callisto.

This new team is much more aggressive in nature than would seem normal. This may be the result of Lorna Dane's powers, and/or the growing influence of Legion, who seems to enjoy harming individuals maliciously.

The Grounds

Muir Island is a wind-swept chunk of rock and grass off Scotland's northern coast. There are a few scattered beaches, but most of the shoreline is sheer cliff. Most of the settlement surrounds a relatively tranquil anchorage for boats, and contains not only the main house, but a number of smaller cottages for tenants and Moira's guests. The highest point on the island is dominated by the Mutant Research Centre, Moira's combination lab, research facility, outcast home and detention area. Most of the buildings on Muir Island get their energy from the Mutant Research Centre's generators.

Mutant Research Centre

Moira's Mutant Research Centre is a sprawling complex dotted with antennae and receiver dishes. It is divided into three general areas, much like the X-Men Mansion. The central portion, the largest of the three parts, is the Mutant Research Centre itself, a great, dome-shaped building rising above the others.

Within this complex are Moira's labs, which allow her a +2CS on all mutant studies, and +1CS on all genetic research activities. She has the ability to clone individuals in her lab, and can run most diagnostics automatically with her computers. In addition, she has a fully-functional medical facility, backed up by the presence of the Morlock, Healer.

Flanking the main facility are two wings, one for the living quarters of mutant outcasts and refugees such as the Morlocks, the Warpies, and Xavier's son, Legion. The other wing is devoted to incarcerating and studying dangerous mutants. It is here that Proteus, Dragonfly, the infant Magneto, Mastermind, Lorelei, Blob, and Unus were confined, and where Lorna Dane is currently being kept.

All interior and exterior walls in the complex are made of RM strength material. Prior to recent incursions by Master Mold and the Reavers, security was at the PR level. However, mechanical and electronic "sweeps" created by Forge now protect the island with IN intensity detection capabilities. Any unauthorized individuals on the island will be caught immediately unless they can foil these scanners.

PERSONNEL: In addition to Moira and the mutant members of the team, all of whom have their own entries in the Roster Book, Moira has a pair of human aides who help run the facility. They are Thomas Corsi and Sharon Friedlander.

TOM CORSI

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

Health = 46 Karma = 22
Resources = Ty Popularity = 0

TALENTS: Handguns, Law Enforcement.

SHARON FRIEDLANDER

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

Health = 42 Karma = 30
Resources = TY Popularity = 0

TALENTS: First Aid, Medicine.
IN BRIEF: Tom Corsi, a patrolman, and Sharon Friedlander, a nurse, were attacked by a Demon Bear—a spiritual enemy of Mirage. This bear slew their physical forms, but upon the bear's defeat, they were returned to life as native Americans. They joined Professor Xavier, helping him run his School for Gifted Children. With the Morlock massacre and the airlift of many of the fleeing and injured Morlocks to Muir Island, Tom and Sharon came along to help Moira through the crisis. Tom and Sharon are now regular members of Moira's "X-Men" team, though neither is a mutant.

Both of them wear the form-fitting battlesuits of the "new" X-men. These outfits provide EX protection against physical and energy attacks.

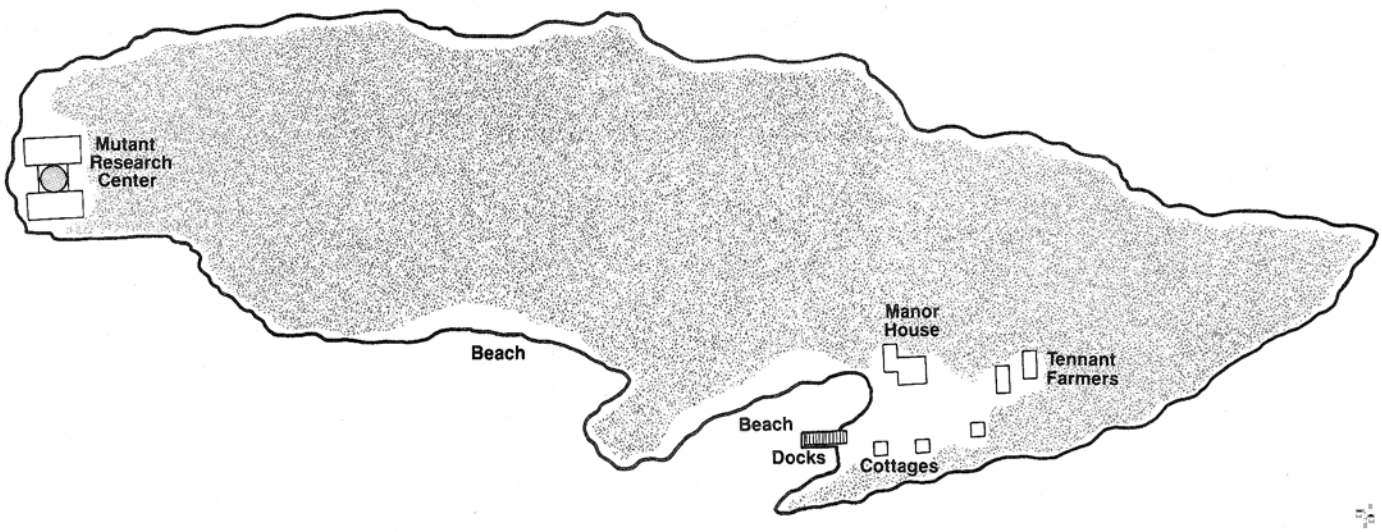
SAVAGE LAND

LOCATION: A jungle paradise located on the Antarctic continent, in the Eternity Mountain Range, approximately 400 miles from Tierra Del Fuego and Cape Horn.
HISTORY: The Savage Land was created millennia ago by a race called the Nuwali, at the behest of another powerful, enigmatic race known as the Beyonders. The Savage Land was built as a wildlife preserve for life spanning the time from the Triassic to the Pleistocene epochs. As a result, the tropical area is home to many ancient creatures, including primitive humans and dinosaurs.

The Savage Land maintained its tropical nature through advanced science, using the volcanoes in the region as a heat source. The Beyonders and Nuwali abandoned the Savage Land, but automatic engines continued to operate even as the rest of Antarctica became polar in climate. Atlanteans found the area, and maintained and improved on the alien machinery, eventually expanding the park out beyond the Savage Land's refuge into a larger area, called Pangea. Further, they genetically manipulated the humans found within to create a wide variety of variant human races. Many of these still exist today. despite regular interruptions from the outside world: Magneto transformed primitive swamp men and women into his Savage Land Mutates. Lord Kevin Plunder became Kazar, the protector of the Savage Land. The X-Men have visited the area on a number of occasions for various reasons.

Recently, the entity known as Terminus destroyed much of the Savage Land, reducing it to a scorched, lifeless land and killing many of the native races. This damage was undone when the High Evolutionary, aided by the X-Men and the apparent sacrifice of Garrok, the Petrified Man, returned the area to life. The prehistoric crea-

MUIR ISLAND



tures and surviving races have returned to the land. The fate of the larger area of Pangea is as yet unrevealed.

The Savage Land is currently the object of Zaladane's dream of empire. Zaladane, a former sorceress, high priestess of Garrok, and assistant to the High Evolutionary has stolen Polaris' mutant abilities, and seeks to dominate the Savage Land as her first step toward greater world dominion. She is aided in this by the Savage Land Mutates, who are her willing pawns.

The Land

The Savage Land is part of a larger area called Pangea, representing the full extent of Nuwali, Beyonder, and Atlantean interests. Most of Pangea is still believed destroyed by Terminus and has not been recovered by Garrok's sacrifice. The floor of the Savage Land's valley has only a few landmarks, including:

•The Lost Lake—a freshwater lake fed by deep springs, with an underground outlet leading to Marguerite Bay and the Drake Passage south of Chile. This passage is rough but navigable.

•Mystic Mists—a large, swampy area where the young Ka-Zar and Zabu grew to adulthood. The strange mists had little apparent effect on Ka-Zar, but seem to have slowed down the aging process for Zabu, such that the great cat is still in the prime of life.

•Ka-Zar and Shanna's Home—a huge, multi-level, tree-fortress with most of the amenities of civilization, including a generator (usually off-line) and communications array. These are not used much, as Ka-Zar enjoys the Savage Land's lack of civilization.

•Zaladane's Citadel—perched on an outcropping overlooking the Savage Lands, it is from here that Zaladane considers her conquest of the Savage Land. An imposing structure of white rock and crystal, it is defended both by Zaladane's mystic and magical abilities, and by her enslaved minions, commanded by Worm.

•Eternity Falls—a 2000-foot waterfall that acts as the gateway between the Savage Land and the larger Pangea, beyond. Barring flying ability, the only way between the two lands is down the sheer cliff face of the falls.

The People

There are many races in the Savage Land, manipulations of the original stock by Atlanteans and others. In addition to the Savage Land Mutates listed in the Roster Book, there are a number of races in the Savage Land.

AERIANS

F	A	S	E	R	I	P
TY	GD	GD	EX	IN	GD	GD
6	10	10	20	40	10	10

Health = 46 Karma = 60
Resources = EX Popularity = 20

SPECIAL ABILITIES: Flight: GD airspeed.
TALENTS: Aerial Combat, Atlantean Technology.
IN BRIEF: One of the most advanced of the Savage Land Races, the Aerians understood and could manipulate some of the Atlantean technology in Pangea. They made their home in a tall city built on a volcanic spike named Aerie Shalan. The Aerie was destroyed in Terminus' attack, and most of the Aerians are believed extinct.

FALL PEOPLE

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

Health = 50 Karma = 32
Resources = PR Popularity = 4

SPECIAL ABILITIES: None
TALENTS: Thrown Weapons, Animal Handling, Bow, Survival.
IN BRIEF: The Fall People were the allies of Ka-Zar and natives to the Savage Land's Prehistoric Refuge. A primitive but healthy race, they built wooden barricades and made permanent homes. Before Terminus' invasion, they were led by Tongah, who apparently perished in the catastrophe. They are now led by Nereel, who leads the Fall People and other races in the United Tribes, a coalition of races to oppose Zaladane and other tyrants. Nereel and Colossus were lovers at one point and, unknown to Colossus, he is the father of her son, Peter.

SUN PEOPLE

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

Health = 24 Karma = 30
Resources = IN Popularity = -20

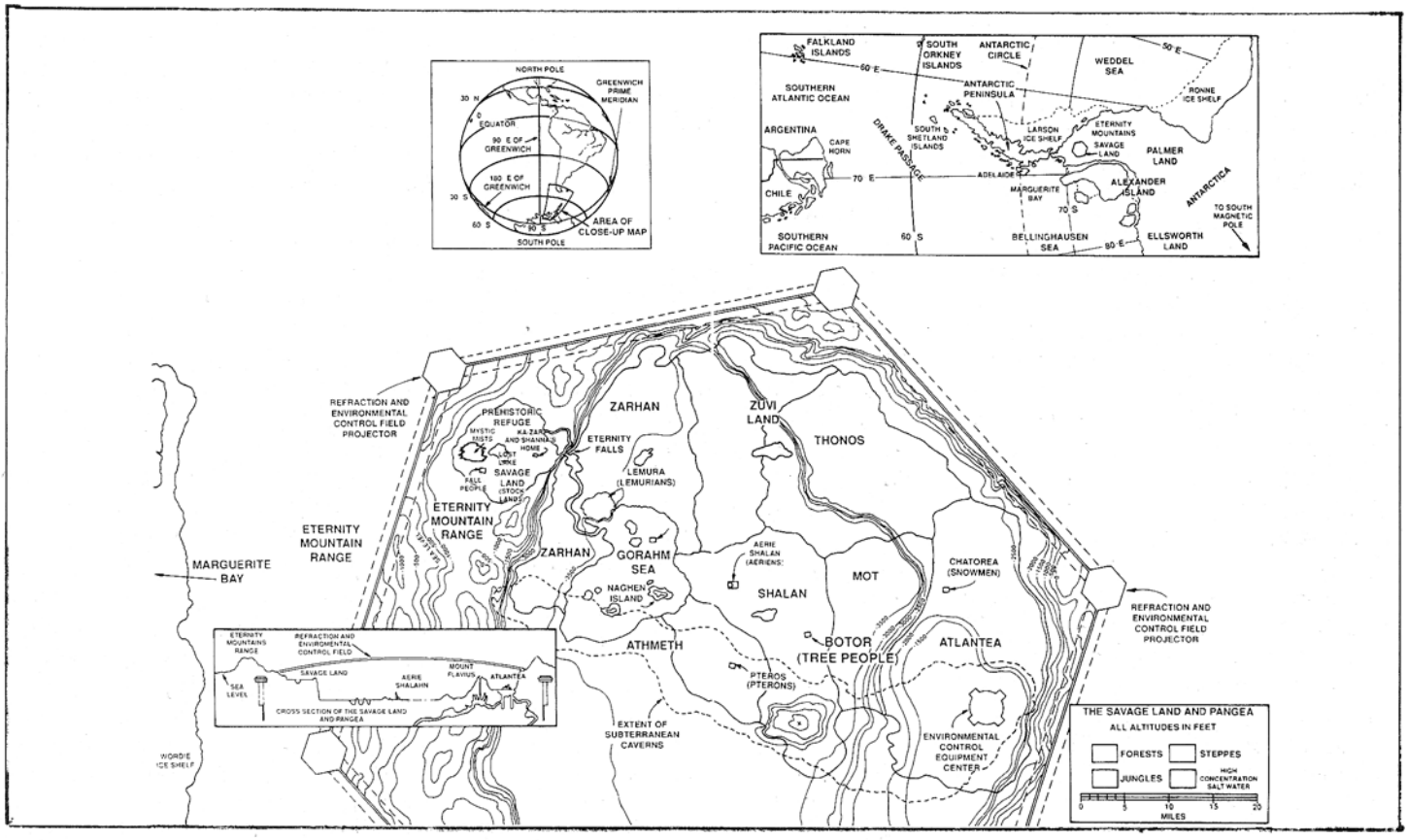
SPECIAL ABILITIES: None
TALENTS: Swords, aerial combat (from pteradon-back), religious fervor.
IN BRIEF: The Sun People were the most advanced race in the Savage Land reserve, though they were no match for the Aerians of Pangea. Fervent sun-worshippers who venerated Garokk, the petrified man, they felt it their duty to conquer the rest of the Savage Land and bring it under Garokk's rule. Their "Empire of the Sun" was small by most empires' standards, but under Zaladane's leadship as high priestess, threatened to overwhelm the other tribes. Many of the Sun People perished in Terminus' disaster, with those surviving firmly under Zaladane's control.

PTERONS

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

Health = 66 Karma = 14
Resources = FE Popularity = −20

SPECIAL ABILITIES: Flight at TY air speed, agility is EX when in the air.
TALENTS: Aerial combat.
IN BRIEF: A race of pteradon-men, the origins of this race are unknown, though they may be either the result of Atlantean experimentation, or of some lycanthropic disease similar to that received by Karl Lykos, turning him into Sauron. Primitive and brutish, the Pterons lived in cavern complexes near the center of Pangea, and



regularly fought with their more civilized airborne neighbors, the Aerians. In a war between the two races the Aerians collapsed the Pteron tunnels and killed most of the race. Those which survived were probably killed by Terminus' attack on the land. None have been spotted since that time.

LEMURANS

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

Health = 36 Karma = 60
Resources = RM Popularity = −5

SPECIAL ABILITIES: None
TALENTS: Politics
IN BRIEF: The human-appearing Lemurans are very close in appearance, dress, and behavior to western europeans of the Middle Ages, and like the princes of Italy, are master politicians and manipulators. They supported the attacks of the Pterons on the Aerians, hoping to knock out two enemy races and allow themselves access to Atlantean technology. The Lemurans control the lands around Eternity Falls, the only entrance from Pangea to the Savage Land.

MAN-APES

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

Health = 56 Karma = 24
Resources = PR Popularity = 0

SPECIAL ABILITIES: None
TALENTS: Primitive Weapons, Survival.
IN BRIEF: The primitive base stock of proto-humans were one of the last additions to the Savage Land by the Nuwali before abandoning the project. These Man-Apes were one of the several races of earthly hominids, only one of which would become homo sapiens. The Man-Apes were the stock used by Atlanteans to develop their other semi-human races . They were a brutal people, and the survivors were killed in recent times by Ka-Zar, who fought them continually while growing up. The Man-Apes had a single male survivor, Maa-Gor, who may have survived Terminus' destruction as well.

SWAMP MEN

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

Health = 50 Karma = 30
Resources = GD Popularity = -10

SPECIAL ABILITIES: None
TALENTS: Swords, Primitive Weapons, Weaponry.
IN BRIEF: Natives of the swamps of the Savage Lands, the Swamp Men were continual adversaries of Ka-Zar and Zabu. They were also the most "balanced" stock of those available in the Savage Land, and as such Magneto's choice to create his Savage Land Mutates. The swamp men were excellent weapon-smiths, though they worshipped a giant alien robot, Umbu. The Swamp Men are presumed to have survived the destruction of Ter-

minus, and are continuing to provide genetic stock for Zaladane's experiments, as evidenced by the appearance of Whiteout and Worm.

TREE PEOPLE

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

Health = 42 Karma = 26
Resources = PR Popularity = 5

SPECIAL ABILITIES: The Tree People have prehensile tails, granting them both multiple attacks and the ability to travel through trees with great ease.
TALENTS: Hunting, survival
IN BRIEF: The Tree People live in Shalan, an area nominally under the control of the Aerians. A simple hunter-gathering people, the Tree People are relatively peaceful, but can lay deadly ambushes if aroused. They were likely destroyed by Terminus' invasion of their land.

ZEBRA PEOPLE

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

Health = 36 Karma = 26
Resources = TY Popularity = 5

SPECIAL ABILITIES: None
TALENTS: Primitive Weapons, Survival.
IN BRIEF: Also called the Swamp Tribe due to the fact they make their homes in the swamps of the Savage Land, this group should not be confused with the Swamp Men who live in the same locales. Unlike most of the other tribes, the Zebra people are fully racially integrated, and cover themselves with striped body paint to further reduce the difference between black-skinned and white-skinned members. The Zebra People survived Terminus' attacks, and are members of Nereel's United Tribes.

TUBANTI

F	A	S	E	R	I	P
TY	TY	TY	GD	PR	TY	TY
6	6	6	10	4	6	6

Health = 28 Karma = 16
Resources = PR Popularity = −5

SPECIAL ABILITIES: Water Breathing, fins.
TALENTS: Swimming (GD water speed)
IN BRIEF: The Tubanti, also called the Manphibians, were another humanoid race created by the Atlanteans to serve them in the Savage Land. They made their home in the Gorahn Sea in the center of Pangea, and as such probably did not survive the attack of Terminus.

CAT PEOPLE

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

Health = 36 Karma = 36
Resources = TY Popularity = 0

SPECIAL ABILITIES: Tracking at RM intensity, Infravision.
TALENTS: Hunting, Survival.
IN BRIEF: A nomadic hunting people transformed by the Atlanteans into a cat-like race. The Cat People of Pandori are under the nominal rulership of the Lemurans, and are used by them as trackers. Most if not all of the Cat People perished in Terminus' attack.

SNOWMEN

F	A	S	E	R	I	P
GD	TY	GD	RM	TY	TY	TY
10	6	10	30	6	6	6

Health = 56 Karma = 18
Resources = PR Popularity = 0

SPECIAL ABILITIES: RM resistance to cold.
TALENTS: Primitive weapons, swords.
IN BRIEF: The furred snowmen are natives of Chatorea, the high southern steppeland of Pangea, and as such guardians of the Atlantean environmental control equipment that maintained Pangea's life support systems. Adapted to the cold and fairly removed from the lowlands of Pangea which Terminus devastated, the Chantorean Snowmen are the most likely survivors of Terminus' attack.

A Final Note on the Savage Land and Pangea: This region's secluded nature, coupled with a rich genetic diversity of life and primitive peoples, has made this region of Antarctica a favorite hiding place for secret bases far from the prying eyes of the industrial and military giants of the north. In addition to Magneto, the Savage Land has served as a base for the High Evolutionary, Belasco (within Mt. Flavius), and Apocalypse. Both the Avengers and Spider-Man have visited the Savage Land, but its most frequent off-continent visitors have been mutant teams such as the X-Men.

MADRIPOOR

LOCATION: An independent island nation in the western Indonesian archipelago. The name Madripoor refers to both Madripoor Island and its only city.

HISTORY: Originally a pirate base, its present ruler, Prince Baran, is the descendent of the corsairs who first conquered and tamed the island's freebooters. The Princes of Madripoor ruled by allowing a great leeway to everyday dealings, including drugs, smuggling, and stolen goods, provided that the proper ettiquette was observed and the appropriate palms greased. This lassez faire attitude to its citizenry applies to its international laws as well, such that Madripoor will not extradite criminals caught within its borders.

As a result, Madripoor has blossomed as a center for local and international criminal organization. It has also provided the island with one of the most efficient and largest shipping yards in the Pacific, making it a frequent stop for container ships passing between the Pacific and Indian Oceans, in particular those carrying

cargos that do not fully agree with their manifests.

Prince Baran is the current ruler of Madripoor, an absolute monarch so long as he remains content in his role as power-broker and does not take an active role himself. He is aided by a capable and corrupt bureaucracy, which functions efficiently only as long as the money flows into the correct pockets.

Madripoor has recently seen the arrival of Patch, a hard-nosed adventurer who is in reality Wolverine of the X-Men. The gritty reality of Madripoor appeals to Patch, and gives him a chance to cut loose with fewer of the restrictions placed upon him as a mutant hero. To that end he is co-owner of the Princess Bar, which is a magnet of intrigue and deal-making. Most of those who know Wolverine or have heard of him have figured out that Wolverine is Patch, but most feel that if a noted super-hero with adamantium claws and a bad attitude wants to put on an eyepatch and pretend to fool anyone, that is his business, and he should be granted his indulgence. This is, after all, Madripoor.

THE ISLAND

Madripoor Island is divided into two parts: Wilderness and the city of Madipoor proper. The great majority of the land is impenetrable jungle which has frustrated development of what few natural resources the island has. As a result, the bulk of the island's business is in trade, both legal and illegal.

The jungle is dotted with small villages and estates, linked by roads which turn muddy and treacherous soon after leaving the city. Within the city the streets are cobblestone in the poorer quarters, brick and asphalt in the more affluent areas.

One road in excellent shape is the one leading to the Madripoor International Airport, on the west side of the island. This modern facility is capable of handling Concorde flights, and is busy with a frequent flow of tourists, businessmen, and criminals.

There are other airports on the island in addition to Madripoor International. The most primitive are merely runways hacked out of the jungle for use in smuggling. Others, like South Seas Skyways, are small, local operations, which engage in (mostly) legitimate traffic through the islands.

The city of Madripoor itself is divided into two parts. The coastal area is LOWTOWN, a cramped, squalid, poverty-stricken area where labor and lives are cheap. Here, the traveller will find warehouses, chemical factories, and docks, as well as dives, bawdy-houses, and drug manufacturers. Lowtown has scarcely changed since colonial days, catering to the darker needs of the people.

Moving inland, the island rises and the rubble and squalor give way to HIGHTOWN, an opulent area built on the backs of the poor, moving into the twenty-first century without them. This is the Madripoor the tourists see, with expensive, shining hotels, shops, glittering casinos, and the occasional temple or old garden complex to show that the island's master has not lost touch with his heritage. Here the dives become respectable nightclubs, the brothels become escort services, and the criminals wear suits and travel with packs of gunsels for protection.

LOWTOWN

In Lowtown, the bulk of the population lives at the poverty level, and most see criminal activity as a way up. Corruption is rampant, and as a result the legitimate businesses gladly pay protection money to guarantee the safety of their goods and business operations. After dark, street gangs battle for turf and waylay those tourists foolish enough to remain in the area after sunset. Both day and night, the two major crimelords, Gen. Nguyen Ngoc Coy and Tyger Tiger, vie for control of Madripoor's criminal wealth.

There are a number of sights and places of interest (depending on your interests) in Lowtown, including the following:

•The Docks—among the largest and most modern facilities on the Pacific Rim, the Madripoor docks primarily see container ships from the US, Japan, India, Australia, and Africa. Its central location makes Madripoor the ideal clearing house for large amounts of traffic. The records and mechanisms are all computerized, but there is more than enough work for dock workers from the Lowtown Slums.

The docks are among the safest places in Lowtown, at least for merchandise, owing to the activities of the well-grafted police force. Human life, on the other hand, is not so well-protected, and "accidents" are a frequent occurrence.

•The Madripoor Bazaar—the tourist attraction of Lowtown, the bazaar is crammed during the day with visitors seeking a taste of the Orient and a few trinkets to send back home.

All manner of goods may be found here, including illegal materials and objects which would normally belong to someone else. At night, the Bazaar is empty, shops and small stalls are shuttered tight, and tourists retreat to their upscale digs in Hightown.

•Warehouse District—close by the docks is a huge collection of private warehouses, which range from legitimate operations to drug factories. Protection is usually of a private nature, as the overworked police force can only protect so much. (Contributions to particular police officers encourage prompt and courteous justice.)

•Landau, Luckman, and Lake—one of many distribution offices in the Lowtown District, this outfit handles ordinary shipments of trinkets, toys, and electronics, but they also special-order particular items of an exotic nature (such as suits of flexible, custom-fitted body armor).

The main office of the operation was destroyed and its owner killed, but a new branch has been established in Lowtown, where business is very brisk.

•Madame Joy's—a bawdy house operated by the woman after whom it is named. The house also serves as a safe house for allies of Patch.

•The Princess Bar—co-owned by

Patch and O'Donnell, the Princess is a fairly swank nightclub in the heart of Lowtown. Its location keeps most of the tourists away, so the clientele is often the best and brightest of the criminal classes and adventurers. The decor is directly out of Casablanca, and the building is under the "protection" of Tyger Tiger, though with Patch in residence it seems to require few other protectors. Patch floats in and out, so O'Donnell handles the bulk of the day-to-day management of the bar.

HIGHTOWN

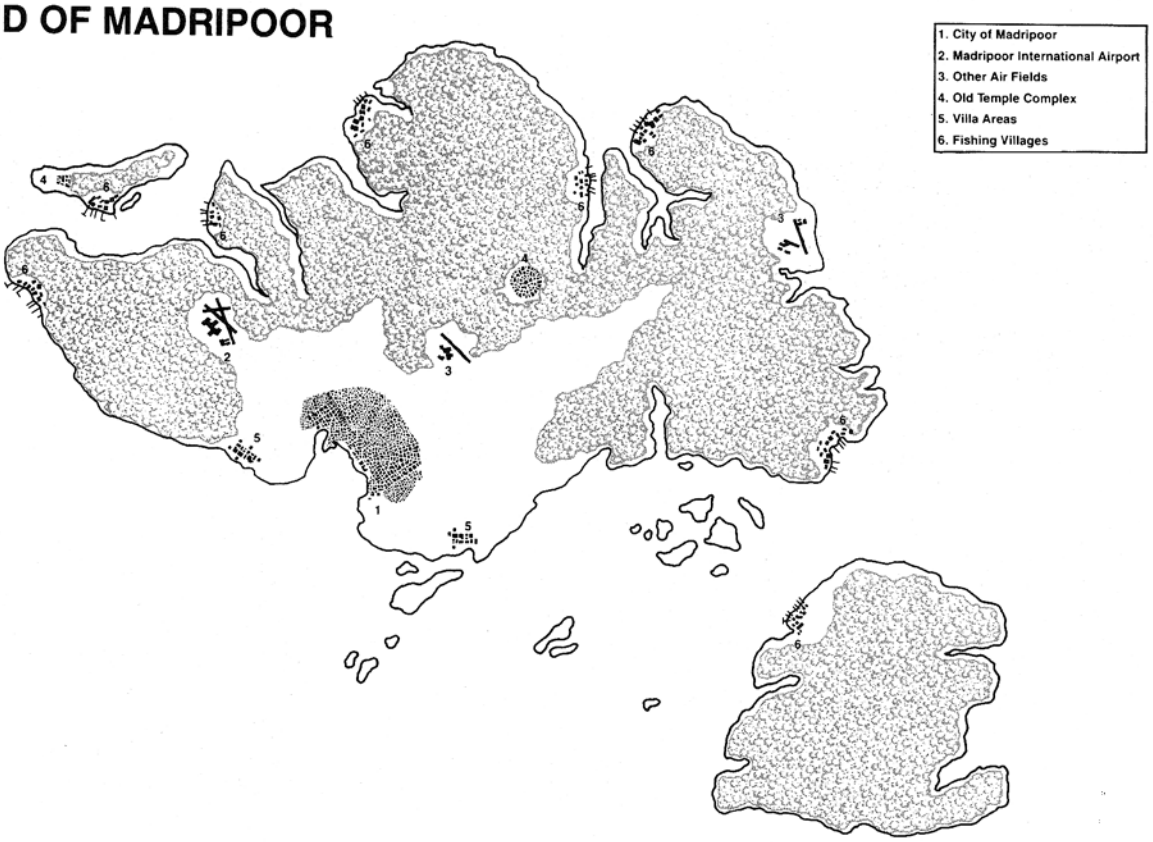
Hightown is Lowtown's mirror image, the sleek, slick, well-polished city of the future which is featured in the tourist brochures. It is here that the upper one percent of the native population live, the remainder being rich expatriates and criminals on the lam from crimes in other nations. The highlights of Hightown include:

- The Sovereign Hotel—billing itself as one of the finest hotels in the world, the Sovereign lives up to its reputation both in service and cost. Towering over the surrounding buildings, the topmost three floors of the penthouse are rented, on open-ended lease, to Gen. Nguyen Ngoc Coy, one of Madripoor's two ruling crimelords.
- Imperial Palace—located on a cliff overlooking Lowtown, the ornate, sprawling palace is the home of Prince Baran. The Prince lives in opulent comfort, protected by IN intensity electronic security, as well as patrols of trusted guardsmen and hounds. Baran chooses to show off his long-established family wealth through sumptuous decor and outrageous displays of tackiness. Audiences with the Prince are few and far between, unless it is a matter which concerns the smooth flow of profits through his island. It is he who established both Tyger Tiger and Gen. Coy as co-crimelords to replace the deceased Roche.
- Karma's Villa—located near the coast, this compound is typical of those owned by the wealthy on the edges of High Town. The compound is protected by IN strength electronic security, as well as patrols of men and dogs. The villa was owned by Karma during the period when she was controlled by Amahl Farouk. Farouk apparently placed the true ownership in another's hands before being driven from Karma's body, and when Gen. Coy and Karma returned to Madripoor, they took up residence in the Sovereign.

THE PEOPLE OF MADRIPOOR

In addition to Wolverine and Karma, there are a number of individuals who have made Madripoor their home. These include:

ISLAND OF MADRIPOOR



PRINCE BARAN

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

Health = 28 Karma = 60
Resources = AM Popularity = 20

KNOWN POWERS
No known super-human abilities.
TALENTS: Leadership, Bureaucracy, History, Movies.
IN BRIEF: The absolute monarch of Madripoor is a lean, well-muscled, middle-aged man, greying at the temples, with a love of fine European art and bad American movies. He normally takes little interest in the crimelords of Lowtown, but two events—the death of his Chancellor and the fight between Tiger and Coy—have made him more active than normal.

TYGER TIGER

Jessan Hoan

F	A	S	E	R	I	P
EX	EX	GD	EX	EX	EX	RM
20	20	10	20	20	20	30

Health = 70 Karma = 70
Resources = RM Popularity = −5

KNOWN POWERS
None, but does possess a battlesuit, which provides RM protection from energy and physical attacks. She uses this suit only when anticipating battle.
TALENTS: Martial Arts A, B, & E, Handguns, Rifles, Knives, Economics/Business, Computers.
IN BRIEF: Jessan Hoan was an executive at the Hoan Bank of Singapore. The Hoan Bank was attacked by the Reavers, who were hired by Roche at the request of a rival bank. The Reavers killed most of the employees and kidnapped Hoan, whom they hoped to recruit as a member of the team. The Reaver Prettyboy attempted to reprogram her brain, turning her into an immoral Reaver, but the attempt was interrupted by the arrival of the X-Men.

The Reavers were defeated and forced through the Siege Perilous. Jessan, an innocent, did not want to pass through, and was returned to her bank. As the sole survivor, and the only one captured by the Reavers, she found herself under suspicion both from her family and from other banks.

Unemployable, she began to discover other talents, those programmed by Prettyboy, along with a growing moral stance that, if not evil, was no longer passively good. She discovered that Roche hired the Reavers and, with the aid of Patch, she killed Roche and replaced him as crimelord.

Tyger Tiger is efficient, cold-blooded, and ruthless. She has taken most of Roche's old territories, but will not continue his drug trade. This has provided an opening for Gen. Coy to attempt to take over the criminal trade of Madripoor. On orders of Prince Baran, both are "co-Lords" of the Madripoorian underworld, but it is an uneasy balance at best, and could degenerate into a shooting war at any time.

GENERAL NGUYEN NGOC COY

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

Health = 42 Karma = 60
Resources = RM Popularity = −20

KNOWN POWERS
No known super-human abilities.
TALENTS: Criminal Background, Handguns, Business/Economic, Military.
IN BRIEF: Gen. Nguyen Ngoc Coy is a former South Vietnamese military officer who engaged in corrupt practices during the war. In the closing days of that war he fled the country, hoping to establish himself in San Francisco as a crime lord. He failed in this, primarily due to the actions of super-human agents such as the original Spider Woman. He retreated to Madripoor, where, in the wake of Roche's death, he hoped to establish himself as the island's major criminal power. He was foiled by Roche's killer, Tyger Tiger, and forced to settle for status as co-ruler of the underworld, with Tiger.

General Coy has no qualms about dealing in drugs, nor in using violence when necessary. Unlike Tyger, but like Roche before him, he often employs super-human agents to deal with his rivals. In the past his agents have included Roughhouse, Bloodscream, and Coy's own niece, Karma. Karma does not approve of her uncle's dealings, but feels that cooperating with him is the only way to locate her kidnapped brother and sister.

ROCHE (Deceased)

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

Health = 36 Karma = 60
Resources = RM Popularity = −10

KNOWN POWERS
No known super-human abilities.
TALENTS: Criminal Background, Guns, Knives.
IN BRIEF: Roche was the previous crimelord of Madripoor before his death at the hands of Tyger Tiger. He had a preference towards super-human help, including Razorfist and Sapphire Styx, and for freelance operations off the island. It was this last that got him into trouble when Tyger tracked the Reavers back to his door and beheaded him.

POLICE CHIEF TAI

F	A	S	E	R	I	P
EX	EX	GD	GD	RM	RM	GD
20	20	10	10	30	30	10

Health = 60 Karma = 70
Resources = TY Popularity = 0

KNOWN POWERS
No known super-human abilities.
TALENTS: Handguns, Law Enforcement, Bureaucracy, Leadership.
IN BRIEF: Tai is the chief of police of the city of Madripoor, with jurisdiction throughout the island. He is as close to an honest cop as can be found on Madripoor. A very subtle operator, he would prefer it if non-destructive criminal activities were performed quietly and discreetly, and that violent criminals destroy each other or fight super-

powered vigilantes rather than himself and his men. To that end he is more than willing to play one faction off against another, even if the only peace that will result is the peace of the grave.

Tai and knows all the major and minor players in Madripoor and can provide a wealth of underworld information. He deals philosophically with the huge amount of criminal activity within the city, affecting that which he can affect, not worrying about the fact that most of the most dangerous criminals are beyond the law.

JESSICA DREW

F	A	S	E	R	I	P
RM	EX	RM	RM	GD	EX	RM
30	20	30	30	10	20	30

Health = 110 Karma = 60
Resources = TY Popularity = 0

KNOWN POWERS
Wall-crawling (RM rank ability).
TALENTS: Detective, Handguns, Espionage.
IN BRIEF: Jessica Drew was the original Spider-Woman, before losing the bulk of her powers in battle with Morgan La Fay. The "non-powered" Drew retained her super-human muscles and wall-crawling ability, but lost all mystic abilities and her "venom-blast."

Drew opened a detective agency with Lindsay McCabe, and the pair did fair business before an assignment took them to Madripoor where they had a run-in with Wolverine. The investigators decided to relocate, but to date perform only legal (or mostly legal) operations.

LINDSAY McCABE

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

Health = 46 Karma = 26
Resources = TY Popularity = 0

KNOWN POWERS
No known super-human abilities.
LIMITATION: Alcoholism.
TALENTS: Detective, Acting.
IN BRIEF: Lindsay McCabe is a former B-movie actress whose film credits included "Demon Debs," "Demon Blues," "Last Train from Moscow," "Cyber Witch," "Lethal Latex Lovelies," and "Ms. Merc," among others.

McCabe joined Jessica Drew first as a roommate and later as her private investigator partner. She and Drew relocated to Madripoor after an assignment to the island brought them into contact with Wolverine (as Patch) and Prince Baran (who is a big fan of McCabe's movies).

O'DONNELL

(No other name known)

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

Health = 50 Karma = 40
Resources = EX Popularity = 0

KNOWN POWERS
No known super-human abilities.
TALENTS: Handguns, others which have not yet been revealed.
IN BRIEF: Not much is known about O'Donnell except that he is co-owner of the Princess Bar, with Patch as his partner. He handles the day-to-day operation of the place and, while not as effective as Tai, picks up more than his fair share of rumors.

ARCHIE CORRIGAN

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

Health = 46 Karma = 26
Resources = GD Popularity = 0

KNOWN POWERS
No known super-human abilities.
TALENTS: Pilot.
IN BRIEF: Archie is the owner and operator of South Seas Skyways, which consists of a single Douglas DC3 Dakota. The plane has the following stats:

Control	Speed	Body	Protection
TY	EX	GD	GD
6	20	10	10

South Seas is the airline of choice of Patch and others seeking an easy way to travel throughout the South Pacific, unbothered by such legalities as flight plans and registrations.

SAPPHIRE STYX

F	A	S	E	R	I	P
GD	GD	EX	RM	TY	TY	AM
10	10	20	30	6	6	50

Health = 70 Karma = 62
Resources = TY Popularity = 0

KNOWN POWERS

Psychic Vampire: Sapphire draws power from others, on touch, inflicting great pain and loss of endurance. Each round of her kiss the target must make an Endurance FEAT or lose one Endurance Rank, and a second Endurance FEAT or pass out. Drained endurance returns at a rate of one Rank per day, unless other healing or regenerative powers are in effect. In addition, those drained by Styx are enamored of her—not a total mind control, but a savage physical attraction.
TALENTS: Criminal.
GROUPS: None.
IN BRIEF: Styx is a probable mutant with the ability to drain the life energies of others, rendering them unconscious and/or more easy to deal with. She was in the employ of Roche, the former crimelord of Madripoor, until his recent death, when she was herself wounded. She has not resurfaced since that time.

ROUGHHOUSE

F	A	S	E	R	I	P
RM	GD	MN	AM	GD	GD	AM
30	10	75	50	10	10	50

Health = 165 Karma = 70
Resources = GD Popularity = −10

KNOWN POWERS

Body Armor: IN protection from physical attack, RM resistance to energy attack.
Invulnerability: Cannot be killed by non-magical means (that is, he will al-

ways make a FEAT roll to avoid dying). He may still be affected by Stuns and Slams.
TALENTS: Martial Arts C, Wrestling.
IN BRIEF: Of unknown background, Roughhouse may or may not be a mutant. Often his dialogue is peppered with Norse references, indicating at least a familiarity with Asgardian legend if not first-hand experience. Roughhouse has served as an agent of Gen. Coy and partner to Bloodscream. Most recently, following an adventure with Wolverine in Central America, Roughhouse has chosen to remain in Costa Bravo and aid Sister Salvation in her mission.

RAZORFIST

F	A	S	E	R	I	P
IN	EX	EX	EX	TY	GD	TY
40	20	20	20	6	10	6

Health = 100 Karma = 26
Resources = GD Popularity = −10

KNOWN POWERS

Razorfists: Razorfist's hands have been replaced with steel blades, allowing EX edged damage.
TALENTS: Martial Arts A, B, & D. Receives a +1CS with this fists.
GROUPS: Former servant of Fu Manchu, various mercenary organizations.
IN BRIEF: A martial artist given his exotic weapons by Fu Manchu. Originally an opponent of Shang Chi, Razorfist has since hired himself out as a mercenary, fighting various super-powered foes. Most recently, he was in the employ of Roche, the former crimelord of Madripoor. His present whereabouts are unknown.

BLOODSCREAM (AKA BLOODSPORT)

F	A	S	E	R	I	P
RM	EX	RM	RM	GD	GD	GD
30	20	30	30	10	10	10

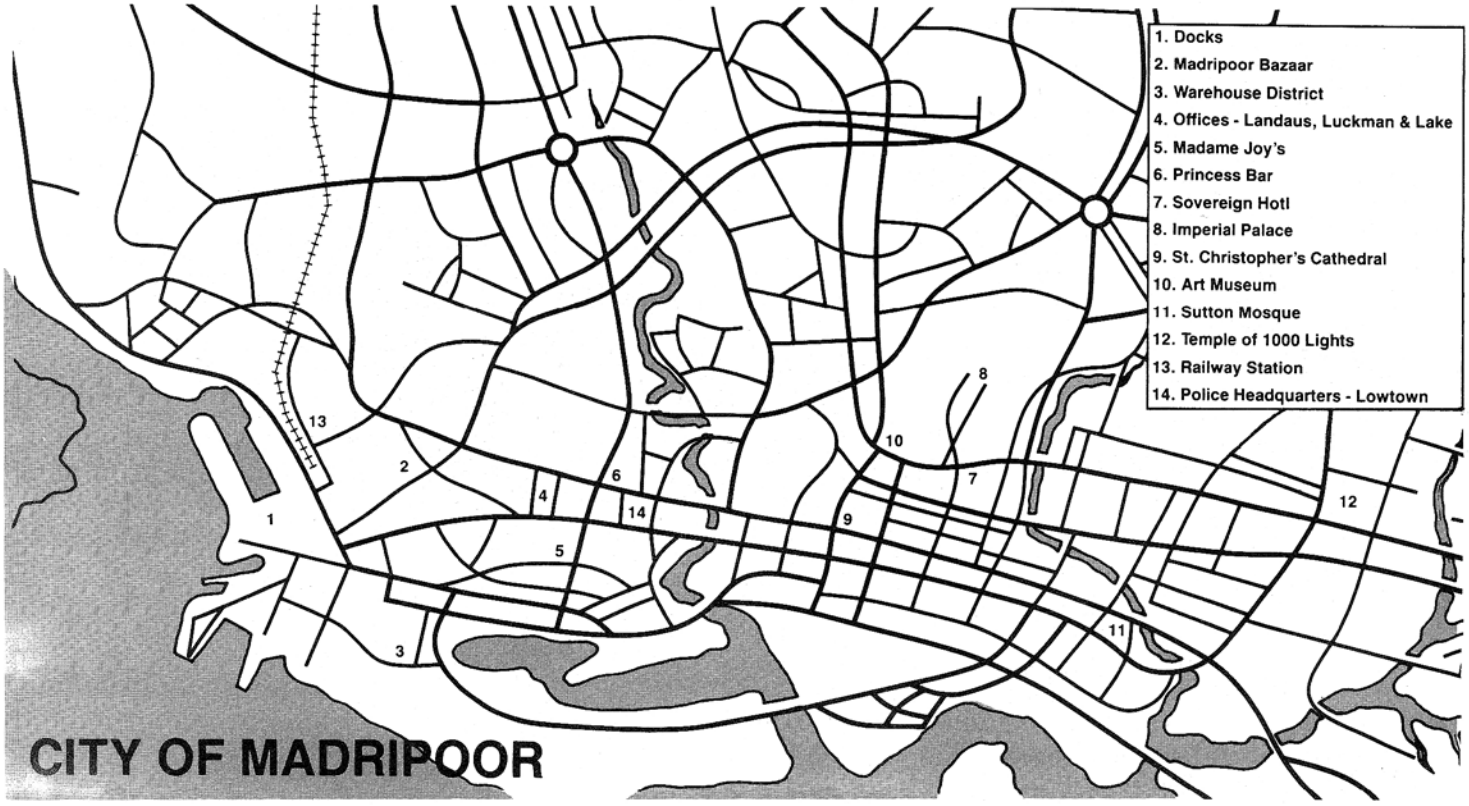
Health = 110 Karma = 30
Resources = GD Popularity = −10

KNOWN POWERS

Vampire-Like Abilities: While not a true vampire, Bloodscream manifests a number of vampire-like abilities, including:

- Vampiric Touch: RM ability to drain up to 30 Health per turn, on flesh-to-flesh touch. The target must make a successful Psyche FEAT to avoid this. If unsuccessful, the Health is lost and the area touched begins to bleed profusely. If Health is reduced below 0, the target dies, reduced to a mummified state.
- Regeneration: For every three Health lost by the target, Bloodscream regains one point of lost Health.
- Mind Control: EX ability over those from whom he has drained some blood.

Invulnerability: Bloodscream claims to be invulnerable to all metal that is not magical or supernatural in origin. If true, this means he cannot lose Health from such attacks, but could still be Stunned or Slammed.



Bloodscream is unaffected by sunlight, crosses, and other standard vampiric banes.

TALENTS: Martial Arts B, C, & E.

IN BRIEF: Like his partner Roughhouse, Bloodscream's past is a mystery. He first appeared in the employ of Gen. Coy as Roughhouse's partner, though they have since gone their separate ways.

Bloodscream, also called Bloodsport, speaks in an archaic manner which may indicate other-worldly origin or great age, or may simply be an affectation in times when superpowered beings are supposed to talk funny. He is currently assumed to be in the employ of Gen. Coy, and has shown affection towards the General's niece, Karma.

GENOSHA

LOCATION: The Republic of Genosha is an island in the western Indian Ocean, between Madagascar and the Seychelles Islands.

HISTORY: A large, pleasant island in the Indian Ocean, Genosha was first settled during the 1500's and 1600's as a stop-over for supplies, and later as a coaling station for ships traveling between southern Africa and India. As a result, most of the population of the island is Caucasian, and its chief language is English. There was apparently little or no indigenous population, or if there was, they were either assimilated into the European population or killed off.

Genosha has grown over the years into an independent island nation of some ten million, most of whom live on the southern half of the island, in and around the island's major city, also called Genosha.

While other island states (such as Madripoor) rely on imports and trade, Genosha has instead stressed self-sufficiency and independence. Blessed by safe anchorage and rich ores found inland, the Genoshans have been able to establish a position of leadership in the production of high quality specialty steels, computers, and space technology. They are agriculturally self-sufficient, and hope in the near future to begin exporting crops to other markets.

All of these wonders are based in phenomenal advancements in genetics and mutation. Under the leadership of the Genetics Directorate, itself controlled by the Genegineer, the Genoshans have harnessed the abilities of mutant humans for the good of the state. All of the other advances stem from the active core of mutant workers numbering several hundreds, as a minimum, and as many as ten thousand when the needs of the state demand more workers. Mutants make it possible for Genosha not only to survive, but to prosper.

The flip side of the equation is that the mutants involved are considered property of the state, no more than slaves in their own land. They have their own encampments in the Mutant Settlement Zone, and travel by train daily to their jobs in Genosha. They have no rights and are referred to only as numbers engraved into their skinsuits.

These skinsuits are bonded (supposedly permanently) to the mutants' flesh, forming not only a protective body armor for dangerous work but sealing them within a self-reprocessing system, and negating their ability to reproduce.

Mutants are recruited into the work force in two manners. Children of Genoshan citizens are routinely tested for potential mutant abilities. If such abilities are found, the children are forcibly recruited and modified to meet the needs of the state. Further, tissue taken from mutants is cloned and raised in automated creches as new individuals for the work force.

This process can be monitored to produce individuals meeting the exact needs of the state. Still, the bulk of the current slave force is made up of mutants "recruited" from the Genoshan population.

The rest of the Genoshan population is generally unaware of the nature of the mutant slave force or the conditions under which mutants live. Most take for granted the good life provided by their country, and do not see or notice the enslaved mutants as anything but part of the natural order of things. Even parents who must sacrifice their own children to slavery think of it as a lottery for national service.

Further, Genoshan law does not recognize the existence of other citizenships. Once a Genoshan, always a Genoshan, and the government reserves the right to pursue escaped mutants and recover them as lost resources. To this end they use a group known as the Press Gang to bring in fleeing mutants.

The mutants in Genosha are kept in line by the Magistrates, heavily armed and armored peacekeepers who oversee mutant activities and are aware of the mutant situation, though they believe they are merely serving the best interests of their country. (If it were wrong, the thinking goes, why would the Genegineer, who is a compassionate leader, let it happen?)

Genosha has been reluctant to reveal to the rest of the world the nature of its success and its enslaved mutant population. This is not out of fear of international censure, however, as much as it is a concern that others will copy Genosha's use of mutant resources, undercutting their advantage.

The X-Men discovered the nature of Genosha when Madelyne Pryor and Jennifer Ransome were captured by the Press Gang. Jennifer was the mutant daughter of a government minister and a mutant, though her files had been covered up by her father. When the deception was revealed, she and Pryor, who was accompanying her, were captured and sent to Genosha.

The X-Men followed and attacked the Genoshans, freeing Pryor, Ransome, and Phillip Moreau, son of the Genegineer, who had discovered the true nature of his native land. Ransome and the young Moreau fled to New York, where they have established the Genoshan Mutant Rights movement and have sought to publicize the plight of mutants in their homeland.

The Genoshans consider Ransome an escaped and dangerous mutant,

and Phillip Moreau a traitor. The X-Men are terrorists for their crimes, which include the destruction of the nation's Citadel of Genetics. They have pressured the US for the right to pursue such terrorists in the United States, using the amount of money the government owes Genosha as leverage.

Most recently, the Genoshan Mutant Freedom movement has turned violent, with the appearance of the reborn Havok as a leader of the mutant underground. The Genegineer has ordered the capture of the New Mutants as bait to lure terrorist mutants such as this underground and the X-Men to Genosha where they may be legally dealt with as invaders. In the process, Cameron Hodge, himself no more than a cyborg from injuries suffered earlier, has become the ruler of Genosha.

The Land

Genosha is known as the Green and Pleasant Land, and for most of its population, located in the south, this is true. Hammer Bay provides a safe anchorage for ships, and it is through this harbor that the bulk of the Genoshan exports sail. It is on Hammer Bay that the city of Genosha is based, and most of the ten million population lives either in that city or its wide, well-kept suburbs. The surrounding portion of Genosha is state-owned land for agriculture, and the genetically enhanced grains and other crops support the entire population.

Midway up the island the Ridgeback Mountains bisect the nation into northern and southern halves. These mountains have produced high-grade ores in sufficient quantities to create a thriving industry in specialty steel and precious minerals. These industries are both low-cost and low-pollution because of their use of mutant slave labors in key dangerous positions, such as rock-quarrying or smelting.

North of the Ridgebacks are the Genoshan Highlands, a restricted governmental area where citizens are strictly forbidden. In these arid highlands are the Mutant Settlement Zones, concentration camps for mutants who work in the south, and take the Mutant Train (or M-Train) home every night. The MSZs are restricted barracks under continual monitoring both by Magistrates and electronic devices. Security should be considered IN for electronic gear, with many patrols operating in the area. The shores of the highlands are steep cliffs with treacherous currents, and it is assumed that in the governmental mutant modification programs, mutations allowing flight or water-breathing are modified out or those possessing such mutations are destroyed.

For the bulk of the population, Genosha is an ideal place—clean, pleasant, and well-off. The only stench is that of the enslaved mutant workforce, and most of the Genoshans don't seem to notice it much.

Genoshans

Many of the natives of Genosha are noted in the Mutant Dossier book, including Pipeline, Punchout, Wipeout, and Jennifer Ransome. The other individuals encountered include:

GENEGINEER

Dr. David Moreau

F	A	S	E	R	I	P
TY	TY	TY	GD	IN	GD	GD
6	6	6	10	40	10	10

Health = 28 Karma = 60
Resources = IN Popularity = 50

KNOWN POWERS
No known super-human abilities.
TALENTS: Leadership, Bureaucracy, Politics, Genetics and Mutation (+1CS on all such FEATs).
IN BRIEF: Dr. Moreau is the Genegineer, the current leader of the Genetics Directorate of Genosha. As such he is responsible for overseeing the identification, transformation, and maintenance of the mutant work force, and to that end works extensively with the Magistrates. Dr. Moreau seems to be a compassionate man who considers the mutants' state to be a necessary evil if the Genoshans are to survive. He thinks of the mutants as property of the state, to be cared for in a humane fashion, but not to treated as equals.

CHIEF MAGISTRATE ANDERSON

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

Health = 60 Karma = 50
Resources = GD Popularity = 0

KNOWN POWERS
No known super-human abilities.
TALENTS: Leadership, Guns, Military, Bureaucracy, Espionage.
IN BRIEF: Chief Magistrate Anderson is the official leader of the Magistrates, the mutant-control officers of Genosha. In addition, she is responsible for maintaining Genoshan security from internal and external threats. Native mutant uprisings and runaways are considered internal dangers, while terrorists such as the X-Men and other mutant groups are considered external threats.

Anderson is aided by her Magistrates, and in combat may be found equipped as they are. For affairs of state she prefers her standard dress uniform. She is a by-the-book Genoshan who is intensely loyal, and considers pro-mutant feelings to be subversive in nature.

HAWKSHAW

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

Health = 50 Karma = 40
Resources = GD Popularity = 0

KNOWN POWERS
Hawkshaw may or may not have superhuman powers of a mechanical nature. He either seems to have additional cyborged senses, or access to such sensor devices, which allow him to detect mutants and those with latent mutant abilities with AM ability. The cloaking protecting the X-Men foiled this ability, so that although

they could be seen, they could not be detected by these mechanisms.
TALENTS: Leadership, Military.
IN BRIEF: Hawkshaw is the leader of the Press Gang, a team of Genoshan nationals of superior power used to extradite runaway mutants. He, Pipeline, Punchout, and whatever Magistrates he needs can enter a country and send the fleeing mutant back to Genosha using Pipeline's abilities.

TYPICAL MAGISTRATE

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

Health = 50 Karma = 30
Resources = TY Popularity = 0

KNOWN POWERS
No known super-human abilities.
EQUIPMENT: The Magistrates are equipped to handle threatening mutant situations. To that end, they are equipped with:

- Body Armor of EX protection from physical attack, RM Protection against energy attacks.
- Force Rifles of up to IN damage, with range of four areas.
- Pistols for GD damage up to three areas away.
- Grenades, smoke, knock-out gas (AM intensity) and explosive (IN intensity, one area radius).
- Goggles to protect from light and energy-based attacks, RM protection.

TALENTS: Military, Force Rifles, Pistols, Resist Domination.
IN BRIEF: The Genoshan Magistrates operate as the national police force with the aim of controlling the mutant population. They are called into service in case of mutant uprising, or potential mutant unrest. The Magistrates are aware of the treatment of mutants, but most do not consider the mutants to be humans or creatures to be treated humanely.

TYPICAL GENOSHAN MUTANT

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

Health = 84 Karma = 14
Resources = FE Popularity = 0

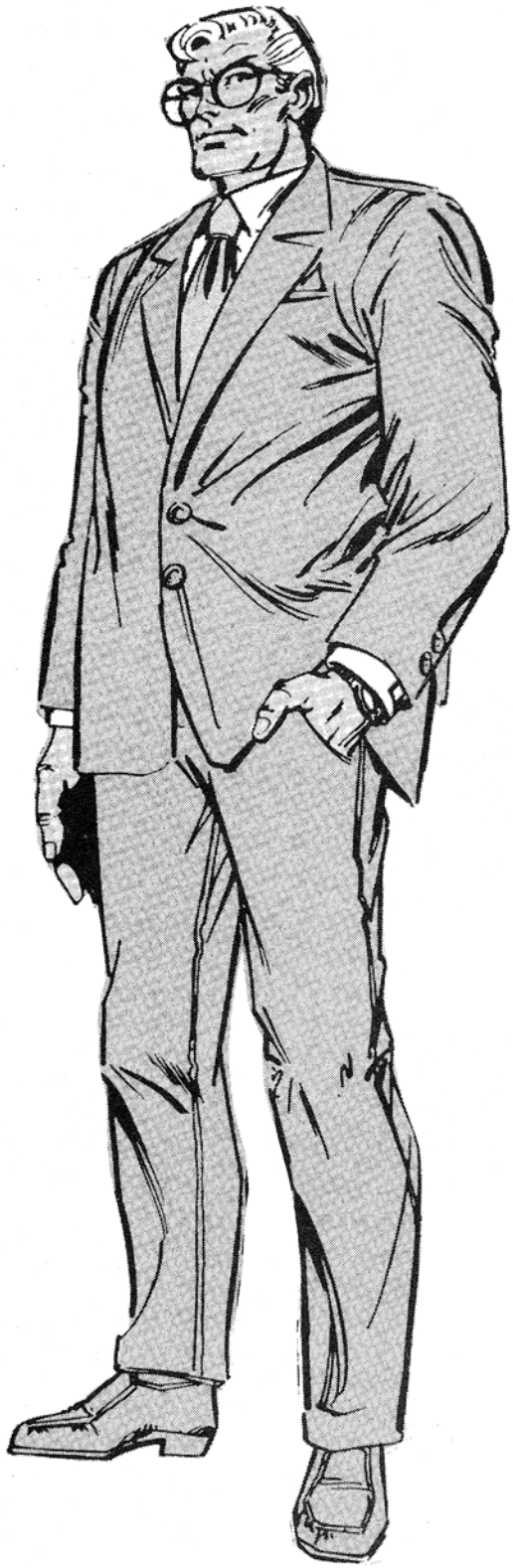
KNOWN POWERS
The abilities of Genoshan mutants vary depending on the job. Most mutants are limited to one or two powers in order to reduce potential danger from them in case they run amok. "Typical" mutations instilled in the Citadel of Genetics include:

- Elasticity at RM level.
- Thought Projection at RM level.
- Energy Rays (affects inanimate matter) at RM level.
- Healing at RM level.
- Earth Control at RM level.
- Plant Control at RM level.

The Genoshans choose to avoid mutations which may allow the individual to escape, such as wings or teleportation, or could prove dangerous to the human overlords, such as destructive rays or claws.

Skinsuits: The Skinsuits offer EX body armor from Physical and Energy attacks, with the exception of the Magistrates' force rifles. They also provide GD protection from heat and cold, and are self-contained environmental suits. Naturally they prevent mutant mating and replication.
TALENTS: Whatever job they have been trained to do. In addition, they are −1CS for mental attacks, a gift from Wipeout that serves as a reverse Resist Domination.
IN BRIEF: The mutants of Genosha are a slave race, referred to as "modules" in official records, and as "genejokes" by the Magistrates. They are tailored to their craft, and if a surplus is exhibited in one area, they are modified to fit a new area. Locked in their suits, which are bonded to their skins, the Genoshan Mutants are easily identified.

Genoshan mutants are trained to be subservient to their human masters, on pain of beatings and torture by the Magistrates. To this end they are often herded and controlled like sheep and will be subservient to the meanest human whim. This form of control has not crushed their growing hatred for the humans, though it does give the appearance of obedience.



CREATING MUTANT GROUPS

Due to the impressions (and repressions) of society, mutants tend to group together, often in super-human teams with a set goal. Mutants may be found in other existing teams, such as the Avengers, though this is more often the exception than the rule. The anti-mutant forces in society and government usually force groups to take a pro-mutant or anti-mutant stand, with the decision usually determined by how many mutants they have fought.

Groups which include mutants often find themselves fighting against the forces of law and order in order to serve a higher cause of freedom. (An excellent example of this is the X-Men's attacks on Genosha, which are illegal under Genoshan law, but morally justified by the Genoshan's treatment of their own people.)

For these reasons and others, mutants tend to stick together. Non-mutant heroes or normal humans may be part of groups (e.g., Longshot and Madelyne Pryor of the X-Men) but the general thrust of such groups is along pro-mutant lines and the group is identified, both in the press and to allies and opponents, as a "mutant group."

The purposes of such groups are as varied as the groups themselves, and often change over time. Typical group goals include the following:

PROFESSOR XAVIER'S DREAM I: THE CRIME-FIGHTING GROUP

This type of group exists primarily to control the excesses of evil mutants and other evil super-powered individuals and wrongdoers, regardless of genetic background. As individuals with superior powers, regardless of their origin, it is their responsibility to protect the public at large.

Such groups normally cultivate contacts with official law-enforcement organizations such as the FBI and local police forces. This would include sharing of information and the installation of a "hot-line" or other means of communication.

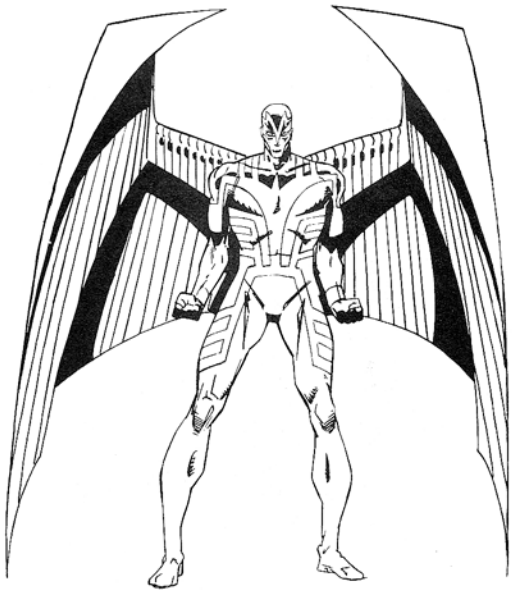
As a result of this need for communication, Crime-Fighters need to have a base or location where they can normally be found (which in turn makes them targets for villains looking for such groups for vengeance or to establish their reputation). Crime-Fighters normally have a distinctive trademark or insignia, and often (though not always) wear identical costumes for easy identification, at least early on. Once such heroes become accepted by their community, they normally vary their outfits, but this is not required.

The need for a base also ties the heroes geographically to a particular re-

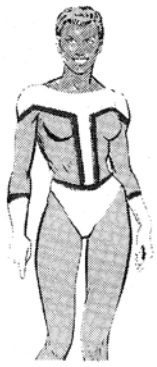
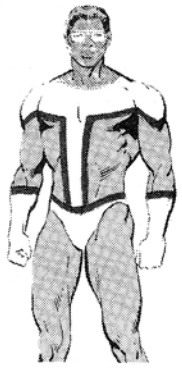










gion. They may travel to the ends of the Earth, but unless they possess some form of instantaneous teleportation, they will find that they can only react to crises in a 100 mile area or so.

A good example of the Crime-Fighting mutant group is the early X-Men, whose youth and dedication impressed both the Federal and New York City governments, such that they were often asked to assist in dangerous situations. Today, with anti-mutant forces operating publicly and loudly, such a group would have to keep its reputation spotless to avoid a firestorm of complaints.

PROFESSOR XAVIER'S DREAM II: THE TRAINING GROUP

The other half of Professor Xavier's original goals for the X-Men was to train them in the use of their mutant abilities so that they would not pose a danger to humanity. Examples of such groups include, again, the original X-Men, the New Mutants, and the X-Terminators.

Training teams usually have younger members than other mutant groups, individuals whose mutant powers have just recently manifested themselves, usually in uncontrolled situations. In addition, the members of such a team have not been able to generate any power stunts or special uses of their abilities.

Such teams usually have a mentor or guardian, usually but not always a mutant or group of mutants, to help with the training. Such a mentor generally has at least AM resources, so he can construct the necessary training situations (danger rooms, etc.) and repair such training areas after the young mutants are done with them. Since lack of control is one of the young mutants' chief problems, this is a common situation.

The need for some central location for training of mutant abilities, as well as regular education, usually ties such a young group down to a specific area. If their location is known, this makes the training group a target not only for anti-mutant forces, but for other evil mutants who wish to capture the young and turn them to the path of crime. Training groups often need to operate in relative isolation or under some form of cover (masquerading as a school for gifted youngsters, for example) to prevent such attention.

A problem just as great as secrecy or cost is that of the protection of the individuals in the group. At the start, most trainees lack the ability to go up against a Magneto or Juggernaut, and there have been fatalities when such groups have hurled themselves into battle (such as Cypher of the New Mutants). The difficulty of preparing such a team for an eventual role as Crime-Fighters (or some other type of team) while protecting the young team members is something every mentor must deal with.

Identifiable uniforms are optional for trainee teams. The original New

Mutants wore Xavier's standard school uniforms (about ten years out of date), but these were abandoned as the team members began to establish their own personalities and preferences.

The difficulties of young trainee mutant teams are many, but the rewards are just as great. Most of the major mutants of the Marvel Universe—Xavier, Magneto, Apocalypse, and others—are self-trained and were forced to develop their abilities as they went along.

The existence of training facilities allows young mutants to come to grips with their super-human abilities at a younger age. They develop not only control, but power stunts that would otherwise be developed much later in their careers.

The original X-Men were in their late teens when recruited, the "new" versions several years older. Members of both teams showed marked improvements in the use of their abilities as a result of training. The New Mutants and X-Terminators are even younger, and have the potential for even greater growth.

UNCLE SAM'S (OR UNCLE IVAN, OR AUNTIE BEEB'S) ARMY: THE GOVERNMENT GROUP

Super-human abilities are on the rise in the general populace. Mutants, mutated humans, high tech wonders, and natives of other dimensions and planets are making Earth a permanent mailing address in ever greater numbers. The governments of the world have shown a decided interest in these super-human individuals, both as a potential resource and a potential threat.

Most governments attempt to maintain good relationships with super-powered individuals and groups in their boundaries, at least those with generally "good" intentions. Examples include the early X-Men, as well as the Avengers and Fantastic Four. However, the needs of the government and the desires of the various super-powered groups are not always in accord, so such relationships are often strained or broken. In this country, the Avengers have proved less-than-willing to deal in certain matters of national security, while in the Soviet Union the Soviet Super Soldiers left government employ entirely and became an independent entity.

For these reasons, the various governments have seen the need to create their own super-powered teams. These teams are not always mutant teams, and often contain mutant and non-mutant members. Alpha Flight in Canada, China Force in the People's Republic of China, the Supreme Soviet in the USSR are all examples of Government teams.



EXCALIBUR



Shadowcat



Phoenix II



Captain Britain



Widget



Lockheed



Meggan



Nightcrawler

In America and Britain, the government teams are predominantly mutant in nature, perhaps in response to the strong desire to monitor and perhaps control mutant activities. The Freedom Force originally had as a core group the Second Brotherhood of Evil Mutants. In Britain, the fact that Captain Britain is a member of the mutant-dominated Excalibur makes that team the "official" team of the islands.

Mutant teams get one great benefit from government affiliation—money. They have the resources of their government behind them, and as long as they don't screw up royally, they can continue to receive large grants. Support is based solely upon perceived success of the group, whether in forwarding the nation's agenda or in defeating rampaging bad guys.

The downside of being controlled by the government is just that—being controlled by the government. The team will at the very least have an "advisor" whose word is law, with no appeals. Further, the team may not be given full information, if said information may pose a hazard to mission success. (The government may send the heroes out to save a military base from a radioactive monster and fail to mention that the radioactive monster is really a small child from Reno, as it may prevent them from fulfilling their goals.)

The government's goals may differ greatly from the individual consciences of its members. One of the reasons Freedom Force was formed was because the government could not positively determine if the Avengers would respond in case of an attack by the X-Men or other groups containing friends and allies.

Government groups have at least one (and sometimes more than one) headquarters, complete with training facilities and living quarters. The government expects its super-heroes to be on call and available at all times.

Government groups often have access to equipment and often information not available to other groups. A space shuttle can be arranged for groups, if need be, as well as experimental weaponry.

Government groups tend to be older, as most governments would prefer to have a team on-line as soon as possible, without much training. As a result, members of government groups do not always have fighting styles or cooperative techniques which mesh with each other.

Government groups usually require uniforms for easy identification by the people. The Red Guardian Uniform and Crimson Dynamo armor are as much symbols of the USSR's super-hero effort as they are tools of the state.

A final note for government groups: It should be noted that such organizations take a dim view of their membership resigning. The more sensitive material a hero can access, the greater the manhunt (usually by the hero's former teammates) that will result.

MAGNETO'S DREAM: EVIL MUTANTS

This type of super-team is usually limited to non-player characters, usually villains. Such individuals work from the premise that "With great power comes the opportunity to gain even greater power." Such teams are usually formed by one powerful, charismatic individual, with the remainder providing the muscle and abilities to make things happen.

Such teams of evil mutants feel that they have a right to terrorize and rule over ordinary mortals because they have such amazing powers. This attitude is encouraged by anti-mutant sentiment they encounter—by resisting their attempts to control the world (for their own good), humanity at large is tarred with the anti-mutant brush.

Examples of such groups include both Brotherhoods of Evil Mutants. The name Evil Mutants was chosen by both Magneto and Mystique to be ironic, but both teams lived up to that title in raw destruction and terror.

Evil teams around a central leader tend to retain the leader, with the membership increasing or diminishing according to need and how many crime-fighting groups they encounter. Lost members are often left to fend for themselves, unless their talents are needed.

Evil teams tend to move around a lot, having a variety of secret bases. Such bases need to be secret because if public, they call out the crime-fighting groups, spoiling whatever master plan was in the works. Money is usually a problem such that short-term goals of such groups include robbery.

Good-looking outfits for Evil groups are a necessity, both for easy identification and publicity, but also to mask their real features and deter arrest in their "civilian" identities.

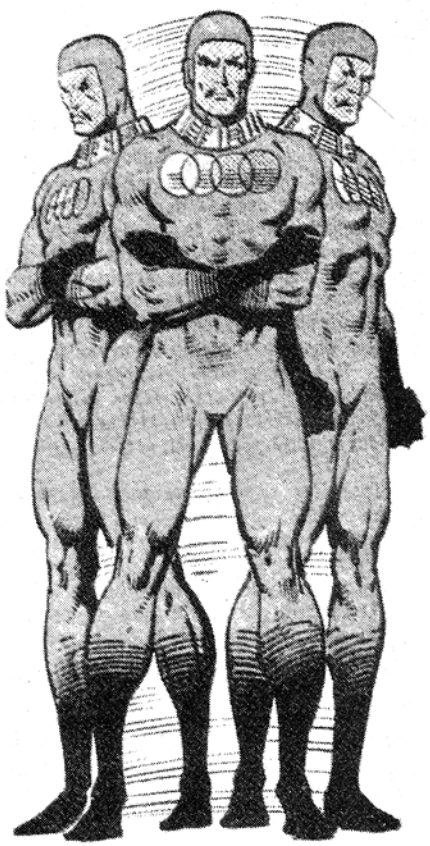
The main pitfall of avowedly evil mutant groups is that they become the chief target of good mutant groups who resent the evil label spilling over onto all mutants. In general, it is easier for a mutant to be a good guy than a bad guy.

THE LEGENDARY GROUP

This group acts for good as an end in itself, rather than as a means to some political end or other goal (such as acceptance of mutant-kind by humans). Members of this type of group are only interested in the results of their actions, and do not care about being recognized, publicized, or authorized. To a great degree, they imitate the masked man riding into town, solving the problems, and moving on.

The great advantage of such groups is mobility. They are not tied to any specific location but can go where the problems are worst. Further, overhead is low and the need for an "official headquarters" is reduced to the







means of conveyance. Uniforms become a question of personal taste as opposed to public identification, and in many cases flashy outfits are discarded for utilitarian ones.

Legendary groups operate according to an individual sense of morality, unaffected by the support of government, mentors, or charismatic leaders. If members disagree with the course of such a group, they can leave.

The X-Men, during their tenure in the Reaver's Base in Australia, acted as such a legendary group, aided further by their invisibility to cameras. They left their insignia as a calling card, but remained phantoms, believed dead by the world.

THE PROTECTIVE GROUP

One major cause driving mutants together is anti-mutant sentiment. Cast out by their own families and friends, these mutants seek out others like themselves for their own protection.

Such groups are not as interested in training or crime-fighting as in general survival. These groups may live at the fringes of society and often engage in questionable moral acts (such as petty theft) in order to survive.

A "headquarters" for this group usually refers to wherever they are crashing at the moment. Uniforms, if any, are up to individual members, and unless needed to control or use their power, may be dispensed with entirely. Such groups often do not want to call attention to themselves.

Such groups as the Morlocks and the Fallen Angels fit into this category.

NON-MUTANT GROUPS

Some super-teams have been genetically color-blind, including large numbers of both mutants and non-mutants. Such teams may be of any of the types above—Training, Legendary, Government, or Crime-Fighting. The Champions of Los Angeles, the Defenders shortly before that group disbanded, and the New Warriors all have contained more than a token number of mutant members.

When mutants are considered a positive force in society, mutant members pose no problems for their groups (such as when the Beast was a card-carrying Avenger). When the political atmosphere turns anti-mutant, however, pressure mounts on both mutant and non-mutant team members. The non-mutants will be treated normally, or at worst suspect for their "known mutant" connections, while the mutants will be shunned. Whether such a group survives such treatment usually depends upon its members, and often forces the non-mutants into a choice—to be actively pro-mutant or leave the team.

Non-mutant teams are usually formed in periods of low anti-mutant activities, and break up when anti-mutant sentiments increase.

UNDERCOVER GROUPS

A relative of the Legendary group, the Undercover group does not even leave calling cards—they do not want their activities, good or evil, to be recognized by anyone. Such groups often have their own political or social agenda and concentrate solely on results. They see any form of publicity as getting in the way of those results.

Undercover groups do not wear identifiable uniforms, and if they have abilities with visible manifestations, they try not use those abilities in front of witnesses. Their activities and headquarters are usually secret, in particular if their activities are illegal in nature. Appearing in a large crowd with a funny outfit and insufficient back-up is just asking for trouble.

A good example of an undercover group is the Press Gang from Genosha, who appear ordinary, but use that ordinary appearance to gain access to their targets.

THE ANTI-MUTANT GANG I: THE FALSE OPPRESSORS

The idea behind this type of mutant group is a sham—by pretending to be hunters of mutants, people will contact the group readily to report mutants. These mutants can then be recruited and trained in the use of their mutant abilities.

The key to such an operation is a veil of secrecy and lies. As mutant-hunters, the individuals involved can't themselves be revealed as mutants, so mutant detection devices must be avoided or jammed if present. Further, the web of lies extends to the potential mutants the group will want to recruit, such that many will go running when the mutant-hunters appear.

Finally, the mutant-hunters must advertise, use common uniforms, and otherwise merchandise themselves and their image in order to spread the word that they are looking for mutants.

This scam was attempted once, by X-Factor early in its career. The resulting backlash contributed to the greatest examples of anti-mutant hostility seen in this country in 20 years. This was in part due to the actions of the blatantly anti-mutant nature of the group's ads, created by Cameron Hodge, but the idea of an anti-mutant group may itself set off another round of mutant-bashing.

ANTI-MUTANT GANG II: THE COMPETITION

This group of mutants tends to operate similarly to the good mutant hunters, except from an "evil" perspective—the mutants located are either recruited or killed. Such mutant groups do not appreciate competition, and in their guise as mutant hunters, gain public support for their actions.

No such groups have appeared in the Marvel Universe in the wake of X-Factor coming clean about their mutant natures, but it could be only a matter of time.

FREEDOM FIGHTERS AND TERRORISTS

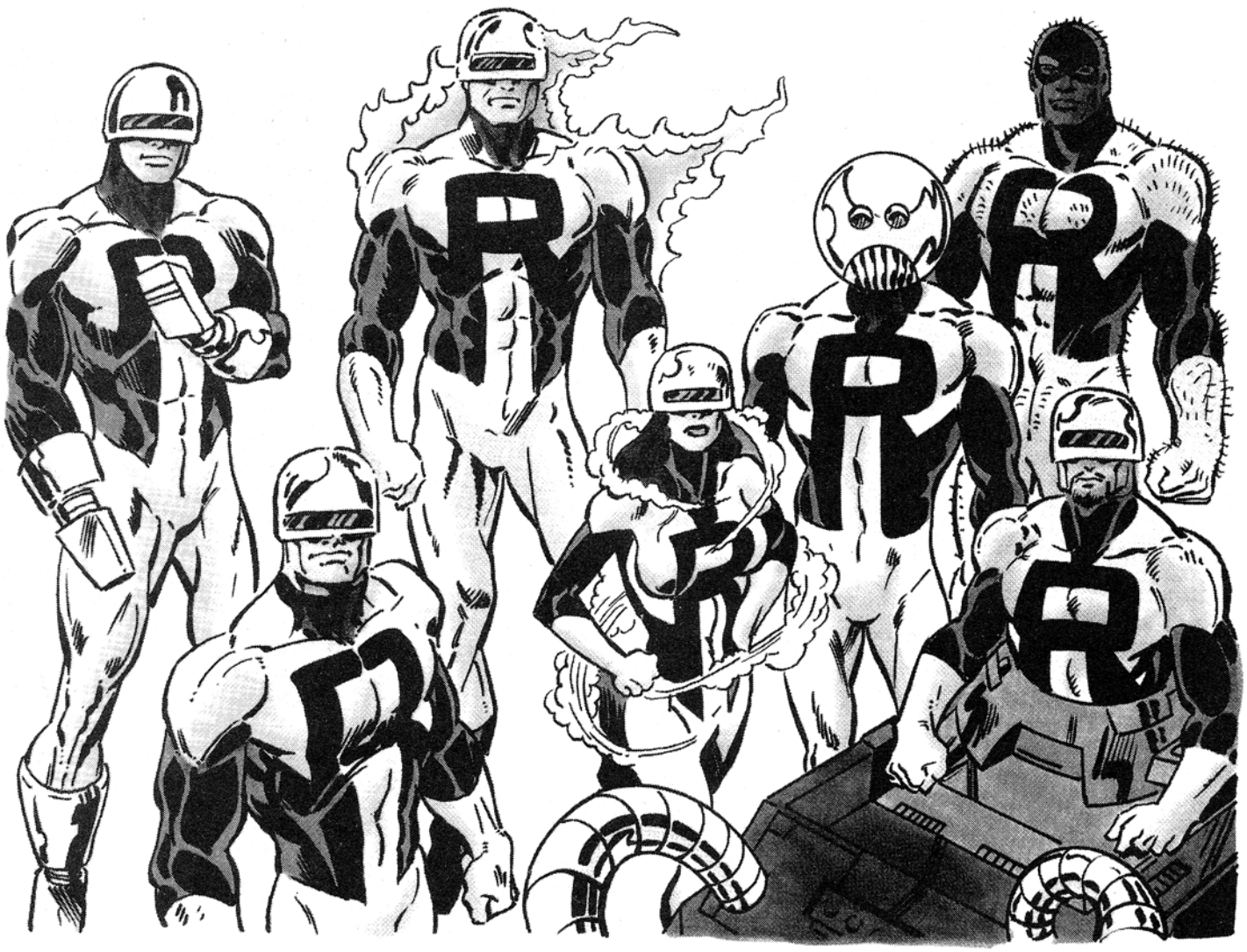
These types of mutant groups occupy the gray areas between good and evil mutants. When Magneto went to the trouble of identifying himself as an evil mutant in his attacks on the world governments, the division between good and evil was easy to identify. However, mutants fighting for mutant rights may be considered freedom fighters by mutant supporters, and terrorists by the governments they threaten.

The freedom fighter/terrorist teams have a set political agenda, often the overthrow or change of the government that affects them. Further, they are willing to use their super-human abilities to achieve their goals, often without concern for civilian life or property.

For such a team, publicity is everything. They want to carry their message to the world. Freeing a political prisoner means more if it is on live TV. Recognizable outfits are a must, often including masks to hide their true identities. Easy means of access to and from the scene of activity is also required (such as flight or teleportation), as the local government will likely not be gentle with transgressors.

Freedom fighter/terrorist teams also depend upon secrecy, operating from a secret headquarters or remaining mobile to deter pursuit. Such activities will arouse the attention of governmental groups, as well as crime-fighting groups which, while independent, object to threats to life and limb.

In the United States, both the Resistants and the Mutant Liberation Front could be considered freedom fighter/terrorist groups. Their differences are primarily in degree, with the Resistants preferring disobedience, picketing, and breakouts of known mutant prisoners, while the MLF resorts to terror tactics indiscriminately against human targets. The X-Men have been branded terrorists by the Republic of Genosha for their attacks on their land and their government.



THE MUTANT CAMPAIGN

At the base level, mutant group adventures are not very different from those engaged in by super-powered mutates, high-tech heroes, robotic heroes, or the natives of other planets or dimensions. The base conflict is between good and evil, the battle usually conducted in costumes and using flashy powers.

What sets mutant campaigns apart from the standard Marvel Super Hero Campaign is the background, the reason for fighting, and the definition of "good" versus "evil" mutants. Mutant heroes often deal with the prejudice and active hatred of supposedly "good" individuals, as well as the fact that the "evil" villains sometimes have their own reasons that are nobler than their own.

The mutant hero is an outcast of society. He is automatically suspect, especially if he has some visible physical mutation, such as blue skin or bat-wings. Moreover, while wildly altered mutates are often looked at sympathetically (because their modifications are usually the result of accidents—Gamma Bombs, Radioactive Spiders, and the like), mutants carry their modified appearances and abilities like a time bomb within them, capable of going off at any time. Moreover, anyone might be a mutant, regardless of friendship or family tie.

Widening the rift between human and mutant is the idea that mutants are the next step in evolution. This makes most normal humans very nervous. The idea that they may be replaced by this new sub-species of humanity, homo superior, is unsettling at best, and the actions of evil mutants convinces many that the mutants are not comfortable waiting for evolution to takes its course and want command of the earth *now*.

Finally, mutants are mistrusted because they have gathered into mutant fighting-teams, some avowedly good, others declaring themselves evil, and, good or bad, they seem to leave a wake of destruction wherever they go. The fact that most of these groups are formed as a response to anti-mutant attitudes does not matter, nor do many humans seem to care that the destruction caused by good mutant groups is aimed at preventing even greater devastation.

Therefore, mutants who act in the public eye often seek to outdo other super-powered heroes, to accomplish twice the job for half the credit. Further, they must tolerate an attitude of prejudice and, ofttimes, hatred by their human compatriots, one that continues after the battle. Spider-Man can suffer the taunts of the daily Bugle while Peter Parker remains unharmed, but Nightcrawler is forever marked as a mutant by his appearance. Lastly, the mutant must tolerate the quicksilver nature of public fancy and the tendency to lump all mutantkind, good and evil, together. Even if the PCs' actions are honorable, an attack by the Mutant Liberation Front on a local target can wipe out those gains and return the general populace to questioning the loyalties and intentions of all mutant groups.

THE MUTANT INDEX

To aid the Judge in dealing with how society views mutants, we offer the Mutant Index. This is a handy tool to aid in determining the general reaction of everyday individuals to the "mutant menace." The scale runs from +20 to −20, and the index number is chosen by the Judge before the campaign begins. This number is then added to or subtracted from the Popularity Rank to determine general reactions of the populace. In a heavily anti-mutant situation, a wildly popular hero with a mutant background may find that his actions are questioned and that doors normally open to him are shut tight. Similarly, in a situation where mutants are honored, just being a mutant may aid a hero in situations where otherwise he would not be treated well.

Note that in times of a negative mutant index, villains are more effective than heroes in their popularity, since their base popularity increases as the result of a further negative modifier. If people are afraid of mutants, then the appearance of an evil mutant wielding force-blasting powers is even more intimidating.

The Index:

+20 Mutant Heaven. Mutants are regarded as the saviors of mankind and a valued part of society. A known mutant is elected as president of the United States. Later that afternoon, pigs begin to sing and fly. This ultimate probably cannot be achieved without the combined effort of all mutants and humans everywhere. Good Luck.

+15 Mutants are regarded as a valued part of society. Being a known mutant with flashy abilities elicits praise, and even negative or detrimental powers gain sympathy.

+10 Mutants are regarded as equals, their super-human powers making them no more different from ordinary humans than Iron Man or Spider-Man. Human-appearing mutants are treated with respect, while those with obvious non-human mutations are viewed with curiosity.

+8 Mutants are viewed with interest. Licensing opportunities are available to known mutants and mutant groups, including comic books and film deals. Non-human mutants are viewed with suspicion.

+6 Mutants are viewed with curiosity, as this week's fad. Magazine covers feature the major known mutants, and increased press opportunities exist to explain

the "mutant viewpoint." A "mutant angle" is considered in preparing popular entertainments.

+5 Mutants are viewed with mild curiosity. Back-page articles in the major newsmagazines on "mutant updates." Tickertape parades are held for mutants who perform incredible acts of bravery.

+4 Mutants are tolerated if human-looking, viewed with distrust if ugly or non-human in appearance. Reporting concentrates on actions as opposed to individuals. Mutant heroes are a story when they do something, but not a media event. The "mutant menace" is regarded as a media and political ploy.

+3 Mutants are not the major topic in newsprint, and, provided they don't demonstrate their powers or wreak havoc, are pretty much left alone. Non-human mutants are subject to insults.

+2 Mutants are generally left alone except when performing newsworthy good or evil actions. Individuals heroes are treated as heroes, first, and as mutants, second.

+1 The general populace feels tranquil about mutants, provided that there are none in the immediate area.

0 The general populace doesn't care about mutants one way or the other. Mutant attacks in New York or Genosha are written off as being someone else's problem, and not applicable to everyday life. Powerful mutant heroes and villains are considered heroes and villains, first, and mutants, second.

−1 Articles about the potential power and danger of mutants appear in the newspapers, but most of the population is unaware of the full potential of the mutant menace. Secret groups concerned with the mutant menace begin to form and grow.

−2 Mutants and groups with mutant members find their actions coming under review. Press coverage tends to concentrate on whether mutants were involved in a battle or not.

−3 Tighter controls are placed on groups with mutant connections. Press coverage concentrates on damage created by mutant battles. The general public is increasingly aware of the potential threat of mutants to their everyday life. Sporadic violence against mutants occurs.

−4 Known mutants experience difficulty in finding employment. Independent mutant researchers experience difficulty in getting funds. Editorial coverage about the mutant menace increases. Known mutants are insulted in the streets.

−5 Mutants are considered potential enemies. Public outcry about the mutant menace increases. Control of known mutants in the government is tightened, with questionable mutants expelled. Laws to control the mutant danger are proposed. Existing laws are more stringently enforced. Vigilante action against known mutants is more common.

−6 Laws proposed to control the potentially dangerous mutants are drafted and passed, usually beginning with a registration act. Independent, public groups are formed to deal with the Mutant Menace. Hostility toward mutants surfaces in the press and government circles. Conflict exists between government organizations and mutants.

−8 Conflict exists between generally human super-groups and those with mutant members. Mutants are targeted and identified publicly. Individual mutant assassinations increase. Mutants are placed under "protective custody" for their own good. All super-human individuals are viewed with suspicion, regardless of whether they are mutant or not.

−10 Open hostility between pro- and anti-mutant forces. Implementation of government and independent plans to defeat mutant-kind. Lynchings of young mutants are common. All super-human groups are disbanded and/or brought under government control.

−15 Open warfare between humans and mutants. Mutants are hunted and openly killed in the streets. Reprisals destroy large segments of the population. Army and local militia are called out. Bounties are placed on all mutants. Mutants and those with potential mutant abilities are placed in camps.

−20 Complete police state run with a xenophobic fear of all mutants and all other super-human individuals. Those with potential for mutations are killed or sterilized. Mutants may be shot on sight, and most are either dead, imprisoned, or part of an underground movement.

These are general guidelines only, and apply to day-to-day dealings with the mutants. The index number used by the Judge may be higher than normal in areas where mutant heroes are respected, and lower in areas where mutants have proved particularly deadly. (For example, a midwestern town captured and placed under the control of a Mutant tyrant could encourage modifiers approaching −20 while the rest of the world exists at a positive level.)

In the Marvel Universe, the worst the Mutant Index has reached has been −6, at which time national advertising campaigns for X-Factor and the passage of the Mutant Registration Act fanned anti-mutant feelings to an all-time high. Following the sacrifice of the X-Men in Dallas and X-Factor's rescue of New York from Apocalypse, the Mutant Index rose to +4. It remains +4 in New York (a local aberration), and has settled between +2 and −1 elsewhere in the country.

The Mutant Index is arbitrary and determined by the Judge according to the needs of his campaign. Once set,

it can be altered, at least locally, by player character actions, and nationally, if such actions receive a great deal of media attention. Saving New York (if known to the populace at large) might raise the index one or two points locally, while publicly demonstrating the power to convert jet engine noise into brilliant (and potentially destructive) light energy may cause a national reduction of −1 point.

The greater the positive value of the mutant index, the harder it is to raise it further, and the easier it is to lower it. Similarly the greater the negative value, the harder it is to make matters worse, and the easier it is to increase it through worthy public acts. As a general rule, the "20" values should only be reached through a concentrated effort of mutants and humans to make the best (or worst) of all possible worlds. A blatant, unanswered attack of evil mutants in downtown Manhattan could reduce the Mutant Index from 1 to −1, but it would take the leveling of Manhattan itself (or any other major city) to reduce it from −18 to −19. Similarly, a known mutant saving the president from aliens is worth increasing the mutant index from 0 to +2 (+1 if rescued from evil mutants), but something along the lines of heroic self-sacrifice would be required to boost it over the +5 level.

Things which might influence the Mutant Index include:

- Prominent displays of power at the MN or UN level.
- Attracting large numbers of powerful attackers to a particular location.
- Destruction of large amounts of public property.
- Assassination or prevented assassination of particular targets.
- Repulsion of alien or extra-dimensional attacks.
- Public Relations Campaign (pro- or anti-, and will only affect things by one or two points, between a maximum of +5 and −5).
- Extensive public acts of charity and goods works.
- Unanswered terrorist attacks.
- Major motion pictures.

The mutant index will not affect long-time allies or continual foes, but may strengthen or strain those relationships. The Judge does not have to reveal the specific mutant index to the players, though the descriptions of what is happening around them may inform players where the index stands. (A large parade indicates favorable responds, while cries of "stinking Muties" may indicate a negative mutant index.)

BRING ON THE BAD GUYS

The foes that mutant groups go up against include run of the mill crooks and world-beaters, but mutants also face unique styles of opponents. These opponents are not only interested in their own well-being and advancement, but are interested in mutants as competitors, threats, or natural resources to be controlled and used. Often these villains are as interested in recruiting, corrupting, or destroying the heroes as they are in criminal or world-building schemes. The following is a general grouping of the various mutant foes, and how they may be run to provide a variety of enemies for the heroes.

THE CRIMINALS

The standard foes of both mutant and non-mutant super-powered individuals, the criminals' goals are normally no more than the accumulation of ill-gotten wealth and power, either directly (Hydroman robbing a bank) or indirectly (Kingpin controlling an organization which accepts protection money from that bank).

Criminals tend to have little concern about mutants, except as one more potential way to expand their power and increase their wealth. Mutant criminals think more of themselves than of a mutant community, and can be found working for large organizations (as the later Persuader did) or running their own independent operations (like Carlos Lobos).

Mutants become involved with criminal types mostly by accident, unless they have specifically set themselves up as part of a crime-fighting organization. They may be called upon to deal with specific criminal mutants who are boasting of their power and giving mutants everywhere a bad name (depressing the Mutant Index in their area of operation).

Criminals do not normally mess with mutants, but strong attacks by mutant heroes can interest criminal organizations in mutant protection. The effectiveness of Cloak and Dagger against the various New York City gangs can be shown by the rising number of super-powered individuals the gangs have employed as protection.

THE USERS

Among the most dangerous nemeses for mutant heroes are users—those who view mutants as a potential natural resource, depriving them of their humanity in the process. The mutants are little more than super-powered chits in a social or economic poker game.

There are various types of users. Some, like the Hellfire Club, encourage the diversity of natural mutations, seeking to develop those existing super-human talents to their full extent and, more importantly, control those talents for their own ends. They would prefer to have such control willingly, or by means of an interconnection and overlapping of common interests, but will rely on force if need be.

A Hellfire-type user will tempt individuals into service with promises of money, power, or solutions to immediate problems. Once one offer is accepted, the coils multiply and strengthen until the individuals' goals are the same as the groups. Hellfire-style users are not above mind- or emotion-controlling devices to further their own ends. They see other groups merely as competition for the same resources, and believe they themselves can offer the best deal.

Hellfire-style users are masters of

seduction, letting the target take one small step, then leading each additional step thereafter until the final goal of total control is achieved. Users of this type are subtle, and feel they have time on their side. Only when they themselves are rushed by pressing needs will they push hard in their recruitment.

Other users, such as the Genoshans, are more sinister, seeking only the raw power of mutant abilities, seeing the mutants themselves as nothing more than raw material, to be used and cast aside when done. These users have existed on a small scale for years (at least as far back as the Living Monolith, who imprisoned Havok to gain his powers) but only recently, the Genoshans have moved into full-fledged slavery. Diversity of abilities is crushed and molded into a tight conformity—easier to deal with and easier to control.

Mutants encountering this type of user will find that they are dealing with individuals who deny the mutants their humanity and even their right to exist. To this extent, such individuals treat damaging or killing a mutant with the same disregard (and Karma loss) as one might feel deactivating a robot or simply junking a faulty machine.

Uncontrollable mutants, including those mutant heroes and individuals with non-productive abilities, are destroyed, while those who are useful are turned into fodder to help the user achieve his own ends.

A last user subgroup is the Feeders, those who increase their own power through the living wills and abilities of others. Individuals such as Sauron and the Living Monolith are in this category as well as vampire-like parasites like Sapphire Styx and The Raven.

Feeder/users do not generally think of establishing large bases when they can graze the herd of mutant-kind, taking that which they see fit to supply their own needs. They will fight directly only if prevented from gaining the mutant energies they desire. Such feeder/users operate in secrecy.

Users are useful to the Judge as a continuing threat to mutant heroes. Hellfire-style users will always be present to tempt players to seek an easier (if more corrupt) life. The Genoshan-style users are constant reminders of what the mutant's life could become. Feeder-style users could strike at any moment. All three create the continual feeling of pressure that is common to mutant adventures, that others are waiting and watching.

Finally, users are not restricted merely to thinking of mutant-kind as objects to be exploited. Lesser humans are often duped and used as pawns in their power games, as servants, mercenaries, guards, or soldiers. As "normal" humans, most mutants would like to avoid harming them unnecessarily, but often they are not given that choice.

THE KILLERS

A common subgroup of villain that declared mutant groups must face are the killers—those who want the mutant menace dealt with in a full and final solution, usually over the dead bodies of the mutants involved.

The most famous (or infamous) of the killer villains are the Sentinels, a series of robots created to identify and deal with the mutant menace permanently. These robots have gone through a number of incarnations, and now include magical and future variants in addition to the familiar huge versions that have plagued mutant-kind for so long.

Another type of killer is the Marauders, a team of mutants with the purpose of killing other mutants they encounter. The Marauders are cutting down the mutant competition, reducing the chances of further beneficial or powerful good mutants, but their main reason for killing is merely that they enjoy it.

Just as dangerous as the robots and mutant-hunting mutants are the individuals who have created those robots and ordered them into battle. These killers are cold-blooded murderers, whether they rationalize their crimes by citing the mutant menace as a threat to humanity or not.

Often these master killers order their agents to capture rather than kill, so they can study their potential foes. More often, their primary order is to strike first at mutant-kind, before the growing mutant population can strike.

Killers are a dark and evil side of the mutant equation, a continual threat not only to mutants, but to those close to them. They may strike at any time, with a single-minded need to destroy their opposition. The Marauders and the Sentinels are particularly deadly as they appear able to return from certain death to plague the heroes again and again.

THE EVIL MUTANTS

Just as certain mutant heroes have gathered together to form allegiances for the good of both mankind and mutant-kind, so too have mutant villains banded together to further advance their own petty goals. These goals are usually no more than a larger slice of the pie for themselves, but they have the negative effect of lowering the general populace's opinions of mutants (and lowering the mutant index).

Evil mutants are usually driven together by adversity, and seek to increase their numbers by attracting other mutants who are angry about their treatment at the hands of humanity. They may justify their robberies and pillaging as a fair exchange for previous injustices (often very rare) against themselves and their comrades.

Evil mutant groups offer the bond of a genetic community, but they are often driven by little more than greed, whether for cash (at least as a stepping stone to greater goals) or for temporal power.

Gatherings of evil mutants, like individual mutant criminals, bring down the Mutant Index, but do so faster and more effectively when they broadcast themselves as evil mutants, to be feared because of their mutant nature and powers. Good groups must do battle against such individuals to offset this image. (This was one of the reasons for the creation of the original X-Men.)

Few indeed are the mutants who take up the mantle of "Evil Mutant." The backlash against killers who consider all mutants to be evil and therefore expendable has inadvertently raised the consciousness of most of the truly evil mutants. Magneto reformed for a brief time, shedding his evil ways. However, he recently returned to evil to make himself a target for anti-mutant forces, in this way, drawing attention away from innocent mutants. (At least, this is the explanation he gives for his change of heart.) Mystique and her second Brotherhood sold out to become government employees, and the group now includes non-mutant members, weakening her past claims of being a mutant leader.

Still, "evil mutants" make excellent villains for players beginning a campaign. They are avowed in their beliefs and easily identified. In the world of mutants, where much is grey and unsure, they are stalwart and relentless foes.

THE MANIPULATORS

Manipulators are mastermind villains who use mutants for their specialized and powerful abilities. Manipulators rarely enter the fray other than to gloat and pummel the helpless heroes, preferring to operate behind the scenes as their minions wreak havoc.

Mister Sinister, Apocalypse, Stryfe, and the aliens behind Factor Three are all manipulator-style villains, preferring to let others do their dirty work and take their losses. Magneto does not qualify as a manipulator because he places himself in the line of fire time and again alongside his minions.

Manipulators, like Hellfire-style users, are in for the long haul, always planning, taking into account new contingencies and alternatives. They usually have at least five contingency plans if foiled in one area, and at least two escape routes from any battle. They are continually seeking out how they can turn the present situation, including their defeat, into an advantage in the long run. The heroes destroying a doomsday device only demonstrated that devices' flaws, which can be corrected in the next version.

Manipulators plan for some desired ultimate goal, whether it be survival of the fittest, or to spark a nuclear war in preparation for invasion. Often this planning causes them to take more wandering routes to their goal, as all the variables must fit for the plan to work. In upsetting the variables, the heroes delay the manipulator's success.

Heroes normally encounter the minions of the manipulator class first, usually engaged in some criminal activity. Only after several such encounters does it become clear that these crimes have a central mastermind behind them, controlling the situation. Once revealed, the manipulators often destroy their present plans rather than allow themselves and their devices to be captured, and will fight only if they feel they have control of the outcome.

THE PROTECTORS

This is a very odd class of villain, the opposite of the killers. They seek to protect mutant-kind, though in protecting them they often resort to kidnapping. Many mutant disappearances can be attributed to this type of "villain."

The best example of the protector villain among mutant-kind is Nanny, who, with Orphan-Maker, rescues orphaned mutants from danger. The fact that Orphan-Maker often *makes* the young mutants orphans in the first place shows the twisted logic involved in such a process. Paradoxically, Nanny is moved to criminal behavior by compassion and concern.

In the non-mutant area, the Elder Being known as the Collector attempted to collect all of the Avengers in hopes of preserving them after Earth's anticipated destruction. His motives are similar to Nanny's and it is probably only a question of time before he turns to mutant-kind with the enthusiasm of a butterfly collector.

Protectors tend to be sympathetic villains who consider themselves selfless heroes protecting others. They should not be treated in the same rough manner as killers and users, but their crimes must be halted by the heroes.

THE WACKOS

A special category exists for those criminals who act purely for the fun of it. No political agenda, no need for social change. They just want to have a good time, and the better the show, the better they like it.

The archetype of this style of villain is Arcade, more properly a killer, but with more style than any Sentinel, Marauder, or member of the Right. Arcade specializes in deathtraps, but wraps them in candy-coating and bright balloons. The style of the kill, the thrill that it gives his warped imagination, is as important as the kill itself.

Such villains can be truly deadly, but can often be handled in the spirit of fun, as a break from Sentinels and bounty-hunters. Think of wackos as kids in a toy store, itching to show off their latest contraption. They are more mischievous than evil, and more deadly than mischievous. Their arrival in the campaign should be infrequent but light-hearted—they make an excellent change of pace from the blood and thunder of saving the world.



SENTINELS

Sentinels are mutant-hunting robots manufactured by a variety of firms, but with one common purpose—the discovery, pursuit, capture, and/or elimination of mutants.

SENTINELS, MARK I

F	A	S	E	R	I	P
RM	GD	IN	MN	EX	PR	PR
30	10	40	75	20	4	4

Health = 155 Karma = N/A
Resources = N/A Popularity = N/A

KNOWN POWERS

Robotic Construction: The Sentinels are robots, and as such have a number of special abilities:

•Immunity to poison, disease, and gas.

•Invulnerability to mental attacks such as mind control and mind reading (telepathic force bolts and other such attacks function normally).

•Mark I Sentinels do not need to breathe, and as such are unharmed by the effects of outer space and being underwater.

•Sentinels are 10′ tall. Those attacking a Mark I have a +1CS chance of hitting.

•Sentinels are made of RM strength material. This provides them with EX protection against physical and energy attacks.

•Sentinels at this stage do not generate or spend Karma.

Weapons Systems: The Mark I's have a variety of weapons-systems, fired from their chest-plates. These include:

•Variable Energy Beams: The Mark I's plasma beams, electron beams, and heat rays can inflict either energy or force damage at the RM level, with a range of two areas.

•Stun Ray: The Mark I's chest-plate also packs a stun-ray of RM intensity and three area range.

•Disintegrator Ray: The Mark I's have a chest-mounted disintegrator of RM intensity against inorganic matter.

Mutant Detection: The Mark I can scan all living beings within four areas and determine if they are human or mutant.

Flight: GD air speed.

TALENTS: None.

GROUPS: Sentinels.

IN BRIEF: The first of the Sentinels were created by Bolivar Trask, who was worried about the rise of mutants and their threat to "normal" humanity. The Sentinels were created to protect humanity, but due to their logic circuits, concluded that the best way to do so was to *control* humanity. They turned on Trask, who discovered that not all mutants were evil. Bolivar sacrificed himself to blow up the Sentinel base and all of his creations.

SENTINELS, MARK II (Neo-Sentinels)

F	A	S	E	R	I	P
IN	EX	MN	UN	EX	GD	TY
40	20	75	100	20	10	6

Health = 235 Karma = N/A
Resources = N/A Popularity = N/A

KNOWN POWERS

Robotic Construction: The Sentinels are robots, and as such have a number of special abilities:

•Immunity to poison, disease, and gas.

•Invulnerability to mental attacks such as mind control and mind reading (Telepathic force bolts and other such attacks function normally.)

•Mark II Sentinels do not need to breathe, and as such are unharmed by the effects of outer space and being underwater.

•Mark II Sentinels are 20′ tall. Those attacking a Mark II have a +2CS chance of hitting.

•Mark II Sentinels are made of IN strength material. This provides them with IN protection against physical and energy attacks.

•Self-Repair Mechanisms: The Mark II's have phenomenal self-repair mechanisms, allowing them to regain 25 Health per round, provided that they have at least 50 Health remaining. Once the Mark II's health falls below 50, this power fails to operate.

•Sentinels at this stage do not generate or spend Karma.

Weapons Systems: The Mark II's have a variety of weapons-systems, fired from their chest-plates. These include:

•Variable Energy Beams: Mark II's have plasma beams, electron beams, and heat rays with which they can inflict either energy or force damage at the AM level, with a six area range. These weapons are mounted in the chest-plates and palms.

•Gas Jets: Mounted in the palms, these jets emit knockout gas of RM intensity up to two areas away.

Adaptability: The greatest power of the Mark II's is to analyze an attack form and create methods by which that attack can be neutralized, these methods created by its own self-repair mechanisms. In this fashion the Mark II can gain abilities it did not have originally. These defenses operate at the intensity of the attack, +1CS, up to the UN rank, and include such enhancements as:

•Steel tendrils and nets for stopping dexterous opponents.

•Vibration attacks against opponents using sonic powers.

•Fire attacks against ice-based foes.

•Ice or water-based attacks against fire-using opponents.

It is up to the Judge to determine specific defense according to the nature of the attack. These defenses will always be mechanical in nature (as opposed to psionic or magical). Information gained from one attack is relayed to other Sentinels, along with information on whether the attack was successful or not.

Mutant Detection: The Mark II can scan all living beings within six areas and determine if they are human or mutant.

Flight: RM air speed.

LIMITATION: Stronger limitations are placed on the Mark II's to prevent a repeat of the Mark I's apparent rebellion. The Mark II's are "hard-wired"

not to harm normal human beings, only mutants.
TALENTS: None.
GROUPS: Sentinels.
IN BRIEF: Created by Larry Trask, son of Bolivar Trask, the powerful Mark II's proved effective until they discovered that Trask was himself a mutant, at which point they considered themselves free to make their own decisions. They were defeated by the X-Men, who pointed out that, since the sun was a source of the mutations, the Sentinels should try to destroy it. The logic of this argument forced them to leave Earth. A mutation to their leader, Number Two, caused them to return to Earth, where they were destroyed by the Avengers. The Mark II Sentinels were also known as the Neo-Sentinels.

SENTINELS, MARK II, NUMBER TWO

Number Two was the leader of the Mark II Sentinels following the revelation that Larry Trask was a mutant. In their flight around the sun, Number Two was itself mutated, giving it several new powers:

KNOWN POWERS
Space Warp: Number Two can generate a teleporting space warp with UN ability, crossing continental distances (thousands of miles) at will.
Removed Limitation: Number Two had its hard-wired limitation against harming humanity removed, and can attack them as it wishes.
IN BRIEF: The mutated Number Two returned to Earth with the surviving Sentinels, and began a program to create solar flares and thereby sterilize humanity (no more new humans, therefore no more new mutants). Its plot was foiled by the Avengers. Number Two was destroyed by his surviving Sentinel followers, who realized that Number Two was a mutant and carried out their own programming to destroy it.

SENTINELS, MARK III

F	A	S	E	R	I	P
EX	GD	IN	AM	PR	PR	PR
20	10	40	50	4	4	4

Health = 120 Karma = N/A
Resources = N/A Popularity = N/A

KNOWN POWERS
Robotic Construction: The Sentinels are robots, and as such have a number of special abilities:
•Immunity to poison, disease, and gas.
•Invulnerability to mental attacks such as mind control and mind reading (telepathic force bolts and other such attacks function normally).
•Mark III Sentinels do not need to breathe, and as such are unharmed by the effects of outer space and being underwater.
•Mark III Sentinels are 20′ tall. Those attacking a Mark III have a +2CS chance of hitting.
•Mark III Sentinels are made of RM strength material. This provides them with EX protection against physical and energy attacks.
•Self-Repair Mechanisms: The Mark III's have modest self-repair mechanisms, allowing them to regain five Health per round, provided that they have at least 50 Health remaining. Once Health drops below 50, this power fails to operate.
•Sentinels at this stage do not generate or spend Karma.
Weapons Systems: The Mark III's have a variety of weapons-systems, fired from their hands and chest units. These include:
•Variable Energy Beams: Mark III's have plasma beams, electron beams, and heat rays with which they can inflict either energy or force damage at RM level, with a two area range. These are mounted in the chest and palms.
•Gas Jets: Mounted in the palms, these jets emit knockout gas of RM intensity up to two areas away.
•Grappling Cables: Issuing from the palms, these cables are of AM material strength and grab targets with IN ability.
•Atmos-Spheres: A modification for life in space, the Mark III's can generate a protective life-support bubble for up to six individuals. The bubbles have IN material strength.
Mutant Detection: The Mark III can scan all living beings within five areas and determine if they are human or mutant.
Flight: GD air speed.
TALENTS: None.
GROUPS: Sentinels.
IN BRIEF: Stephen Lang, working from Trask's incomplete notes, rebuilt the Sentinels with support from the Hellfire Club (whose leader at that time shared Lang's fear and distrust of the rising number of mutants). Lang built the Mark III's and, operating out of a space platform, set out to locate and destroy super-human mutants. He was foiled in the plot and his Sentinels were destroyed by the X-Men, but not before Lang transferred his own brain patterns into the Master Mold.

X-SENTINELS

F	A	S	E	R	I	P
EX	GD	IN	AM	PR	FE	FE
20	10	40	50	4	2	2

Health = 120 Karma = N/A
Resources = N/A Popularity = N/A

KNOWN POWERS
Robotic Construction: The X-Sentinels are robots, and as such have a number of special abilities:
•Immunity to poison, disease, and gas.
•Invulnerability to mental attacks such as mind control and mind reading (Telepathic force bolts and other such attacks function normally.)
•The X-Sentinels do not need to breathe, and as such are unharmed by the effects of outer space and being underwater.
•The X-Sentinels are made of RM strength material. This provides them with EX protection against physical and energy attacks.
•Sentinels at this stage do not generate or spend Karma.
Special Modifications: The X-Sentinels were designed to resemble Professor X, the original X-Men, and Havok and Polaris. In addition to all of the abilities of the Sentinel Mark II, the X-Sentinels sound and act like the X-

Men they were imitating. In addition, each of the X-Sentinels has been modified to allow it to "play its part":

•Cyclops: IN strength force beam.
•Professor X: IN strength force beam.
•Marvel Girl: IN strength tractor beam.
•Iceman: IN strength ice projection.
•Beast: No modification.
•Angel: Flight, GD speed.
•Havok: IN strength force beam.
•Polaris: IN strength magnetic beam.

TALENTS: None.
GROUPS: Steven Lang's Mark III Sentinels.
IN BRIEF: The X-Sentinels were robots built with Sentinel technology by Lang to confuse and defeat the X-Men. His plan went well until Wolverine penetrated the disguise and ripped the Marvel Girl robot to shreds.

SENTINELS, MARK IV

F	A	S	E	R	I	P
EX	EX	AM	MN	TY	TY	PR
20	20	50	75	6	6	4

Health = 165 Karma = N/A
Resources = N/A Popularity = N/A

KNOWN POWERS
Robotic Construction: The Sentinels are robots, and as such have a number of special abilities:

•Immunity to poison, disease, and gas.
•Invulnerability to mental attacks such as mind control and mind reading (telepathic force bolts and other such attacks function normally).
•Mark IV Sentinels do not need to breathe, and as such are unharmed by the effects of outer space and being underwater.
•Mark IV Sentinels are 20′ tall. Those attacking a Mark IV have a +2CS chance of hitting.
•Mark IV Sentinels are made of RM strength material. This provides them with RM protection against physical and energy attacks.
•Sentinels at this stage do not generate or spend Karma.

Weapons Systems: The Mark IV's have a variety of weapons-systems, fired from their hands or eyes. These include:

•Variable Energy Beams: Mark IV's have plasma beams, electron beams, and heat rays with which they can inflict either energy or force damage at the IN level of ability, with a two area range. These are mounted in both the hands and eyes.
•Gas Jets: Mounted in the palms, these jets emit knockout gas of RM intensity up to two areas away.
•Grappling Cables: Issuing from the wrists, these cables are of RM material strength and grab targets with AM ability.
•Searchlights: Mounted in the eyes, these lights can illuminate a two-area volume up to five areas away. At full force, they have RM intensity.

Mutant Detection: The Mark IV can scan all living beings within seven areas and determine if they are human or mutant.
Flight: EX air speed.
Learning Program: A more controlled variant of the adaptation programs of the Mark II's, this allows the Sentinel to gain a +1CS against an opponent in all FEATs after fighting that opponent for three rounds. Further, the information is relayed back to central computers, such that other Mark IV's are aware of it and gain that ability in future battles. By researching the gathered data, the scientists at Shaw industries can manufacture specific countermeasures which can be installed in modified Mark IV's (removing some other weapon system) for attacking that particular mutant. Modification takes about a week, and can produce mechanical countermeasures of no greater than MN strength.
TALENTS: None.
GROUPS: Sentinels.
IN BRIEF: With the destruction of the Mark III's, Sentinel technology languished until the attempted assassination of Senator Kelly by the Second Brotherhood of Evil Mutants. Then Sentinel construction was revived by the US Government through its "Project Wideawake." The contract for rebuilding the Sentinels was awarded to Shaw Industries, whose president, Sebastian Shaw, was himself both a mutant and the Black King of the Hellfire Club. Shaw's eventual intention is to use the Sentinels to further his own ends, initially for the Inner Circle of the Hellfire Club, but now on his own.

SENTINELS, MARK V

F	A	S	E	R	I	P
EX	EX	AM	UN	GD	TY	PR
20	20	50	100	10	6	4

Health = 190 Karma = N/A
Resources = N/A Popularity = N/A

KNOWN POWERS
Robotic Construction: The Sentinels are robots, and as such have a number of special abilities:

•Immunity to poison, disease, and gas.
•Invulnerability to mental attacks such as mind control and mind reading (telepathic force bolts and other such attacks function normally).
•Mark V Sentinels do not need to breathe, and as such are unharmed by the effects of outer space and being underwater.
•Mark V Sentinels are 20′ tall. Those attacking A Mark V have a +2CS chance of hitting.
•Mark V Sentinels are made of RM strength material. This provides them with RM protection against physical and energy attacks.
•Sentinels at this stage do not generate or spend Karma.

Weapons Systems: The Mark V's have a variety of weapons-systems, fired from their hands or eyes. These include:

•Variable Energy Beams: Mark V's have plasma beams, electron beams, and heat rays with which they can inflict either energy or force damage at the AM level of ability, with a two area range. These are mounted in the hands and eyes.
•Gas Jets: Mounted in the palms, these jets emit knockout gas of RM intensity up to two areas away.
•Grappling Cables: Issuing from the wrists, these cables are of RM material strength and grab targets with AM ability.
•Cold Beams: Jets of liquid nitrogen of IN stunning cold, mounted in the eyes. The nitrogen also encases

the target in a sheath of GD material strength ice.
Mutant Detection: The Mark V can scan all living beings within one mile and determine if they are human or mutant.
Flight: EX air speed.
Learning Program: This program allows the Sentinel to gain a +1CS against an opponent in all FEATs after fighting that opponent for three rounds. Further, the information is relayed back to central computers, such that other Mark V's are aware of it and gain the CS in future battles. By researching the gathered data, the scientists at Shaw industries can manufacture specific countermeasures which can be installed in modified Mark V's (removing some other weapon system) for attacking that particular mutant. Modification takes about a week, and can produce mechanical countermeasures of no greater than MN strength.
TALENTS: None.
GROUPS: Sentinels.
IN BRIEF: A second-generation built along the lines of the Mark IV, the Mark V represents a modest improvement over the previous model.

SENTINELS, MARK VI

F	A	S	E	R	I	P
RM	EX	AM	ShX	GD	GD	PR
30	20	50	150	10	10	4

Health = 250 Karma = N/A
Resources = N/A Popularity = N/A

KNOWN POWERS
Robotic Construction: The Sentinels are robots, and as such have a number of special abilities:
•Immunity to poison, disease, and gas.
•Invulnerability to mental attacks such as mind control and mind reading (Telepathic force bolts and other such attacks function normally.)
•Mark VI Sentinels do not need to breathe, and as such are unharmed by the effects of outer space and being underwater.
•Mark VI Sentinels are 20′ tall. Those attacking a Mark VI have a +2CS chance of hitting.
•Mark VI Sentinels are made of RM strength material. This provides them with RM protection against physical and energy attacks.
•Sentinels at this stage do not generate or spend Karma.
Weapons Systems: The Mark VI's have a variety of weapons-systems, fired from their hands or eyes. These include:
•Variable Energy Beams: Mark VI's have plasma beams, electron beams, and heat rays with which they can inflict either energy or force damage at the IN level of ability, with a two area range. These were mounted in both the hands and eyes.
•Gas Jets: Mounted in the palms, these jets emit knockout gas of RM intensity up to two areas away.
•Grappling Cables: Issuing from the wrists, these cables are of RM material strength and grab targets with AM ability.
Mutant Detection: The Mark VI can scan all living beings within two miles and determine if a mutant is within that area and using its mutant abilities.
Flight: EX air speed.
Learning Program: This program allows the Sentinel to gain a +1CS against an opponent in all FEATs after fighting that opponent for three rounds. Further, the information is relayed back to central computers, such that other Mark VI's are aware of it and gain the CS in future battles. By researching the gathered data, the scientists at Shaw industries can manufacture specific countermeasures which can be installed in modified Mark VI's (removing some other weapon system) for attacking that particular mutant. Modification takes about a week, and can produce mechanical countermeasures of no greater than MN strength.
Invisibility: EX rank against normal vision and radar. Achieved by camouflaging liquid crystal implants and stealth ECM technology.
TALENTS: None.
GROUPS: Sentinels.
IN BRIEF: Another modification of the Mark IV frame, this one up-gunned to handle heavy-weight opponents. Several new systems were incorporated into this design as experiments, and whether they are retained in future Sentinel designs remains to be seen. None of the Sentinels produced by Shaw Industries have matched the Lang Mark II's, but, on the other hand, none have yet rebelled against their programming and attempted to take over the world.

SENTINELS, OMEGA-SERIES

F	A	S	E	R	I	P
AM	IN	AM	ShX	EX	GD	GD
50	40	50	140	20	10	10

Health = 290 Karma = 40
Resources = N/A Popularity = −90

KNOWN POWERS
Robotic Construction: The Sentinels are robots, and as such have a number of special abilities:
•Immunity to poison, disease, and gas.
•Invulnerability to mental attacks such as mind control and mind reading (telepathic force bolts and other such attacks function normally).
•Omega Sentinels do not need to breathe, and as such are unharmed by the effects of outer space and being underwater.
•Omega Sentinels are 20′ tall. Those attacking an Omega have a +2CS chance of hitting.
•Omega Sentinels are made of IN strength material. This provides them with IN protection against physical and energy attacks.
•The construction of the Omega Sentinels gives them EX protection from electrical attacks.
•The Omega Sentinels have achieved sentience, and as such may spend Karma on their FEATs.
Weapons Systems: The Omega Hunter-Killers have a variety of weapons-systems, fired from their wrists. These include:
•Variable Energy Beams: Omegas have plasma beams, electron beams, and heat rays with which they can inflict either energy or force damage of AM intensity, at a range of six areas. These were mounted in the hands.
•Darts: The Omega series Sentintels also carry ten javelin-sized steel darts in their trunks. These darts can be thrown up to three areas away, in-

flicting RM edged weapon damage.
Mutant Detection: The Omegas can scan all living beings within 10 miles and determine if a mutant is within that area and using its mutant abilities.
Flight: RM air speed.
Learning Program: This program allows the Sentinel to gain a +2CS against an opponent in all FEATs after fighting that opponent for two rounds. Further, the information is relayed back to central computers, such that other Mark VI's are aware of it and gain the CS in future battles. Master files exist for all "known" mutants on earth. By researching the gathered data, the Sentinels can manufacture specific countermeasures which can be installed in modified Omegas (removing some other weapon system) for attacking that particular mutant. Modification takes about a day, and can produce mechanical countermeasures of no greater than UN strength.
TALENTS: None.
GROUPS: Sentinels.
IN BRIEF: In an alternate time-line where Phoenix lived and Senator Kelly died, the Sentinel program developed the Omega series, fully sentient creatures, which then took over the United States, killing off most of its super-powered individuals. Omega Sentinels that killed specific costumed heroes were granted the right to paint themselves to resemble that hero's costume. These Omegas are the Sentinel forces of an alternate future, and may also reflect the potential for the current series in our own world.

SENTINELS, OMEGA–EXECUTIVE TYPE

The Executive-Type Omega Sentinel is (will be?) a variant on the Hunter-Killer, and is identical to the Hunter-Killer, with the following modifications:

KNOWN POWERS
Mutant Detection: 100-mile range if linked to main computers, detecting all mutants in the area, whether they are using their mutant powers or not.
Encephalo-Scan: A primitive telepathic device, used as a lie detector. Functions with EX ability (Psyche FEAT to fool).
IN BRIEF: The Executive types are a variant of the Hunter-Killers, built for specific managerial and organizational tasks.

MASTER MOLD

F	A	S	E	R	I	P
RM	EX	MN	UN	RM	GD	PR
30	20	75	100	30	10	4

Health = 225 Karma = 44
Resources = IN Popularity = −10

KNOWN POWERS
Robotic Construction: Master Mold is a robot, and as such has a number of special abilities:
•Immunity to poison, disease, and gas.
•Invulnerability to mental attacks such as mind control and mind reading (telepathic force bolts and other such attacks function normally).
•Master Mold does not need to breathe, and as such is unharmed by the effects of outer space and being underwater.
•When fully assembled, Master Mold is 30′ tall, and as such those attacking him have a +2CS chance of hitting.
•Master Mold is made of RM strength material. This provides EX protection against physical and energy attacks.
•Master Mold can repair himself, using available technology and materials, with the equivalent of 20 Health regained per round, until reduced to 10 Health or less. At less than 10 Health, this power no longer functions.
Weapons Systems: Master Mold has in the past created a number of weapons systems, including:
•Hunter Missiles: A specialized seek-and-destroy missile. Has AM speed, IN control, and is made of EX material strength alloy. The hunter missiles have RM tracking ability and once having located a target, will attempt to destroy it with AM strength energy beams.
•Beacon Probe: Similar to the Hunter Missiles, the Beacon probe can induce sleep with AM intensity in two areas.
•Energy Beams: RM strength force or energy rays.
•Gas Jets: Usually located in the palms, fire knockout gas up to two areas with RM potency.
•Stun Ray: RM intensity, three area range.
•Disintegrator Ray: RM strength disintegration against inorganic material, two area range.
Mutant Detection: UN ability to sense individuals with mutant DNA at a range of several hundred miles.
Flight: EX air speed.
Mind Control: AM ability.
Brain Module: Master Mold's central consciousness resides within a "brain module," of which there are a number scattered throughout the world. Destruction of Master Mold in one form (with that brain module) does not fully destroy Master Mold. The brain module is made of UN strength material, and can regenerate a new body with MN ability. As a protective measure, the brain module can inflict IN energy damage to anyone touching it.
Creations: Master Mold has in the past created a number of non-Sentinel creations to aid in his plans. They include:
•Servitors: Artificial lifeforms with the following abilities:

F	A	S	E	R	I	P
GD	GD	TY	GD	PR	PR	PR
10	10	6	10	4	4	4

Health = 36 Karma = 12

The Servitors have GD body armor, and are equipped with jet packs (TY air speed) and blasters (GD energy damage, two area range).
•Conscience: The downloaded personality of Stephen Lang:

F	A	S	E	R	I	P
EX	EX	IN	MN	RM	GD	PR
20	20	40	75	30	10	4

Health = 155 Karma = 44

Like Master Mold, Conscience has the advantages of Robotic Construction (though Conscience lacks regenerative powers). He has EX body armor, and can fire IN strength Energy or Force beams.
•Mobile Flying Base: A flying HQ

with EX control, Shift Z body, MN speed, and AM protection. This base radiated RM intensity light as well.

•Retribution Virus: Created by Moira MacTaggart (who was under the control of Master Mold at the time), this virus was designed to kill all super-human mutants, but would also kill 90% of normal humanity with the genetic potential for mutation. The disease causes −1CS in all abilities per hour, with death occurring when all abilities are at Sh0 and an Endurance FEAT is failed. A vaccine for this virus was created by Moira, and all existing versions of it were either cured or destroyed.

TALENTS: Since he is programmed with Stephen Lang's engrams, Master Mold has Electronics, Robotics, and Repair/Tinkering talents.

GROUPS: Former leader of the Mark III Sentinels, now independent.

IN BRIEF: This is the current version of Master Mold, who has been rebuilt a number of times in his long career. The original Master Mold was designed to oversee production of the earlier (Trask) Sentinels, and was destroyed when Trask blew up himself and the Sentinel Base. Master Mold was rebuilt by Stephen Lang, who placed his own personality within Master Mold. This version was destroyed by Iceman, Angel, and the Hulk, but the various "brain modules" fell to Earth, awaiting activation. Since that time Master Mold has appeared in a number of different forms, built of available materials, and fighting the X-Men, Cyclops, and Power Pack. Most recently, Master Mold linked with the mutant-hunter of the future, Nimrod, and they and the X-Man Rogue entered the Siege Perilous together. Whether this will prevent the activation of other brain modules is currently unknown.

NIMROD

F	A	S	E	R	I	P
AM	AM	AM	ShX	RM	RM	GD
50	50	50	150	30	30	10

Health = 300 Karma = 70
Resources = IN Popularity = 10

KNOWN POWERS

Robotic Construction: Immunity to poison, gas, and mental attacks.

Body Armor: IN protection from physical and energy attacks. His body itself is RM material strength.

Disintegrator: IN rank, one area range.

Energy Beam: MN intensity, four area range. Specific energies manipulated include radiation, light, laser, magnetism, and heat.

Force Field Generation: IN protection.

Hypersensitive Senses: CI 1000 sight, hearing, and radio links. Sensory attacks do not inflict additional damage.

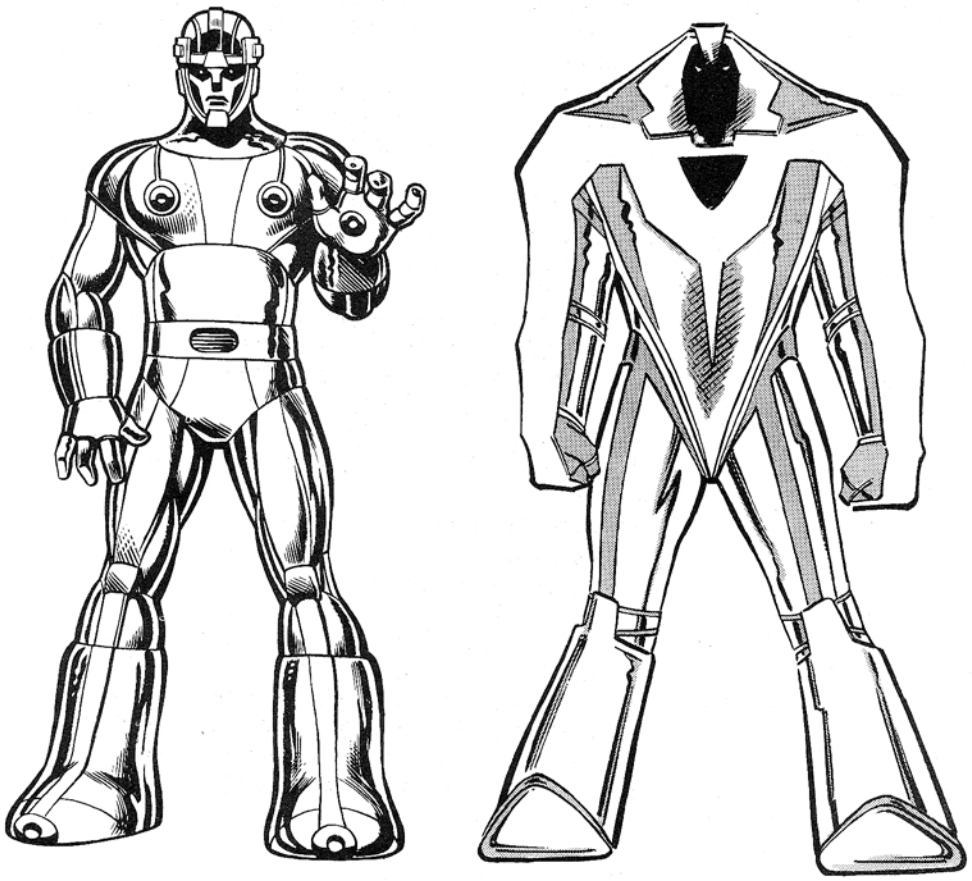
Mutant Detection: CL 1000.

Neural Manipulation: On touch, stun with AM ability for 1-10 turns if the target fails an Endurance FEAT.

Tractor Beam: MN telekinetic power to repel or attract a target.

Shockweb: RM intensity energy field, with equivalent of AM material strength and RM Stunning ability. Can be created up to two areas away.

Power Negation: Negate all mental or psionic powers within one area, with MN ability. Those of lesser power abil-



ity must make a Psyche FEAT to use their powers.
Self-Repair: GD ability, providing that 10 percent of Health is intact. Regains 10 points each half hour. While under repair, all other abilities are −2CS.
Teleportation: Five mile range, IN ability.
Shapechange: Nimrod can shapechange himself to appear human with AM ability. It is unknown if he can mimic specific forms.
TALENTS: None known or needed.
GROUPS: None.
IN BRIEF: A mutant-hunter from the future, Nimrod returned to this time in pursuit of Rachel Summers, the second Phoenix. After establishing himself as a "hero" in this time, he fought the X-Men and other mutants before merging his consciousness with Master Mold, and being swept into the Siege Perilous with Rogue. His present status is unknown.

TRI-SENTINEL

F	A	S	E	R	I	P
ShX	MN	ShY	ShZ	EX	EX	EX
150	75	200	500	20	20	20

Health = 925 Karma = 60
Resources = NA Popularity = NA

KNOWN POWERS
Robotic Construction: The Tri-Sentinel is a robot, and as such has a number of special abilities:
•Immunity to poison, disease, and gas.
•Invulnerability to mental attacks such as mind control and mind reading (Telepathic force bolts and other such attacks function normally.)
•Tri-Sentinel does not need to breathe, and as such is unharmed by the effects of outer space. Immersion in water may inflict RM damage (Endurance FEAT to avoid).
•When fully assembled, the Tri-Sentinel is 50′ tall, and as such those attacking the Tri-Sentinel have a +3CS chance of hitting.
•The Tri-Sentinel is made of RM strength material. This has been enchanted to provide MN protection against physical and energy attacks.
Weapons Systems: The Tri-Sentinel packs the following abilities:
•Multiple Attacks: The six-armed Sentinel can make up to three attacks per round, or grapple up to six separate man-sized targets. If grappling a target of similar size, the Tri-Sentinel is +3 on its attacks.
•Energy Bolts: Up to six energy or force bolts of 20 area range and UN damage can be unleashed at once.
•Catch-Web cables shot from the palms entangle with MN strength, one area range.
•Gas Jets of IN intensity knock-out or poison gas, three area range.
•Cold Beams of AM intensity cold, mounted in the eyes, two area range.
Defense Systems: The Tri-Sentinel's defense systems include:
•Multi-Directional Sensors: The Tri-Sentinel's three-faced head allows it to see in all directions, on all frequencies, with ShZ ability. Attempts to surprise or blindside the Tri-Sentinel are at −4CS.
•Energy Shield. UN protection against all energy attacks. Only one can be created at a time.
Safety Lock: Shaw industries has installed a safety device in the controlling logic of the original model Sentinels which carried over into the Tri-Sentinel. This safety device opens a loop in their logic-circuits indicating that the Sentinels themselves are mutants, so they will destroy themselves. For the original Sentinels, this will be effective, but the Tri-Sentinel is only immobilized for 1-10 rounds until it overrides the logic.
TALENTS: None.
GROUPS: None.
IN BRIEF: The Tri-Sentinel is a combination of three Shaw Sentinel prototypes, fused and increased in power by the magic of Loki as a "last gift" following his Acts of Vengeance. The Tri-Sentinel attacked a local nuclear reactor, with intentions of cracking the containment vessel and irradiating most of the Eastern Seaboard. The Tri-Sentinel was defeated by Spider-Man wielding the powers of Captain Universe, whose powers he had been given specifically for this purpose. The Tri-Sentinel was disintegrated and Spider-Man returned to his noncosmic state.



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MARVEL SUPER HEROES™

THE UNCANNY X-MEN™



Adventure Book

MARVEL SUPER HEROES™

Official Advanced Game Adventure



SCHOOL'S OUT

By Rick Swan

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Introduction

School's Out is a MARVEL SUPER HEROES™ adventure for five player-generated teenage mutant super heroes. In addition to the material in this box, you'll need the MARVEL SUPER HEROES Basic Game rules. The MARVEL SUPER HEROES Advanced Set is helpful, but not necessary.

The following information is for the eyes of the Judge only. The Judge should read through the entire adventure before play begins.

SETTING

The adventure takes place just prior to the Mutant Wars initiated by Cameron Hodge and his mutant-hating minions in Genosha. Though many suspect the worst, nobody—including most of the world's super villains, the members of the X-Men, X-Factor, and their associates—knows exactly what Hodge is planning. As rumors begin to spread, villains are responding in various ways. Some, such as Arcade and Ammo, see the impending Mutant Wars as an opportunity to further their own careers, while others, such as the Mandrill and the Resistants, see the state of Genosha as a threat to their personal health.

Pleasantview High School, where the adventure begins, is set in a small city somewhere in the midwestern United States. Its precise location is up to you; it can be the hometown of one of the players, the city in which you or one of the players currently reside, or any other peaceful location of your choice.

MAPS

Use the color map included in this boxed set showing the Pleasantview High basketball court and Mandrill's New Guinea Fortress. Other necessary maps are included in this book.

NON-PLAYER CHARACTERS

The descriptions and statistics for most of the adventure's non-player characters can be found in the *Roster Book* included in this box. Other significant NPCs are described in the appendix of this book.

PLAYER-GENERATED HEROES

Though the adventure is designed for five player-generated heroes (hereafter referred to as heroes), it's possible to use as few as three. However, if only three or four heroes are used, the Judge might consider adjusting some of the encounters to make them less deadly. For instance, he can reduce the number of villains, increase the likelihood that the villains retreat or withdraw, or reduce the power of the various weapons and traps by one or more Ranks.

All of the heroes are students at Pleasantview High and are close friends with each other. Additionally, they're aware of each other's mutant abilities, but no one else is (with one exception, as you'll see in **Chapter One**). The heroes have never operated publicly as super heroes; anti-mutant sentiment runs strong, even in midwestern America. They fear repercussions against themselves and their families if their secrets are exposed. (With the Judge's permission, it's possible that some or all of the heroes have secret identities and perform good deeds in the guise of costumed super heroes with colorful code names. To date, however, all such activities have been performed secretly; neither the public, their parents, nor anyone else are aware of the heroes' secret lives.)

You can find suggestions for creating original characters in the *Campaign Book* of the MARVEL SUPER HEROES Basic Game and in the *Player's Book* of the MARVEL SUPER HEROES Advanced Set. Because the heroes in this adventure are young and inexperienced, consider imposing the following limitations on player-created characters:

Resources

A hero's Resources can't be more than Typical. Considering that they're high school students, Poor is more likely.

Contacts

The heroes have no significant Contacts. For instance, they might be friends with the local police, or one of their parents might be friends with an aide of the governor, but that's as good as their Contacts get.

Popularity

A hero's Popularity shouldn't exceed that of an average high school student. A Popularity of 5 is about right.

Talents

Limit the number of Talents; one (if any) is plenty. heroes this young probably haven't developed expertise in any particular area. The Judge retains the right to veto any Talent he deems inappropriate. For instance, it's possible that a teenage hero might be skilled as a Pilot or in Martial Arts, but it's unlikely that he has extensive knowledge of Law or Psychiatry.

Powers

Limit the number of Powers to three or four. You might also consider limiting the Rank of any particular powers (say, to Amazing). In any event, the Judge reserves the right to veto or modify any hero he deems to be too powerful.

ORGANIZATION

The heroes begin with the events in **Chapter One** and end with the events in **Chapter Nine**. It's assumed that the heroes will proceed through the Chapters in sequence. However, since the actions of the heroes are unpredictable, it's possible that they'll wander through the chapters in a different order or skip a chapter entirely. Be prepared to improvise if necessary.

Each chapter includes all (or most) of the following sections:
Judge's Background, Optional Encounters, Aftermath, Troubleshooting, and Karma Bonuses.

CHAPTER ONE: RING, RING GOES THE BELL

JUDGE'S BACKGROUND

This chapter takes place in Pleasantview High, a small midwestern high school of about 500 students. It's a brand new building (see map 1), and this is the first year it's been in use.

The adventure begins about a month into the beginning of the new school year. Work on the building isn't quite finished, but classes are underway and everyone is excited about the new facilities. Various dedication activities have been taking place all week, and will climax with tomorrow's charity basketball game and dance. Additionally, rumors have been circulating that members of the famous X-Factor team will be making an appearance today for a special assembly.

The rumors are correct, at least in part. Unknown to anyone except school superintendent Eduardo Alvarez (see Appendix for statistics), the Beast is scheduled to show up this afternoon. However, the Beast isn't really interested in the new building—he's coming to see Alvarez.

Alvarez, an old friend of the Beast, is a mutant himself, with the ability to sense the presence of other mutants. He has never gone public with this information, preferring the career of an educator to the risky life of an adventurer. For some time, Alvarez has been aware that the heroes are mutants, but has never revealed this information to them or anyone else, assuming that they share his concern about public exposure.

A few years ago, X-Factor discovered Alvarez's secret and recruited him to assist in a minor mission. Alvarez reluctantly agreed, earning X-Factor's trust and friendship in the process. Recently, the Beast contacted Alvarez to warn him about the anti-mutant sentiment spreading across the land. Alvarez told him that there were five young mutants in his school—shouldn't they be informed as well? The Beast wasn't sure, but decided that since he had some spare time, he'd visit the school to size the young mutants up for himself. The dedication ceremonies for the new building provided the perfect excuse.

GENERIC STATISTICS

Unless specified otherwise, use the following generic statistics for Pleasantview High students and faculty:

Student

F	A	S	E	R	I	P
PR	TY	TY	GD	TY	TY	TY
4	6	6	10	6	6	6

Health = 26 Karma = 18

Teacher

F	A	S	E	R	I	P
PR	TY	TY	TY	GD	GD	TY
4	6	6	6	10	10	6

Health = 22 Karma = 26

CLASS ACTION

When you're ready to begin the adventure, read or paraphrase the following to the players:

The sound of rustling paper and the happy chatter of your fellow students fills the halls of Pleasantview High as you rush to your first class of the day. You pass a student who's scratching his head and staring blankly at a mimeographed map of the school. You sympathize—classes have been held in the new building for barely a month, and it's still tough to find your way around.

And the building isn't quite finished yet, which only adds to the confusion. Workmen are everywhere, busy installing the sound system in the gym, hanging the curtains in the auditorium, polishing the floors, and painting the walls. Still, everyone seems excited about the new facilities, and the building is beginning to look great.

The student council got permission from the school board to designate this week as Dedication Week,and activities have been scheduled every day in honor of the new building. Monday was the Pep Club Carnival, Tuesday was Hero Day, when students were encouraged to dress up like their favorite comic book characters, and yesterday was a concert by the jazz band. Tomorrow, there's a special charity basketball game and dance.

An assembly is planned for today, featuring a guest speaker whose identity Superintendent Alvarez is keeping secret. Rumors have been spreading like crazy that the guest speaker is one of the members of X-Factor. That'd be nice all right, but it's hardly likely that X-Factor would bother with a town as small as Pleasantview, new building or not. Your thoughts are interrupted by a barrel-chested student who shoves you aside, sneering for you to get out of his way. Before he vanishes in a sea of faces, you catch a glimpse of the black button he's wearing; emblazoned on the button are the yellow letters Y.A.P. You've seen a few other students with similar buttons around school, but you have no idea what the letters stand for.

Friendly Discussion

The heroes' first class of the day is Speech. They arrive at their classroom (room 9 on map 1) with a few minutes to spare, giving them a chance to shoot the breeze with the other students before their teacher, Mrs. Connally, shows up.

There are about 20 other students in the class aside from the heroes. The heroes know everyone, and they'll all engage the heroes in small talk. But whether the other students will trust the heroes with their best gossip depends on their Popularity.

If a hero approaches a fellow student and asks him if a member of X-Factor (or any other dignitary) will be speaking at today's assembly as rumored, make a Popularity FEAT roll. If successful, roll one ten-sided die and consult the following table (or choose a response). Feel free to embellish.

Guest Speaker Rumor Table

Roll	Response
0-1	"I haven't heard a thing."
2-3	"I heard they tried to get X-Factor,

but I don't know if they did."

4 "X-Factor. . .what's that?"

5 "Are you kidding? This ain't New York—this is Pleasantview."

6 "Oh yeah, they're all comin'. They're playin' in the basketball game tomorrow night too."

7 "The Beast is coming. He's Mrs. Connally's twin brother—can't you see the family resemblance?"

8 "I hear Alvarez knows Iceman."

9 "Nahh. . .X-Factor's not coming. Pat Sajak is."

Likewise, if a hero approaches a fellow student and asks him who or what Y.A.P. is, make a Popularity FEAT roll. If successful, roll one ten-sided die and consult the following table (or choose a response). Feel free to embellish.

Y.A.P. Rumor Table

Roll	Response
0-1	"I don't know, but it seems like they're all over the place."
2-3	"A bunch of sleazeballs."
4-5	"They're right-wingers who hate everybody."
6	"I think it's a dog club."
7	"It's a group of mutant-haters."
8	"Something stupid for Dedication Week."
9	"Why don't you ask him?" (The hero is directed to a greasy-haired student in the back of the room—see below.)

After they've spent a few minutes speaking with their fellow students, one of the heroes notices Bryn Taylor, a greasy-haired student whom nobody likes much, sitting in a desk at the back of the room. (Alternately, he may have been directed to Bryn as a result of choice number 9 on the Y.A.P. Rumor Table above.) Bryn is wearing a Y.A.P. button. If the hero approaches him and asks him about Y.A.P., he stares at him for a moment, then reaches into his pocket for a piece of yellow paper. "You wanna know about us?" he asks. "Maybe you ought to check out the rally tonight at—"

Another student abruptly snatches the paper from his hand. "Shut up," he says to Bryn, then sneers at the hero. "You're not invited." This is Josh Stanks, another misfit given wide berth by most of the student body. Josh and Bryn move to desks on the other side of the room and ignore the heroes.

Unfriendly Discussion

About 15 minutes after the heroes arrive in the classroom, the door opens, and in walks Mrs. Connally, a portly woman with long, black hair, and one of Pleasantview High's best-liked and most respected teachers.

Mrs. Connally apologizes for being late, then announces that the class will be participating in a surprise debate today. A chorus of groans greets the announcement, but Mrs. Connally presses on. "This will test your ability to think on your feet. Have fun with it and do your best."

Mrs. Connally then writes on the blackboard in large letters, "RESOLVED, THAT MUTANTS DESERVE THE SAME RIGHTS UNDER THE LAW AS ALL AMERICAN CITIZENS." She then turns to the class, and says that two teams of five students will debate the issue. She asks for volunteers for the affirmative side. If any of the heroes volunteers, she asks him to take a seat in front of the room. In the event that all of the Heroes don't volunteer, Mrs. Connally says that she'll pick her own volunteers; she picks one of the reluctant heroes, and asks him to bring the rest of his friends (the other heroes). If there are fewer than five heroes, Mrs. Connally picks enough random students to make up the difference.

Mrs. Connally then asks for volunteers to debate the negative side. Josh Stanks raises his hand, then nudges Bryn Taylor, who reluctantly raises his. Mrs. Connally picks three more students to complete the team: the brainy Jane Herman, the shy Liz Feller, and the dense Rod Savini.

Mrs. Connally explains the special rules for the debate. A negative team member will speak, then an affirmative team member will offer a rebuttal. When all the negative team members have spoken, then the affirmative team members will speak and the negative team members will offer rebuttal. Mrs. Connally will choose the order in which the students speak.

The Judge should make sure that each hero gets a chance to participate. If a hero is unable or unwilling to offer a rebuttal, Mrs. Alvarez shakes her head in disgust, then moves on to the next speaker.

If there are fewer than five heroes, the Judge will speak for the remaining members of the affirmative team. The Judge-controlled students on the affirmative team will prove to be inept debaters, offering rebuttals along the lines of, "Maybe you're right. . .I'm just not sure. . ."

When everyone understands the rules, Mrs. Alvarez motions for Jane to speak first. "Though on the surface, mutants appear to be no different than ordinary humans," Jane says, "there is still much we have to learn about them. Perhaps they are radioactive. Perhaps their bizarre genetic make-up induces fits of insanity. We should study them more carefully before making a policy commitment to them."

(Mrs. Connally motions for hero A to offer a rebuttal.)

Liz Feller speaks next. "I don't know much about mutants. But they scare me. They're so strong. They could kill somebody."

(Mrs. Connally motions for hero B to offer a rebuttal.)

Mrs. Connally indicates Rod Savini. "I'm not afraid of no mutant. If they're so tough, why don't they come out and fight?"

(Mrs. Connally motions for hero C to offer a rebuttal.)

It's then Josh Stanks' turn. "Mutants are vile, stinking monsters, the lowest form of life. We should get rid of them all, right now, before they spread their filth any further. Death is too good for them. We should—" Mrs. Connally cuts him off. "I think we get the point." (Mrs. Connally motions for hero D to offer a rebuttal.)

Bryn Taylor speaks last. "I agree with Stanks. Kill 'em all. Why not? Anybody disagree?" He leers at the heroes.

(Mrs. Connally motions for hero E to offer a rebuttal.)

Hero A then gets a chance to offer an affirmative argument. When he's done, Jane offers the rebuttal, along the lines of: "It's an interesting point, but since many questions remain about the nature of mutants, healthy skepticism is the best and safest approach."

Hero B then offers his affirmative argument. However, before he can finish, Josh cuts him off. "That's a load of crud, and you know it." Mrs. Connally

sternly asks him to be quiet, but Josh ignores her, continuing to insult hero B along with the entire affirmative team. "How can you sit there and spew that junk? What's more important, grades or your country?" Bryn joins in. "I think you're all a bunch of mutie-lovers." Josh and Bryn relentlessly taunt the heroes, while Mrs. Connally vainly attempts to restore order.

Just as the class threatens to turn ugly, there's a sharp knock at the door. The class freezes. The door opens, revealing the imposing figure of Mr. Alvarez, the school superintendent. "Is there a problem, Mrs. Connally?" he asks. Mrs. Connally assures him that everything is under control.

Alvarez hands Mrs. Connally a slip of paper. "Mr. Alvarez has requested that the following students accompany him to the office," she says, then calls out the names of the heroes.

A murmur ripples through the class, as the students speculate about the heroes' misdeed. Alvarez holds the door open, then follows the heroes into the hall.

OFFICE CALL

On the way to his office (room 1), Alvarez makes small talk with the heroes, asking how classes are going and what they think of the new building. If the heroes ask what's going on, Alvarez is non-committal, saying that he has something special for them to do, and that they've been excused from classes for the rest of the day.

Alvarez ushers the heroes into his office, then closes the door behind them. "Sit down," he says, as he takes the chair behind his desk. "You might have heard rumors that we're expecting a special guest today," he says. "Well, you heard right." He turns to the door to the conference room (room 2). "Hank, come on in."

The door opens, and in steps Hank McCoy, better known as the Beast, looking natty in designer sportswear specially designed to fit his oversized frame. "Nice to meet you, fellas," he says, extending a furry hand to the heroes. The Beast greets Alvarez warmly, then takes a seat next to the desk.

Alvarez explains that as part of Dedication Week, the Beast has agreed to be the school's special guest (the Beast has other reasons for being here, as explained in the Judge's Background above). He'll be speaking at an assembly this afternoon, but until then, the heroes are to serve as his hosts and show him around the building. Alvarez suggests they rendezvous in his office after lunch to make plans for the rest of the day.

TEN-CENT TOUR

The heroes can take the Beast anywhere in the school. All but two rooms are unlocked: The Chemistry Lab (room 6) should be locked if you want to run the optional encounter described below; the storeroom (room 18) is also locked—see Chapter Nine for more about this location. Other than that, the heroes can go wherever they like.

There's no place in particular the Beast wants to see; he'll graciously follow wherever they lead. He engages in friendly banter with the heroes, asking about their plans for the future and teasing them about their girlfriends or boyfriends. All the while, however, he studies them closely, sizing up their intelligence and manner.

As he tours the building, the Beast playfully waves through the classroom windows at startled teachers, bows with a flourish to passing cheerleaders, and signs the notebooks of dumbfounded students. When a group of workmen struggle with a heavy load of lumber, he effortlessly balances the entire load on the palm of one hand and sets it down where they want it.

As the heroes and the Beast stroll through the building, they may experience some or all of the following Optional Encounters. When the noon hour approaches continue with the Beastly Surprise section.

OPTIONAL ENCOUNTERS

Each of the following encounters is keyed to a particular location on the map; when the heroes approach one of these locations, the encounter plays out as described. However, they're all optional; feel free to ignore any or all of them if you wish.

Location A–Smoke Gets in Your Eyes

If the group enters this area, the Beast says he smells smoke coming from the east end of the hall. Regardless of the heroes' response, the Beast scampers east.

Thick black smoke pours from beneath the door of room 6, the chemistry lab. It's locked, but the Beast jerks it open.

The Beast hollers for one of the heroes to run for help, and then plunges into the room.

One or more of the heroes can obey the Beast and run for help; the Industrial Arts room (room 7), the library (room 4), and the office (room 1) are the best bets. Otherwise, one or more of the heroes can enter the lab and help the Beast. (Note that because of the dense smoke, most heroes should be able to use their powers without being detected.)

The smoke fills the entire room. It smells like rotten eggs, and reduces the characters' effectiveness as if it were a smoke bomb (no one with normal vision can see through it, and everyone in the smoke has a penalty of a two-column shift to the left on all FEAT rolls).

The smoke fumes have Typical potency. For every round the heroes (and the Beast) are exposed to the smoke, the Judge makes a potency FEAT roll. If the roll succeeds, all heroes must make an Endurance FEAT roll. If the roll fails, the hero falls unconscious, overwhelmed by the fumes. Every round thereafter, the unconscious hero must make a successful Endurance FEAT roll or suffer 5 points of damage.

There are two unconscious students lying in the room, one in the southwest corner and the other in the southeast corner. (Both were trying to open the windows before they were overcome by fumes.) Centered on a table against the south wall is a large beaker, black smoke pouring from its mouth.

The Beast will locate the student in the southwest corner and take him out of the room; this process takes him three rounds. Unless the heroes have rescued the second student, the Beast returns to the room and rescues him too, spending another three rounds. Finally, unless the heroes have already done it, the Beast locates the source of the smoke and extinguishes it in a sink along the west

wall; this also takes him three rounds.

If the people in the Industrial Arts room are contacted, it takes them one minute (six rounds) to arrive. It takes two minutes for help to arrive from the office or the library. Once help arrives, they finish the job by rescuing any students still in the room and putting out the source of the smoke. (If the Beast and all the heroes happen to be overwhelmed by the fumes, help eventually arrives from the Industrial Arts room.)

When the students are rescued, the heroes notice that one of them—a thuggish underachiever named Gerald Mundi—wears a black button with yellow letters spelling Y.A.P. The Beast also notices the button, but has no comment. Both students revive within a few minutes after they've been rescued. Gerald mumbles a few words of thanks to the heroes until he notices the Beast, then he shuts up and stares hatefully at them. His companion, a meek student named Larry Fox, is too dazed to say anything.

Gerald and Larry are escorted to the office by faculty members, and workers are dispatched to clean up the mess. (They are subsequently expelled. If the heroes ask about them later, they learn that the students were mixing up a stink bomb to disrupt the afternoon assembly, but the experiment got out of hand.)

Location B–It's a Bird, It's a Plane

As the heroes and the Beast make their way down this hallway, their attention is drawn to excited shouts coming from a nearby classroom (room 10). If they peer into the room (the door's open), they see a group of students gazing out the south window, pointing at the sky. Even the teacher (whom the students recognize as Mr. Culhane, the geography instructor) seems interested.

If the heroes make themselves noticed, Mr. Culhane welcomes them into his class, eager to meet the famous Beast. His students are also excited about the surprise visitor, though several continue glancing outside.

If none of the heroes ask Mr. Culhane what they're looking at out the window, then the Beast does. Mr. Culhane explains that the class thought they spotted a UFO. "There did seem to be a glint of some kind, but it's gone now. It appeared to dip behind the trees."

If the heroes look out the window, they see that most of their view is blocked by high trees. If there's a UFO, they'll have to go outside south of the trees to see it.

The Beast apologizes for disrupting the class, then suggests to the heroes that they'd better be on their way. Mr. Culhane shuts the blinds and resumes the class.

The Beast says nothing about the alleged UFO, but if the heroes ask him about it, he shrugs and says, "It could be anything. Or nothing. People see things all the time, you know." However, if the heroes show an interest in investigating it, the Beast agrees to accompany them outside.

To get a good look at the alleged UFO, the heroes will have to position themselves south of the trees outside of room 10. Initially, there is nothing in the sky but clouds. However, any hero who studies the sky for five minutes and makes a successful Intuition FEAT roll spots a glistening spherical object diving and swooping among the clouds. If any hero spots it, he can point it out to his companions. The Beast is intrigued, but can't identify it. "See what you can find out. I've got to go make a phone call," he says. "I'll meet you in the lobby (area 14) in a few minutes." The Beast goes back in the building.

If they like, the heroes can wait for the Beast in the lobby, or they can linger outside and watch the UFO. If they take no action for five minutes after the Beast leaves, the object darts away, vanishing in the distance; the encounter is over.

However, any hero with suitable powers can chase the object (assume the trees provide enough cover so that no one inside the school will see him if he's careful). The object is about 100 yards from the ground. If a flying hero moves within 25 yards of the object, he can see that it's a metal sphere about the size of a basketball; multiple lenses protrude from its surface. (This is one of two flying spy-eyes controlled by Arcade to keep tabs on the Beast—see **Chapter Two.**)

If a hero comes within 20 yards of the object, or attacks it in any way, it zips straight up into the sky, traveling at Amazing speed. The object continues to dart in random directions at Amazing speed until the hero gives up, or the object is destroyed. The object is made of an alloy that provides Amazing protection; if it suffers 20 points of damage, it's destroyed. If the hero stops its momentum (by catching it, for example), the object begins to vibrate.

Two rounds after it begins to vibrate, or as soon as it takes 20 points of damage, the object explodes. Make a FEAT roll on the Good column for each hero in the area. Check for effects on the Hack & Slash column of the Effects Table. A hit causes 10 points of damage.

When the heroes rendezvous with the Beast in the lobby, then can tell them what they learned about the object (if anything). He listens intently, but is at a loss to explain it. He says he made a call to an Air Force friend to find out if they were aware of any unusual phenomena in the area, but the Air Force had no information. The Beast shrugs it off as "a mystery we'll have to live with" and suggests they continue their tour.

Location C–Special Delivery

The bell rings to signal the end of a class, and students spill into the halls from every direction. The Beast is instantly surrounded by admirers who want to touch his fur, shake his hand, or get an autograph.

Suddenly, a ripe tomato smacks the Beast on the side of his head. He wipes it away, making a joke to the immediate crowd that "maybe I'm not as lovable as I think." The Beast makes no move to run down the culprit, but he won't interfere if the heroes do.

If the heroes hesitate for more than five rounds (30 seconds), the culprit vanishes into the crowd. Otherwise, if any of the heroes move down the hall in the general direction of the attack, they're each allowed to make a Intuition FEAT roll. If the roll is successful, they spot a short female clutching a paper bag, making her way through the crowded hall as fast as she can. A reddish liquid resembling tomato juice drips from the damp bottom of the bag.

If the heroes stop her, she stares at them defiantly, demanding to know what they want. The heroes recognize her as Sondra Massic, the girlfriend of

Josh Stanks. (The heroes may have already had an altercation with Stanks in speech class—see the Class Action section above.) She wears a black Y.A.P. button.

If the heroes accuse Sondra of pelting the Beast with a tomato, she denies it, defying them to prove it. If they ask what's in the bag, she says it's full of tomatoes "for lunch." (Sondra is guilty, but since the heroes will be unable to find a witness, they'll have a hard time proving it.)

Eventually, Sondra turns on her heel and stalks away; pursuing the matter further will be fruitless. However, as she leaves, Sondra accidentally drops a slip of yellow paper (not unlike the paper the heroes might have seen in Bryn Taylor's possession in speech class—see the Class Action section above). The paper contains the following message:

Y.A.P RALLY TONIGHT!
FAIRGROUNDS EXHIBITION BUILDING—9 P.M.
SPECIAL GUESTS!
BRING THIS PAPER FOR ADMISSION
PURITY = STRENGTH

At the bottom is a rough sketch showing directions to the fairgrounds, with a large X indicating the exhibition building.

In a few minutes, the hallways clear as the next class period begins. If the heroes show the paper to the Beast, he studies it, then asks the heroes what they know about Y.A.P., listening carefully to whatever they have to say. He returns the paper to the heroes. "It doesn't sound good," he says, but has no further comment. The heroes can proceed with the tour.

Location D-Weight Awhile

As the heroes near the gymnasium (room 17), the Beast asks the heroes about a separate building he saw when he arrived. "It's right behind the gym. It wouldn't be a weight room, would it?" As the heroes know, the Beast has guessed correctly; it's a weight room (room 21) used by the school's athletes.

The Beast asks if they'd mind stopping by the weight room for a few minutes so he can get in a quick workout. If the heroes hesitate, the Beast says he'll smooth things over with Mr. Alvarez if they run into any trouble. If the heroes still resist, the Beast gets the hint. "Some other time maybe." (If the heroes don't visit the weight room, the encounter is over. Frenzy and Noise—see below—get nervous about hanging around the school and leave, vowing to ambush the Beast on some other occasion.)

If the heroes agree to show the Beast the weight room, they take him to a small structure behind the school. The structure is about 60 feet by 30 feet and is made of concrete bricks (for movement purposes, treat the room as one area). There is a single door in the west wall, and a single window, about 3 feet square, near the top of the north wall. The building isn't quite finished yet; there's no covering over the concrete floor, and the walls are unpainted. There's not much equipment here either, just a single 200-pound barbell, two 50-pound barbells, and four jump ropes lying against the east wall.

The Beast closes the door, then motions for the heroes to take a seat on the floor near the west wall. The Beast then begins a breathtaking demonstration of his athletic skill, balancing himself upside down on one finger while juggling the barbell with his feet.

Suddenly, the door bursts open, and in steps a sinister figure holding a gun. "Die!" he screeches at the Beast, and a beam of light blasts from the gun, narrowly missing the Beast, and burning a hole in the wall just a few inches above the heroes' heads. (The intruder is Frenzy, who has been stalking the Beast for days, waiting for an opportune moment to ambush him. His ally, Noise, is waiting on the roof. Frenzy's weapon is a laser pistol, with Remarkable range, causing 10 points of damage if it hits.)

No sooner has Frenzy fired his gun than the Beast charges after him. Frenzy darts out of the room. "Wait here," the Beast calls to the heroes. "This won't take long." He takes a jump rope with him.

One round after the Beast leaves, Frenzy comes back through the door and confronts the heroes. "If you're pals with him, then you die too!" (When the Beast charged through the door, Noise ambushed him. While Beast is occupied with Noise, Frenzy intends to polish off the heroes.)

Frenzy fires his gun at random heroes. If they disarm him, he attacks using his martial arts Talents. If he loses half of his Health, he falls to his knees and begs for mercy.

If more than one of the heroes lose half their Health points while battling Frenzy, or if it looks like one of the heroes risks losing his life, the Beast makes a fortuitous appearance and subdues Frenzy in short order. If any of the heroes slip past Frenzy to see what happened to the Beast, they discover that he's just defeated Noise and is tying him up with the jump rope; the Beast then charges back into the weight room to take care of Frenzy.

If both Frenzy and Noise are defeated, the Beast secures them with jump ropes. He identifies them as "small-timers with a grudge against X-Factor. We won't be seeing them again for awhile." The Beast says they'll be safe in the weight room. When the heroes and the Beast return to the main building, the Beast calls Mr. Alvarez from the lobby and asks him to summon the authorities to haul the villains away.

AFTERMATH

When the noon hour approaches, the Beast interrupts the tour. "You've been superb hosts," he tells the heroes. "Now let me return the favor. Just follow me—I've got a little surprise for you." The Beast smiles mysteriously as he leads the heroes outside; he won't answer any questions.

Proceed to **Chapter Two.**

TROUBLE-SHOOTING

If the heroes publicly reveal their powers.

If the heroes display their powers to the Beast or confide their secrets to him, he merely nods and smiles, saying, "We'll discuss this later." (And they will—see **Chapter Two**.)

If the student body learns of the heroes' powers (which shouldn't happen, unless the heroes are especially careless), Mr. Alvarez announces over the intercom that the heroes are the subjects of a secret experiment being conducted by the Beast on behalf of X-Factor. If necessary, the Beast will

tell the heroes he knows about their powers, encouraging them to be discreet for the time being.

If the heroes suspect the workers are up to no good.

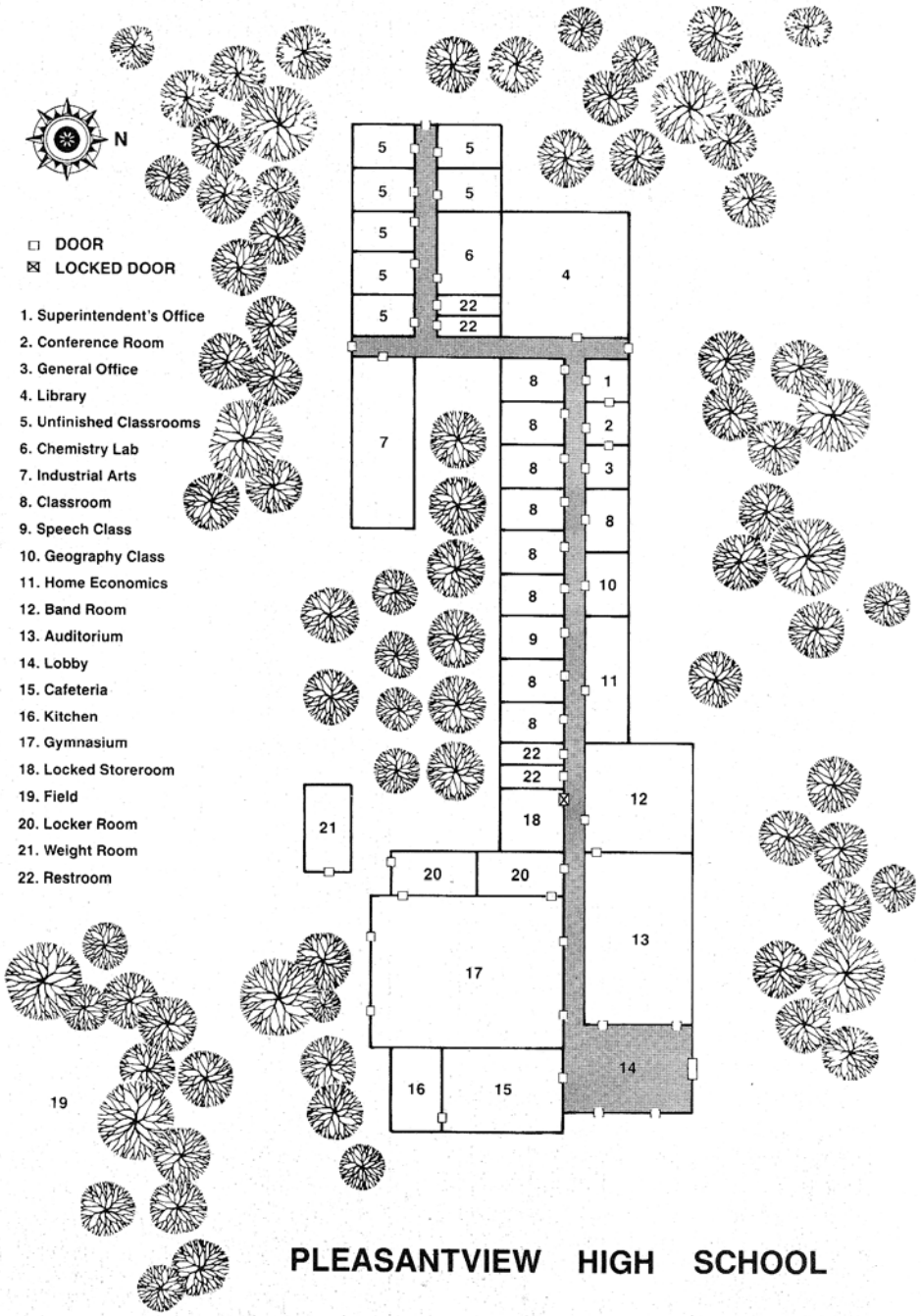
As will be revealed in **Chapter Four**, the workers are actually minions of Arcade. In the unlikely event that the heroes question the workers about the unusual modifications they're making to the school, the workers insist that Alvarez has approved everything they're doing (not true). If the heroes ask the Beast or Alvarez to investigate, they promise to look into it later.

If the heroes suspect that Alvarez is a mutant.

It's possible that the heroes discover Alvarez's secret (for instance, one of the heroes might also have the ability to detect mutants). If confronted, Alvarez stonewalls, neither confirming nor denying the accusation. The Beast says he'll look into it.

KARMA

A good performance in Mrs. Connally's debate:	+10
A poor performance in the debate:	−5
Assist in the rescue of Larry and Gerald:	+20
Don't assist in the rescue of Larry and Gerald:	−10
Disable the sky-eye (or get close enough to see its lenses):	+5
Chase down Sondra and recover her dropped paper:	+5
Assist in the defeat of Frenzy:	+20
Don't assist in the defeat of Frenzy:	−10
Publicly expose their mutant powers:	−40



CHAPTER TWO: LUNCH BREAK

JUDGE'S BACKGROUND

Over the lunch hour, the Beast intends to surprise the heroes' with a robotic device to test their skill and courage. Unknown to them, Arcade will be watching their every move with one of his airborne spy-eyes.

Three Surprises

Surprise Number One

The Beast leads the heroes to a secluded grassy field surrounded by trees (location 19 on map 1). He tells them to sit down in the grass and make themselves comfortable. "Be right back." He disappears into the trees.

A moment later, the Beast returns with a large picnic basket. "Here we go," he says, as he spreads a blanket on the ground. "Lunch is on me today." He unloads sandwiches, salads, and soft drinks, inviting the heroes to dig in.

Surprise Number Two

While they're enjoying the food, the Beast drops a bombshell—he reveals that he knows the heroes are mutants. If the heroes try to deny it, the Beast just laughs. "Nice try, but we've had our eye on you for some time." He says that Mr. Alvarez, an old friend of X-Factor, tipped him off. (Out of respect for Alvarez, the Beast doesn't reveal to the heroes that their superintendent is a mutant; if the heroes ask how Alvarez knew about their powers, the Beast says "I guess he's smarter than you think.")

Surprise Number Three

Their conversation is abruptly interrupted by a bizarre machine that crashes through the trees and stomps towards the Beast. The machine resembles a giant metallic disk, about 15 feet in diameter and 4 feet wide. It walks on eight spider-like legs. Six metal tentacles extend from the disk, each about 12 feet long. Two of the tentacles have flat paddles on the ends, three others narrow into long cables, and the last one has a thick nozzle.

As soon as the machine appears, one of the cable tentacles lashes out at the Beast, entangles him, and zaps him with a shower of sparks. The Beast goes limp. The tentacle wraps around him like a snake, then draws him to the top of its central disk, holding him tightly.

SPIDER MACHINE

F	A	S	E	R	I	P
RM	RM	EX	EX	FE	FE	FB
30	30	20	20	2	2	2

Health = 100

The steel alloy surface of the spider machine gives it Amazing protection. It can make two tentacle attacks per round. The tentacles have the following abilities:

- The two paddle tentacles swat at victims with Excellent accuracy (Slugfest column of the Battle Effects Table; a successful hit causes 5 points of damage).
- The three cable tentacles entangle their victims with Remarkable strength, then zap them causing 2 points of damage.
- The nozzle tentacle fires a powerful jet of water with Excellent accuracy (Slugfest column of the Battle Effects Table; a successful hit causes 2 points of damage).

The Beast is only pretending to be unconscious; he's secretly controlling the spider machine with a device concealed in his hand. However, the machine won't leave this area; additionally, the Beast makes sure it doesn't do any serious harm to the heroes.

The battle continues until one of the following conditions occurs:

- half or more of the heroes leave the area. In this case, the heroes fail the test.
- the heroes are clearly losing the battle (for instance, two of the heroes are trapped in the cable tentacles and show no signs of escaping, or all of the heroes have suffered 10 or more points of damage). The heroes fail the test.
- the heroes disable the machine (its Health is reduced to 0). The heroes pass the test.
- the heroes rescue the Beast from the machine, and the machine loses at least half its Health points (if the heroes rescue the Beast, he'll continue to feign unconsciousness until the battle ends). The heroes pass the test.

As soon as the battle ends, the Beast pops to his feet, and the machine (if it's still active) releases any heroes in its tentacles, then scuttles away into the trees. The Beast apologizes for scaring them, explaining that this was a test of fighting prowess.

If the heroes passed the test, the Beast congratulates them on their skill and combat technique. If they failed the test, he gives them a few pointers on what they might have done differently, stressing the importance of teamwork. Finally, he reminds them of the responsibility that comes with their powers.

AFTERMATH

When the lunch hour draws to an end, the Beast reminds the heroes that they're scheduled to meet with Alvarez. "And I've got something I need to talk to you about, too," he says. The Beast says he'll explain everything when they get to Alvarez's office.

Continue with Chapter Three.

TROUBLE-SHOOTING

If the heroes figure out that the Beast is controlling the spider machine before the battle begins. If the heroes suspect a ruse and refuse to fight, the Beast ends the test and congratulates them on their perception. They pass the test.

If the heroes search for the source of the spider machine. During the battle, the heroes might decide to check the trees to see where the spider machine came from. They'll discover a large air car; this is the Beast's personal vehicle which he flew to the school. If the heroes mess with it, the Beast stops the test; they pass or fail depending on their performance up to that point.

KARMA

Pass the test:	+20
Fail the test:	−10

CHAPTER THREE: NIGHT RALLY

JUDGE'S BACKGROUND

Through a network of intermediaries, Cameron Hodge has hired operatives around the world to stir up anti-mutant propaganda. One of these operatives is Ammo. Ammo, who's recruited Bushwacker as his aide, is currently touring the United States to provide encouragement and support for a variety of anti-mutant youth groups. Among the most prominent is the Young Americans for Purity, also known as Y.A.P.

Ammo hopes to use the tour to boost his own prestige and also to explore the possibility of expanding his gang network across the country. Neither he nor Bushwacker have any direct knowledge about Cameron Hodge or Genosha.

RENDEZVOUS WITH ALVAREZ

As requested, the Beast and the heroes meet in Mr. Alvarez's office just after lunch. Alvarez chats with them briefly, asking how their morning went and if the heroes had a chance to show their guest everything he wanted to see. The Beast then pulls up a chair and gets down to business.

The Beast says that anti-mutant youth groups are popping up in high schools all over the country, "a trend that doesn't exactly bode well for mutantkind." One such group is the Young Americans for Purity, also known as Y.A.P., who have a chapter right here in Pleasantview High.

The Beast says that Alvarez was the one who originally tipped him off about the Pleasantview Y.A.P. chapter, and his own investigations have led him to suspect the worst. "It's true that Y.A.P. may not amount to anything at all. But as far as we know, it might have international support—some of these guys like to get to the kids as soon as they can. Show him the paper, Eduardo."

Mr. Alvarez takes a paper from his pocket and hands it to the heroes. "I took this from a student a couple of days ago," he says. It's a yellow sheet containing the following message:

Y.A.P. RALLY TONIGHT!
FAIRGROUNDS EXHIBITION BUILDING—9 P.M.
SPECIAL GUESTS!
BRING THIS PAPER FOR ADMISSION
PURITY = STRENGTH

(The heroes may have seen a similar paper if they encountered Sondra Massick in the Optional Encounters section of **Chapter One**.)

The Beast says that he'd like the heroes to attend the rally and check it out—he's especially interested in the identity of the special guest. "Just keep to yourselves and pretend that you're interested in joining. I won't kid you—there's always the possibility of trouble—but if you keep cool, you shouldn't have any problems. What do you say?"

If the heroes decline, the Beast says he understands, and apologizes for putting them on the spot (the events described in the At the Fairgrounds section below won't occur). If they agree to help, the Beast thanks them. "I knew I could count on you."

At that moment, the phone rings. Alvarez answers it, speaks briefly, then addresses the Beast. "It's for you. You can take it in the next room." The Beast excuses himself, telling Alvarez to continuing briefing the heroes. "Don't forget," he says, heading for the adjacent office, "they'll need transportation."

Alvarez says that the fairgrounds are miles out of town. He asks if any of the heroes has a car. (Assume that any hero with Typical Resources has access to a car big enough to hold all the heroes.) If none of them do, Alvarez reaches in his pocket and tosses them his keys. "Be careful with it. I'll get a ride home with one of the teachers."

At this point, the Beast returns. "I'm afraid I have to leave," he says. "Urgent X-Factor business." Before he goes, he volunteers to help the heroes plan their strategy. He studies the map at the bottom of the paper. (Make a rough sketch of map 2 and give it to the players. Make a big X on location 1; this is the exhibition hall, where the meeting will be held. Write PARKING in big letters on both locations labeled 2, and write MAIN GATE on location 3 and WEST GATE on location 4).

The Beast says that if there's trouble at the meeting, the heroes may need to make a quick getaway. He suggests they enter through the west gate (location 4), make their way through the fairgrounds, and park near the back (this route is indicated on map 2; show the players what the Beast is talking about by tracing the route on the sketch map). "If you have a problem, take the same way out. You'll avoid the crowd that way."

The heroes may wonder if it'd be better to park their car in the street and walk in. "Bad idea," says the Beast. "You might need to get out of there fast." If they wonder when's the best time to show up, the Beast says to get there at 9. "It'll look suspicious if you show up early." He also warns them not to sneak in or try to hide out. "Just mingle and pretend you're one of them. Any other way is too risky." (These are only suggestions; the heroes are free to ignore the Beast's advice if they like.)

The Beast rises to leave. "Remember," he says, "if your life is in danger, I wouldn't worry about keeping your powers secret." He says he hopes to wrap up his business quickly. "I'll try to be back for the game tomorrow night. See you there," he says, and leaves. (As it happens, the X-Factor business keeps Beast away indefinitely; he won't appear again in this adventure.)

Alvarez warns the heroes to be careful, and asks them to come to his office the first thing tomorrow morning and tell him what happened. "For now, you might as well go back to your afternoon classes."

The rest of the day passes uneventfully.

AT THE FAIRGROUNDS

Map Notes

Refer to map 2 for the rest of the events in this chapter. Dense woodlands surround the fairgrounds on the north, west, and east sides; the only access for cars are the gates (3 and 4)

adjacent to the highway. All of the buildings are unlocked and empty.

Arrival

When the heroes arrive, they see cars streaming into the main gate (3); there is no activity of any kind near the west gate (4), and the heroes can enter there if they like.

The parking lots (2a and 2b) are packed with cars. If the heroes enter the west gate, they can follow the road between buildings 7 and 8; there's room to park in the north end of parking lot 2a. If the heroes decide to enter the main gate, a student directing traffic indicates that they should park in the north end of parking lot 2a.

The Rally

A student wearing a black Y.A.P. badge stands at the door to building 1, accepting the yellow announcement paper as admission. (One paper will admit all the heroes.) If the heroes forgot the paper, the student demands a five dollar donation from each; if they don't give a donation the student lets them in anyway, but warns them he intends to collect later. (He never does.)

The building is jammed with over 200 students. Most are from out-of-town; however, if a hero makes a successful Intuition FEAT roll, he recognizes a few Pleasantview High students, among them Bryn Taylor, Josh Stanks, Gerald Mundi, and Sondra Massick. These students eye the heroes suspiciously if they see them, moving away if the heroes approach. However, if the heroes approach Gerald Mundi and they helped rescue him from the smoky lab (see the Optional Encounters section in **Chapter One**), he warns them to be careful. "These guys don't like outsiders, if you know what I mean."

A makeshift stage stretches across the south end of the room. A student crosses the stage and yells for order. The room quiets down. The student asks for a big hand to welcome their guests, and as the room fills with applause and cheers, two imposing figures take the stage. One wears an eyepatch and carries a huge baseball bat, the other is a stocky man with an evil sneer who carries a flamethrower. (The guests are Ammo and Bushwacker.)

Ammo lectures the students about the plague of mutants threatening to pollute the gene pool United States. "I've seen them with my own eyes," he says. "They're dangerous and dirty. The only mutant you can trust is one full of bullet holes." The crowd cheers. Ammo presses on, whipping the crowd into a frenzy of hatred.

After Ammo has spoken for a few minutes, a student from the crowd screams, "Hold it!" A hush falls over the room. "There's spies here!" The voice belongs to Josh Stanks. He points directly at the heroes. "I know them from school! They're a bunch of mutie lovers!" All eyes turn to the heroes, and several students begin to advance toward them. "Let's get 'em!" screeches Stanks.

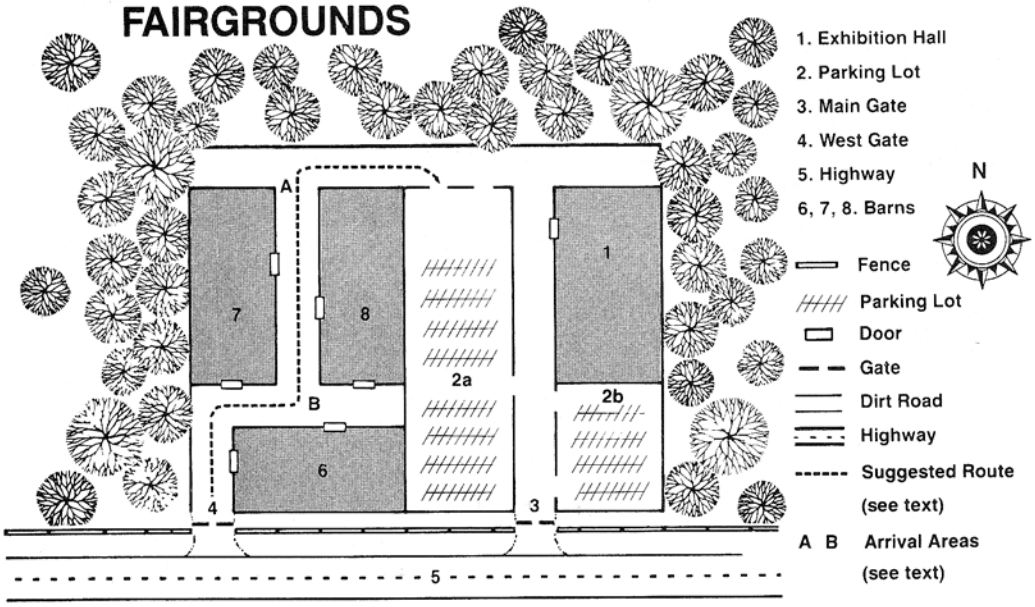
But before either the students or the heroes can take any actions, a noisy clanking and crunching can be heard from the stage—Bushwacker's right arm is transforming into a gun. A moment later, Bushwacker blasts the gun over the heads of the crowd.

"No fighting!" commands Ammo. "This isn't the place!" The crowd begins to settle down, backing away from the heroes. "The meeting's over. Go home. There'll be no violence tonight." (Ammo usually has no reservations about using violence, but he's afraid of involving the police and the resulting bad publicity.)

The heroes are free to go; if they hesitate, a nearby student whispers to them menacingly, "If I were you, I'd get out of here while I still could." The crowd begins to move to the exit; nobody bothers the heroes, but from the look in their eyes, it's clear that they'd love to.

Showdown

When the heroes leave the exhibition hall, they see students getting in their cars and heading for the main gate. A large crowd of students lingers near the main gate, eyeing each car as it leaves. These students are waiting for the heroes; they'll wait for hours if necessary. Make it clear to the heroes that if they attempt to leave through the main gate, there's a good chance of trouble.



If the heroes insist on facing the crowd at the main gate, the crowd taunts them, saying they'll have to wait for a while to get through; the crowd will block the exit for the next three hours. The crowd offers insults and threats, but takes no hostile actions. If the heroes wait it out, the crowd eventually lets them through, and the heroes can go home; proceed to **Chapter Four**.

There are no students anywhere near the west gate or near road 10; if the heroes wish to leave by driving through the alley between buildings 7 and 8, exiting through the west gate, there doesn't appear to be anyone to stop them. (If the heroes choose another route or different strategy, see the Troubleshooting section.)

As soon as the heroes drive south down the alley between buildings 7 and 8, Bushwacker moves out of the shadows and into location A. He uses his arm-gun to blast the tires out of the heroes' car (or fires enough shots to immobilize it). At the same time, Ammo steps out of the shadows south of building 8 and into location B. In this relatively secluded part of the fairgrounds, Ammo and Bushwacker intend to kill the heroes, whom they believe are spies. Ammo advances north toward the heroes; Bushwacker moves south.

Ammo uses his bat, and Bushwacker uses his arm-gun and flamethrower to attack the heroes. They fight without mercy; they will not negotiate. If necessary, they pursue the heroes anywhere in the fairgrounds. (After Bushwacker's first few shots are fired, the students still lingering in the fairgrounds panic and scatter; if the battle moves toward the southeast part of the fairgrounds, the heroes will see that the crowd at the main gate has dispersed.)

When any of the following conditions are met, proceed to the Aftermath section:

- the heroes subdue both Ammo and Bushwacker.
- two or more of the heroes lose half of their Health points, or the heroes appear to be on the verge of defeat.
- the heroes escape the fairgrounds.

AFTERMATH

If the heroes flee the fairground, Ammo and Bushwacker won't pursue. (Later that evening, they're captured by the police, as the heroes will discover tomorrow.) If the heroes subdue the villains, they hear a siren in the distance, meaning the police are about to arrive. Tthe heroes can stick around and try to explain to the police what happened, or they can leave; if they stick around, the police will escort them home. If the heroes are on the verge of defeat, they also hear police sirens, which frighten the villains away. If the heroes pursue, the villains elude them (but the police manage to capture them later).



TROUBLE-SHOOTING

If the heroes aren't seen by Stanks at the rally. If the heroes aren't pointed out as spies (perhaps all the heroes have the power to become invisible), then nobody in the crowd notices them; Ammo and Bushwacker won't ambush them later. However, it should be extremely difficult for the heroes to avoid this confrontation; for instance, even if they sneak into the fairgrounds, drill holes in the exhibition hall, and spy on the rally in secret, it's still possible that a student roaming the grounds might spot them and alert the villains.

If the heroes cause trouble at the rally. If for some reason the heroes decide to fight the students in the exhibition hall, Ammo and Bushwacker spring into action and attack the heroes; the students scatter, leaving the fairgrounds as fast as they can. The battle plays out as described above.

If the heroes take a different route out of the fairgrounds. Once they leave the rally, the heroes might try to drive through the parking lot (east of building 8) or take some other unexpected route. Ammo and Bushwacker will then attempt to ambush them from some other location (possibly popping out from behind a tree or a parked car). The battle plays out as described above.

If the heroes abandon their car and sneak out. Once they leave the rally, the heroes could conceivably sneak through the woods north of the fairgrounds (or sneak out some other way). If they're clever and careful, Ammo and Bushwacker won't spot them, and they can escape the fairgrounds unscathed. However, the villains will demolish their abandoned car. (If the car belonged to Alvarez, or they borrowed it from a friend, penalize them an additional 5 points of Karma.)

KARMA

Accept the Beast's mission:	+20
Decline the Beast's mission:	−10
Defeat Ammo:	+30
Defeat Bushwacker:	+30
Engage Ammo and Bushwacker in battle, but don't defeat them (the police intervene):	−20

CHAPTER FOUR: TIME OUT

JUDGE'S BACKGROUND

Arcade has heard rumors that a big anti-mutant project is being planned in Genosha. The best way to ingratiate himself with the power elite of Genosha, he figures, is to pull off a spectacular humiliation of mutants.

Arcade disguised his minions as construction workers, and has turned the school gymnasium into a modified Murderworld, complete with video cameras in the ceiling to capture every moment of his triumph.

As it happened, only the Beast came to the school, and he left prematurely. But Arcade isn't worried. Using one of his flying spy-eyes, Arcade discovered that the teenagers are mutants who will be perfect subjects for his Murderworld demonstration.

DEBRIEFING

On the morning following the fairgrounds rally, the heroes meet with Alvarez who thanks them for their help. "With your information, and the cooperation of the authorities, I think we can put an end to Y.A.P." (He's right—under pressure from the administration and the community, the Pleasantview Y.A.P. chapter eventually disbands.)

Before they leave, Alvarez reminds the heroes about the charity game. "If he makes it back, the Beast will want to hear what happened." Alvarez tells them to have a good day, and that he'll see them tonight at the game.

THE CHARITY GAME

That night, the heroes arrive at the gym along with what appears to be the entire Pleasantview community. The bleachers are packed with students, faculty, and parents, but there are still a few seats left. (Use the basketball court on the large color map. For this chapter, ignore the markings on the basketball court.)

A few minutes after the heroes take their seats, a buzzer blasts, and a voice over the loud speaker blares, "Will everyone please collapse for the national anthem?" (The voice belongs to Arcade.) As a music box version of the anthem plays over the loudspeaker, the entire gym begins to fill with a pink knock-out gas; the gas is so potent that only characters with Unearthly Endurance can resist it. The heroes, along with everyone else in the gym, fall asleep in a few seconds.

When the heroes revive, they find themselves dressed in basketball uniforms, sitting on the home team bench. The entire home team bleachers are empty; all of the spectators have been crammed into the visitor's side. The spectators are immobile and glassy-eyed (they're all in a deep hypnotic trance, courtesy of Arcade). The loudspeaker voice announces that the game is about to begin.

But immediately after the announcement, a portion of the east wall crashes down, and in zoom six intruders wearing glistening armored suits. They land on the east end of the court, glance around the gym, then head directly for Mr. Alvarez, who's seated near the front of the visitor's bleachers. The loudspeaker voice sputters and squawks, demanding that the intruders leave immediately. (Arcade has no idea who the intruders are.)

The intruders have been sent by Mandrill to kidnap Alvarez (see Chapter Five). They have no particular interest in Arcade or the heroes.

Battlesuit Intruders

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

Health = 80 Karma = 18

The intruders' battlesuits are based on black market S.H.I.E.L.D. Mandroid technology. Each intruder is armed with a blaster that produces Remarkable Force damage at a one-area range, and a neuro-stunner that produces Monstrous Stunning at a one-area range (use the Monstrous column; if any colored result is rolled, the victim is stunned into unconsciousness for 1-10 rounds; he suffers no damage). Each can generate a force field of Amazing intensity in a three-area range (but they can't fire their weapons while maintaining a force field), and each has rocket boosters that give them Remarkable air speed.

One round after the intruders enter the gym, one of them snaps up Alvarez, deposits him in a coffin-like container, and swoops away. The other intruders watch for opposition, remaining after their companion leaves.

If the heroes attack or otherwise draw attention to themselves, the intruders retaliate until all of the heroes are unconscious.

AFTERMATH

A few minutes after the intruders leave, a man-shaped robot (all abilities Good) enters the gym and rushes to the heroes. If the heroes are unconscious, the robot revives them. The robot explains that there's no time to lose if they're going to rescue Alvarez—he has a vehicle outside. If the heroes ask who he is, the robot says, "I'm a machine—I have no name." If the heroes hesitate to leave with him, the robot says he's been sent by the Beast to help them; if necessary, the robot repeats some of the things the Beast told them during the lunch hour battle with the spider machine in Chapter Two. (In fact, this is Arcade's robot. Once the repairs are completed, Arcade will seek out the heroes by monitoring the location of his robot, then run them through his Murderworld gym as planned.)

The robot says he has an air car out back that they can use to track the intruders, but they have to hurry before they lose them. He beckons for the heroes to follow him through the hole in the gym wall.

Proceed to Chapter Five.

TROUBLE-SHOOTING

If Arcade's knock-out gas doesn't affect all the heroes. Assume that Arcade can increase the potency as necessary to knock them all out.

If the heroes defeat one of the intruders. Unlikely, but if it happens, they discover that an adult female is inside the suit. She refuses to cooperate with them in any way. (She's a minion of Mandrill; she doesn't know the details of his plans, only that she was supposed to help kidnap Alvarez.)

If the heroes won't go with the robot. The robot repeats anything the Beast said or did yesterday while visiting the school in order to convince them of his sincerity. If they still aren't convinced, you might remind them of their responsibilities as heroes to rescue their superintendent.

KARMA

Take no action against intruders:	−20
Attempt to stop the intruders:	+20
Defeat an intruder:	+30

CHAPTER FIVE: NIGHTMARE IN NEW GUINEA

JUDGE'S BACKGROUND

Mandrill has heard that Genosha intends to step up its anti-mutant policy and fears that sooner or later, he'll be on their hit list. Temporarily putting aside his plans for world conquest, Mandrill has established a fortress-like headquarters in a remote area of New Guinea where he has been developing schemes to deal with the Genoshan threat.

Mandrill intends to form an army to stomp out Genosha; short of that, he at least intends to protect himself. In recent months, he's amassed a small but loyal army of female soldiers, among them a wealthy and well-connected woman who's provided him with a fortune. He's used the money to hire some international aides (see Chapter Six) and buy an impressive array of black market technology.

Through his network of contacts, Mandrill has been tracking the whereabouts of mutants across the world. He's learned that Eduardo Alvarez is a mutant and has a connection with X-Factor. Mandrill sent a contingent of battlesuited soldiers to the United States to kidnap Alvarez (Chapter Four), and plans to use Alvarez to lure X-Factor to New Guinea. Mandrill hopes to convince X-Factor to join his fight against Genosha; if X-Factor won't cooperate, he can threaten to kill Alvarez. If all else fails, he can always give the mutant Alvarez to Genosha in exchange for their promise to leave him alone.

TO THE SKIES

The robot (see Chapter Four) leads the heroes out of the hole in the north wall of the gym to a clump of bushes concealing a small air car. The robot explains that the car belongs to X-Factor; its tracking device will lock in on the escape route of the intruders, and its powerful gravimetric engine will allow them to follow the intruders anywhere in the world (the air car actually belongs to Arcade, who hid it here in case he needed to escape).

The robot volunteers to pilot the air car (Excellent Control, Incredible Speed in the air, and Good Body). If a hero insists on piloting the air car, the robot reluctantly agrees; however, a Red Reason FEAT roll is required to understand and operate the vehicle's complicated control system.

Once airborne, the robot adjusts the air car's computers to lock in the intruders' route. A few moments later, a computer screen displays a map of the world with a path leading from the midwestern United States to an island north of Australia. The robot punches a few buttons, then announces that the intruders are headed to New Guinea.

APPROACH TO THE FORTRESS

Refer to Mandrill's Fortress section of the color map for the remainder of the events in this chapter.

The air car eventually reaches a remote area of central New Guinea. The robot points out a large granite fortress surrounded by high cliffs as the destination of the intruders. The robot says that most of the immediate terrain is too rough or too swampy to land the air car; however, the robot locates a relatively clear field not far from the fortress (location A on the map) and eases the car down for a soft landing.

The robot will stay with the air car in this area, waiting for the heroes to return; there's enough vegetation to provide concealment. If the heroes insist, the robot will accompany them, but he won't fight for them (if the heroes are attacked, the robot runs for cover until the danger has passed).

The terrain is soft and swampy, with occasional patches of dense forest. There are numerous insects and a few birds, but otherwise, there are no signs of life.

As the heroes make their way towards the fortress, they may experience some or all of the following Optional Encounters. After the heroes cross north of the stream, continue with the Assault from the Cliffs section below.

OPTIONAL ENCOUNTERS

Depending on the actions of the heroes and the decisions of the Judge, both, either, or neither of the following encounters may occur. Assume that the Cry in the Wilderness and Strange Discovery encounters can occur anywhere south of the stream.

Cry in the Wilderness

The heroes hear a desperate female voice crying for help from a nearby area densely filled with trees. If the heroes investigate, they find the area to be particularly spongy, containing several inches of standing water. The hero leading the party (or if more than one hero shares the lead, choose randomly) steps in a pool of quicksand and begins to sink at a rate of one foot per minute. If the sinking hero makes a successful Agility FEAT roll, he grabs a patch of solid ground or tree root; if he makes a successful Strength FEAT roll, he can pull himself free.

Any hero making a successful Strength FEAT roll can rescue the sinking victim. If the hero sinks below the surface, he can still be rescued if a companion feels around and finds him. Otherwise, he continues to sink at the rate of one foot per minute. If he isn't rescued before he sinks out of reach, he'll never be seen again.

If the heroes continue to follow the source of the sounds, they discover a young woman who has sunk up to her waist in a quicksand pool. She clings to a low-hanging limb of a tree overhead, which prevents her from sinking any further. "Please help me!" she gasps to the heroes. "I can't hold on much longer!"

If the heroes are heartless enough to question the woman while she's clinging to the branch, she promises to cooperate with them, but only if they rescue her first. The woman is only a few feet from dry ground; any hero standing on the dry ground who extends an arm to reach her must make an Agility FEAT roll, or he falls in. Any hero who climbs the tree and attempts to crawl across the limb to rescue the woman causes the limb to crack, and he falls in. The woman, along with any heroes who fall in, can be rescued by successful Strength FEAT rolls from heroes safe on dry land. Otherwise, sinking victims risk death as described above.

If the heroes rescue the woman, they can question her. Though terrified and anxious to leave, she promises to answer their questions if they let her go when they're finished. Assuming the heroes agree, the woman answers their questions as follows:

Who are you and how did you get here? Her name is Lila Stone, and she's a native of Australia (all of her abilities are Good, except for Excellent Fighting and Remarkable Psyche; her Health and Karma are both 50). She was recruited to work here as a soldier for a mysterious employer. "He offered me an obscene amount of money, but I should never have taken it." She despises her employer and was escaping when she fell in the quicksand.

Who's your employer? She describes him as a hideous monster, half-man, half-ape. She doesn't know his name; all of his aides and employees refer to him as "lord." She doesn't know anything else about him, except that he plans to amass an army for some reason, and he has allies in other parts of the world. (Her employer is Mandrill. He attempted to induce submission by having her become addicted to his pheromones, in the much the same way as he has secured the services of his other female "employees." However, Lila's strong Psyche enabled her to resist Mandrill's pheromones, and he was unable to control her.)

Where's Alvarez? Lila has never heard of Alvarez and is unaware of the kidnapping. "He could be anywhere. He may not even be in New Guinea." She says that her employer keeps all his records in his office, in a room near the center of the fortress. "Maybe you can find out there."

How do we get into the office? "It has an electric lock. It's impossible to open." However, she says that there's a power plant in the southeast corner of the fortress that provides energy for the entire building, including the electric locks. "Maybe if you could disable that. . ." (She doesn't know how to do it.)

((How do you get in the fortress? The only entrance is the south door. "You can't open it from the outside. You have to push a green button on the inside to open it."

Lila has no other information. If they let her go, she races south through the forest; the heroes won't see her again (she eventually finds her way home). If the heroes offer to give her a lift home in their air car, she declines, saying she prefers to go her own way. If the heroes renege on their promise and hold her prisoner, she's outraged and refuses to cooperate with them; she'll escape at the earliest opportunity.

Strange Discovery

As the heroes pass a section of dense forest, have them all attempt Intuition FEAT rolls. Any hero who succeeds in the FEAT roll notices a metallic glint coming from the trees. If the heroes investigate, they discover a large air ship. The ship has no identifying marks. (It belongs to the Reavers, who hid it here while they wait for an opportunity to attack the fortress—see the Assault from the Cliffs section below.)

The ship is made of a steel alloy of Remarkable strength. However, the door to the ship is unlocked; the heroes are free to enter and explore if they wish.

The interior of the ship is littered with trash, bottles, and half-eaten food; apparently, the owners aren't especially neat. If the heroes poke through the trash, they discover a few cheaply-produced pamphlets, filled with vile anti-mutant rhetoric. If they look under the seats, they discover a small weapon about the size of a ballpoint pen. The weapon is a micro-laser (Poor range, 5 points of damage). The heroes can take it if they like.

The ship's control console is a mass of switches and buttons. Any hero who makes a successful Reason FEAT roll determines that the ship is activated by the fingerprints of the pilot; obviously, the heroes won't be able to operate the ship. If a hero fiddles with any of the console's buttons or switches, he inadvertently activates a protective device that sends an electrical charge throughout the ship which inflicts Excellent damage on any hero in contact with the floor or any other interior surface. The electrical charge occurs every other round for the next ten minutes; it can't be deactivated.

ASSAULT FROM THE CLIFFS

When the heroes enter the valley south of the fortress (location B), they hear a gun blast over their heads, ricocheting off the cliffs. A moment later, three bizarre cyborgs barrel toward them from the cliffs, guns blazing. A cyborg whose exoskeleton is linked to a tractor unit (Bonebreaker) approaches from the western cliffs. Another with extended mechanical arms (Prettyboy) approaches from the eastern cliffs. A third wielding an oversized pistol (Skullbuster) also approaches from the eastern cliffs.

Bonebreaker, Prettyboy, and Skullbuster are three of the Reavers, operating on a hot tip that mutants allegedly were hiding out in this part of New Guinea. Avowed mutant-haters, the Reavers are here to kill them. (Unknown to the Reavers, the hot tip actually came from Genoshan intermediaries, who also provided them with an airship—see the Strange Discovery encounter in the Optional Encounters section above—and promised a sizeable reward for every mutant they managed to destroy. The Reavers assume the heroes are the mutants in question.)

The Reavers ignore all comments from the heroes. Bonebreaker and Prettyboy attack with special guns (Remarkable range; 25 points of damage). Skullbuster's weapon has only Good range, but causes 40 points of damage. Whenever possible, Prettyboy will use his extended arms to inflict 15 points of damage with his sharp fingers, but he won't bother with his brain rewiring talent—the Reavers want the heroes dead.

If any Reaver loses half or more of his Health points, he decides to retreat, and heads south towards the Reavers' air ship as fast as he can. Fearing abandonment, the other Reavers follow him. The heroes can pursue if they like; if they capture a Reaver, he refuses to cooperate or give them any information (not that he has any to give; he doesn't even know who his employers are). A captured Reaver will attempt to escape as soon as possible.

If the heroes present a captured Reaver to Mandrill (see the following section), Mandrill has his soldiers take

him away for later execution. (The Reaver will manage to escape, heading back to Australia as fast as he can.)

If the heroes turn over a captured Reaver to any law enforcement agency (obviously, this will have to occur after their business with Mandrill is completed), they accept him with gratitude.

If the heroes are on the verge of being defeated by the Reavers, a turret rises from the top of the fortress, and begins to blast beams of energy at the Reavers, once per round (the energy beams have Excellent range and cause Remarkable damage). The beams are carefully aimed so as not to harm the heroes. After the second beam is fired, the Reavers panic and head south as described above, ignoring the heroes.

AUDIENCE WITH MANDRILL

As soon as the heroes have defeated the Reavers (or after the energy beams have chased them away), the south entrance to the fortress opens. A woman dressed in military fatigues steps out. "The lord awaits you," she says. "Please enter." If the heroes hesitate, the woman adds, "He has an important offer for you." Once the heroes enter, the woman touches a green button just inside the entrance, and the door closes.

The reception room (room 5) is empty, except for a raised platform against the north wall. A grotesque creature who looks like a cross between an ape and a man sits in the throne—this is Mandrill. He is flanked by four women in military fatigues. All of the female soldiers, including the one who opened the door, carry neuro-stunner pistols that produce Amazing Stunning at a one-area range. (Use the Incredible column; if any colored result is rolled, the victim is stunned into unconsciousness for 1-10 rounds; he suffers no damage.)

Mandrill's Soldiers

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

Health = 60 Karma = 20

TALENT: Marksman

If the heroes attack Mandrill at any time, he defends himself as described below. For now, he seems open and friendly. "An excellent performance against my assassins," says Mandrill, referring to the heroes' battle with the Reavers, "especially for ones so young. What brings you to this forsaken part of the world?"

If the heroes inquire about Alvarez, Mandrill feigns ignorance, but asks them about their relationship with Alvarez. "Why would such a man be important to you?" Mandrill accepts any answer they give without comment.

If the heroes ask what Mandrill is doing in New Guinea, he says he's a scientist engaged in secret research. Mandrill brushes away any other questions.

Mandrill says their arrival is most timely. "You are obviously mutants, like myself. It is vital that all mutants band together against the threat from Genosha." If the heroes aren't familiar with Genosha, Mandrill describes it as a country of mutant-haters. "Pledge your lives to me, and join my army. Under my command, we will crush our common enemy. Will you submit to me?"

If the heroes hesitate or refuse, Mandrill loses his temper and orders his soldiers to take them prisoner. If the heroes agree, Mandrill has a sudden change of heart. "You agree too quickly. You are not to be trusted." He orders his soldiers to take them prisoner.

The five soldiers attack with their neuro-stunner pistols; Mandrill has a similar pistol and also joins the attack. The soldiers and Mandrill continue their attacks until all of the heroes are unconscious. (If the heroes appear to be on the verge of defeating the soldiers, as many as 15 similarly armed soldiers charge through the north door and join the attack. If necessary, two battlesuited soldiers can also join the attack—see the Charity Game section of Chapter Four for their statistics and weapons.)

AFTERMATH

Once the heroes are unconscious, the soldiers frisk them and remove all of their weapons and gear except for their personal items, such as combs, wristwatches, and coins. If the heroes took the micro-laser from the Reavers' air ship (see the Strange Discovery encounter in the Optional Encounters section above) and hid it in an unlikely place (such as inside a shoe or sock) the soldiers won't find it.

The soldiers then carry the heroes through the northeast door and into the fortress. The heroes will be secured in room 2. If a hero starts to regain consciousness en route to room 2, the soldiers zap him again with a neuro-stunner and knock him out.

Proceed to **Chapter Six.**

TROUBLE-SHOOTING

If the heroes don't encounter the Reavers. It's possible that flying or teleporting heroes could move directly to the fortress, bypassing the Reavers and all of the Optional Encounters. If so, assume that Mandrill is keeping an eye on them via television cameras mounted on the roof of the fortress. When they approach the front door, it opens for them, and the rest of the chapter plays out as described.

If the heroes don't help Lila. Lila eventually manages to pull herself from the quicksand and escapes to freedom.

KARMA

Rescue Lila:	+20
Ignore Lila's cries:	−10
Investigate the Reavers' air ship and discover the hate pamphlets and micro-laser:	+5
Defeat the Reavers:	+30
Are defeated by the Reavers (requiring the intervention of the Mandrill's force beams):	−20

CHAPTER SIX: ESCAPE!

JUDGE'S BACKGROUND

Unknown to the heroes, Alvarez isn't being held captive in Mandrill's fortress. As part of Mandrill's plan, one of the battlesuited soldiers who assaulted Pleasantview High doubled back to South America with the kidnapped Alvarez. He's being held there by another Mandrill ally, the Locust (see Chapter Eight).

GENERIC STATISTICS

Use the following generic statistics for Mandrill's soldiers. Unless otherwise stated, all carry neuro-stunner pistols that produce Amazing stunning at a one-area range (use the Incredible column; if any colored result is rolled, the victim is stunned into unconsciousness for 1-10 rounds; he suffers no damage).

Mandrill's Soldiers

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

Health = 60 Karma = 20

Talent: Marksman

LOCK-UP

The heroes awaken to find themselves in a small, featureless room (room 2 on the color map of Mandrill's Fortress) with a single door in the west wall. The only window is a three-inch square near the top of the door. The walls are made of stone reinforced with steel, giving them Amazing strength. The electronic lock on the door also has Amazing strength. There are electric lights in the ceiling, as there are in all of the hallways and rooms throughout the fortress. (Mandrill intends to hold the heroes in this room until he figures out what to do with them.)

During the daytime hours, the halls are filled with activity; if the heroes peer through their cell window, they'll always see at least five or six soldiers roaming the hallways, with the voices of several more heard in the distance. Make it clear to the heroes that they're certain to be seen—and probably recaptured—if they attempt a daytime escape. (To reinforce the idea that the fortress is not as busy at night, you might have a soldier holler through their window, "Keep quiet in there. It'll be lights out soon, and then we can all get some sleep.")

When night arrives, the lights dim in the hallways and go out in the heroes' cell. Activity in the hall diminishes significantly, as most of the soldiers retire for the night. Two of the soldiers will stand guard outside of the heroes' cell, where they'll remain half the night. Two more soldiers retire to room 3; they'll relieve the guards later in the evening. Every three hours, the guards open the heroes' cell to make sure they're all still there.

There are several ways that the heroes might escape from their cell:

1. A hero with mind control powers could order the guards to open the door.

2. Exceptionally powerful heroes might be able to break down the door. If the heroes haven't already subdued the guards (such as by using mind control powers to put them to sleep), the guards attack when the heroes open the door. Four rounds after the battle begins, the two guards in room 3 join the attack. If the soldiers overcome the heroes, they return them to their cell; if the heroes destroyed their cell door during their escape, the soldiers move them to room 3 and lock them in. All four soldiers (or however many are still physically able) will guard the door the rest of the night.

3. If the heroes have the micro-laser pistol (from the Strange Discovery encounter in the Optional Encounters section of Chapter Five), they can use it to open the door. Assume that if they operate the laser on the lock for 5 rounds, it burns open. (The heroes may still have to deal with the guards as described above.)

4. The heroes can attempt to overcome the guards when they open the door to check the cell. If there's a struggle, or if the guards cry out (which they'll do if they can), the guards in room 3 are alerted, and show up four rounds later.

Once the heroes have escaped their cell, they're free to explore the fortress.

ABOUT THE FORTRESS

The fortress is about 20 feet tall and has a domed roof. Centered in the roof is a turret containing an energy blaster and a telescopic lens; both are controlled from the throne in the reception room (room 5).

All walls and ceilings of the fortress are made of Amazing material. Assuming it's night, all of the rooms are dark, and all of the hallways are dimly lit by electric lights in the ceiling. Normal doors can be opened without any trouble. Electronically locked doors have Amazing strength; the heroes will have to break them down, use the micro-laser (applying the laser for 5 rounds burns them open), or disable the power plant (room 4).

Except for the soldiers guarding the heroes' cell (room 2) and the relief guards in room 3, everyone else in the fortress is asleep. However, if the heroes are exceptionally noisy, two soldiers awaken in room 7 and rush to the source of the noise within five minutes. They'll make a thorough search of the area; if they find the heroes, they'll attempt to subdue them and lock them back in their cell (or in room 3, if their original cell has been destroyed). If they can't find the heroes (that is, if the heroes hide from them), the soldiers give up and go back to bed.

Room 1–Battlesuit Room

Mandrill's battlesuited soldiers take off and land in this room. The room contains ten oversized steel crates. All of the crates are empty, except for one which holds a large battlesuit similar to those worn by the Pleasantview High intruders (see Chapter Four). The heroes won't be able to use the suit, since it must be activated by a voice code known only to Mandrill and a few of his trusted soldiers. However, the heroes can disable the suit by inflicting 50 points of damage on it (the suit is made of Excellent strength material).

Near the doorway is a green button. A steel ladder leads from the floor to a panel in the ceiling; the panel is about 20 feet square. If a hero pushes the button, the panel in the ceiling slides

open; it remains open for five minutes, then closes automatically.

Room 2-Jail

A former storeroom, this room is used for the heroes' cell. (See above for description.)

Room 3-Guard Room

This is used as a waiting room by the two soldiers who will relieve the soldiers guarding the heroes' cell. If the heroes disturb them, they attack and attempt to subdue the heroes.

If the heroes defeat the soldiers (or if they defeated them earlier), they can explore the room, but there's nothing here of interest.

Room 4-Power Plant

This room contains a complex arrangement of machinery and control units, making up the nuclear-powered generator that supplies energy for the entire fortress.

There are two ways the heroes might deactivate the generator:

1. They can attack the generator with the intention of causing as much random damage as possible. Assume that the equipment is made of Good material; if it suffers 40 points of damage, it sizzles, sparks, and begins to shake. Three rounds later, it explodes, sending a shower of metal scraps throughout the room. Any hero still in the room when the generator explodes suffers 30 points of damage.

Five minutes after the explosion, two soldiers from room 7 arrive to investigate. If they can't find the heroes, they spend the rest of the evening attempting to repair the generator.

2. Any hero who spends at least 10 minutes studying the control panel can attempt a Reason FEAT roll. If successful, the hero figures out which switches shut down the generator; there's no danger of explosion if this method is used.

Once the generator is deactivated, all of the lights in the entire fortress go off, all of the electrical locks shut down (meaning that all doors can be opened normally), and the computer in room 6 won't work. If the soldiers in room 3 haven't been defeated, they rush to room 4 to see what's wrong with the generator; otherwise, no one else notices (Mandrill and the other soldiers are all asleep).

Room 5-Reception Room

Near the south doorway is a green button. If a hero pushes the button, the door opens; it remains open for 5 minutes, then closes automatically.

Mandrill's throne rests against the north wall. It contains a control panel that operates the energy beam turret and observation lens on the roof. Any hero making a Yellow Reason FEAT roll can operate these devices; the turret can blast beams of energy once per round to cause Remarkable damage at Excellent range.

The lens can focus on man-sized objects at Excellent range (the images are revealed on a screen in the control panel); the infrared lens can even reveal images at night. If the heroes use the lens to scan the area, they see nothing of interest. However, if they scan the sky, they see a battlesuited figure swooping through the clouds, circling over the fortress, then darting away. This is one of Mandrill's guards—see the Getaway section below.



Room 6-Office

This room contains the ususal office equipment and furnture. All of Mandrill's personal records are here, both on hard copy and computer disk.

They can look through the papers on the desk, in the wastebasket, and in the file cabinets to find the following:

•Waste Basket: Two messages were faxed to this office earlier in the day. There's no way to tell where the messages were sent from or who sent them. The first message reads:

ALVAREZ ARRIVED SAFELY—HE DOESN'T SEEM DANGEROUS.

The second message reads:

STILL HOLDING ALVAREZ—AWAIT YOUR INSTRUCTIONS.

•Desk: A document reveals that Mandrill has a group of mercenaries called the Resistants on the payroll. The Resistants are residing in the Blue Harbor Inn, a resort hotel in the Bahamas; Mandrill is footing all the bills. (There are reference books on the shelves in this room giving the exact location of the Blue Harbor Inn.) Additionally, a memo clipped to the bottom of the document reminds Mandrill to give a bonus to the Resistants for supplying him with information about Alvarez. (The memo doesn't indicate the information supplied by the Resistants.)

•File Cabinet: A hero who spends an hour searching through the file cabinets and makes a successful Intuition FEAT roll discovers a file which reveals that Mandrill is sending vast sums of money to an unnamed ally in South America to support his research. The file also contains a map pinpointing the location of this ally's stronghold—an isolated location in the middle of the Brazilian jungle, not far from the Amazon River. (The unnamed ally is the Locust—see Chapter Eight.)

The heroes can also attempt to operate Mandrill's personal computer, presuming they haven't deactivated the power

plant (room 4). However, this an extremely sophisticated computer, requiring a Red Reason FEAT roll from one of the heroes. If the FEAT roll is successful, and the heroes spend an hour searching through the computer files, they discover all of the information listed above, with the exception of the messages in the waste basket. Additionally, they learn that the Resistants informed Mandrill that Alvarez worked with X-Factor a few years ago, and Alvarez and X-Factor have been friends ever since; the Resistants also informed Mandrill that Alvarez himself is a mutant with the ability to detect the presence of other mutants.

The heroes can disable the computer by inflicting 20 points of damage on it (the computer is made of Good strength material).

Room 7-Barracks

This room serves as the barracks for the female soldiers. There are 30 soldiers sleeping soundly here. If the heroes disturb them, they wake up, attack the heroes, and return them to their cell (room 2, or room 3 if room 2 has been damaged); if the heroes defeated the cell guards when they escaped, they're replaced with new ones. The rest of the soldiers then go back to bed.

There is nothing of interest in this room.

Room 8-Bathroom

There is nothing of interest here.

Room 9-Kitchen and Pantry

There is nothing of interest here.

Room 10-Mandrill's Quarters

If the heroes approach this room, they hear loud snoring. This is Mandrill's private quarters. If the heroes disturb him, he attacks them and yells for reinforcements; two rounds later, six soldiers arrive from room 7. They join the attack on Mandrill, summoning additional soldiers if necessary. They return the heroes to their cell (room 2, or room 3 if room 2 has been significantly damaged); if the heroes defeated the cell guards when they escaped, they're replaced with new ones. The soldiers and Mandrill then go back to bed.

There is nothing of interest in Mandrill's quarters.

Room 11-Supply Room

This room contains canned food, bottled water, tools, and other supplies. There are no weapons (the soldiers keep their weapons with them). However, if the soldiers took any of the heroes' personal possessions when they frisked them (see the Aftermath section of Chapter Five), the heroes find them here.

THE GETAWAY

The heroes can leave the fortress through the front door in room 5 or the opening in the ceiling of room 1. As they pass through the valley south of the fortress (location B), a battlesuited soldier flying overhead spots them, and swoops in their direction. This is one of Mandrill's guards, and she's been ordered to attack anyone she sees in this area.

Battlesuit Soldier

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

Health = 80 Karma = 18

The soldier has a blaster that produces Remarkable Force damage at a one-area range, and a neuro-stunner that produces Incredible stunning at a one-area range (use the Incredible column; if any colored result is rolled, the victim is stunned into unconsciousness for 1-10 rounds; he suffers no damage). She can generate a force field of Amazing intensity in a 3-area range (but she can't fire her weapons while maintaining a force field). The battlesuit has rocket boosters that gives her Remarkable air speed. If the heroes are escaping at night, the soldier suffers a 1-column shift to the right when using her weapons. She won't pursue the soldiers south of the stream.

After the soldier stuns or disables as many of the heroes north of the stream as she can, she goes back to the fortress and informs Mandrill. Ten minutes later, six soldiers return to the area to retrieve the heroes and return them to their cell in the fortress.

AFTERMATH

Once the heroes get back to their air car, they can take it either to South America or to the Bahamas. (They can give the robot the information taken from room 6, and the robot will program the air car's guidance system accordingly.) If the heroes fly to the Bahamas, go to Chapter Seven. If they fly to South America, go to Chapter Eight.

TROUBLE-SHOOTING

If the heroes are unable to break out of jail. Lila Stone (see the Cry in the Wilderness encounter in the Optional Encounters section of Chapter Five) shows up in the middle of the night, stuns the guards with a stolen neuro-stunner, and frees them.

If the heroes don't find the information. Use Lila again; she has copies of the information from room 6 and gives it to the heroes. (If necessary, Lila could catch up with the heroes after they've escaped from the fortress.)

If the heroes attempt to defeat Mandrill. The heroes can successfully complete this chapter without defeating Mandrill. However, if they manage to capture and get him out of the fortress, the authorities in any major city would be happy to accept him. (Award the heroes 30 additional Karma points if they defeat Mandrill and deliver him to the law, or arrange for the authorities to pick him up.)

KARMA

Each soldier defeated or subdued: +20
Escape from their cell without the help of Lila: +10
Unable to escape their cell without the help of Lila: −10
Discover information in room 6: +10
Unable to discover information in room 6 (Lila gives it to them): −10
Spare battlesuit disabled (room 1): +5
Power plant disabled (room 4): +5
Mandrill's computer disabled (room 6): +5
Mandrill's hard copy records destroyed (room 6): +5
Elude battlesuited soldier (in Getaway section): +10

CHAPTER SEVEN: BAD DAY AT BLUE HARBOR

JUDGE'S BACKGROUND

Mandrill plans to organize a worldwide network of allies to defend himself against Genosha. Four of the Resistants—Crucible, Meteorite, Mist Mistress, and Occult—are among Mandrill's recruits.

Earlier today, the manager of the Blue Harbor Inn received an anonymous call threatening to blow up the hotel unless it was evacuated immediately. All of the guests and employees vacated the building, with the exception of the Resistants, who barricaded themselves in the ballroom and refused to come out. The Resistants took credit for the bomb scare, demanding a police helicopter to take them to safety. Further, the Resistants claim they're holding a hostage; if the helicopter doesn't arrive soon, they'll kill the hostage.

A stand-off now exists. Local officials are afraid to enter the hotel, since the Resistants wield staggering power. The police helicopter has been difficult to locate, and the officials fear the worst.

The Resistants are not, in fact, responsible for the bomb threat. When they heard about the bomb threat, the Resistants assumed it was a ruse by Genosha assassins to lure them into the open. Panicking, the Resistants barricaded themselves in the ballroom, demanding a police helicopter to take them to safety. There's no hostage—this is a Resistant bluff to hurry the officials along.

The Resistants guessed correctly. Genosha recently learned that the Resistants were living in the Bahamas and, through various intermediaries, hired Andrea and Andreas of the Fenris organization to assassinate them. Andrea and Andreas called in the phony bomb threat to draw the Resistants out of the hotel. Andrea and Andreas lurk nearby, waiting for their victims to emerge.

Refer to the map of the Blue Harbor Inn (map 3) for this part of the adventure.

ARRIVAL

As the heroes approach they see that sandy beaches surround the hotel on the north, west, and south sides. Lush vegetation borders the hotel on the east side; unless the heroes think of it themselves, the robot suggests that the vegetation would be a good place to conceal the air car.

The robot will stay with the air car and wait for the heroes to return. If the heroes insist, the robot will accompany them, but he won't fight for them.

TROUBLE AT THE INN

About 300 tourists and local citizens are congregated on the beaches about 75 yards from the hotel. The crowd gawks and points at the hotel; the local police have erected barricades to keep them back. The heroes can circulate among the crowd if they wish. Though the police won't answer any of the heroes' questions they can find out plenty from people in the crowd if they ask the right questions.

What's going on? The hotel manager received an anonymous bomb threat this morning, then evacuated the hotel and called the police. There's a bunch of terrorists still in the hotel. They've got a hostage. They've threatened to kill the hostage and blow up the hotel if they don't get a police helicopter to take them to safety.

Is the helicopter on the way? Helicopters are hard to come by in Mayaguana; the police say it'll take at least two hours. Unfortunately, the terrorists gave the police a deadline, and they've only got an hour left.

Who are the terrorists? Nobody knows.

Where exactly are they? The terrorists are rumored to be barricaded in the ballroom in the center of the hotel, but nobody knows for sure.

Who's the hostage? Nobody knows.

Why don't the police do something? The terrorists have some kind of super powers—they can blast power beams from their eyes and shoot fire from their hands. The local police can't handle them. They've sent for some anti-terrorist specialists, but it'll take several hours for them to arrive.

If the heroes take no action—that is, if they decide to wait for the anti-terrorist specialists to arrive—see the Troubleshooting section. Otherwise, continue with the Checking In section.

CHECKING IN

If the heroes attempt to approach the hotel from the north, west, or south side, the police spot them and chase them back behind the barricades. However, if the heroes approach the hotel from the east side, they can use the vegetation for cover, and the police won't spot them.

All of the entrances are open. The entire hotel, with the exception of the ballroom, is deserted. The heroes can explore any of the rooms they wish.

BATTLE IN THE BALLROOM

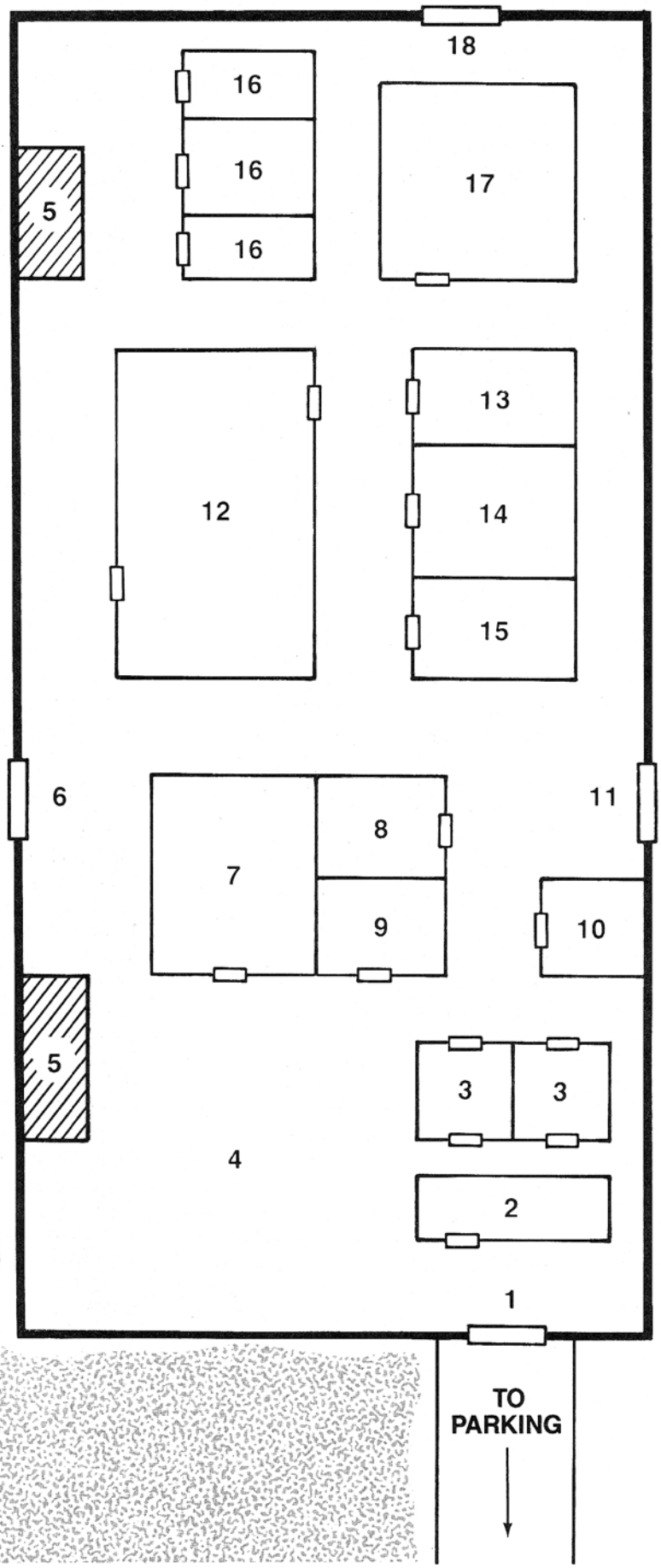
All four Resistants are in the ballroom, waiting for their helicopter. They're alert and on guard against intruders. Crucible is in the southwest corner, Meteorite is in the northwest corner, Mist Mistress is in the northeast corner, and Occult is in the southeast corner. All of the furniture has been stacked up against the east door; the barricaded door has Excellent strength. The west door is unlocked. The room is 100′ x 50′ (consider it to be one area for movement purposes).

If the heroes burst into the ballroom, the Resistants attack as described below. If the heroes hesitate at the door, and call out to the Resistants or otherwise make their presence known, the Resistants refuse to negotiate or answer any questions about their alleged hostage. "If there's something you want, come in and get it," they holler.

As soon as the heroes enter the ballroom, the Resistants attack, crying, "Kill the assassins!" The Resistants won't voluntarily leave the ballroom. If the heroes leave the hotel, the Resistants withdraw into the ballroom and continue waiting for the helicopter; the heroes will have to assault the ballroom again if they wish to defeat them. (If the heroes don't return, preferring instead to wait for the anti-terrorist specialists, see the Troubleshooting section).

Let the battle continue until the out-

BLUE HARBOR INN



1. Main Entrance
2. Registration Desk
3. Front Office
4. Lobby
5. Elevator
6. West Entrance
7. Coffee Shop
8. Gift Shop
9. Book Shop
10. Washrooms
11. East Entrance
12. Ballroom
13. Business Office
14. Staff Office
15. Storeroom
16. Conference Room
17. Restaurant
18. North Entrance

DOOR
BEACH
ELEVATOR

N

come is clear. If the Resistants are on the verge of defeating the heroes, see the Troubleshooting section. If the heroes are on the verge of defeating all of the Resistants, all conscious Resistants stop fighting and surrender. The heroes can question the Resistants. Fearing for their lives, the Resistants answer honestly.

Where's the bomb? "There isn't any bomb—we thought you guys made up the bomb threat to scare us out of the hotel." (If the heroes don't believe them, the Resistants give them a small electronic device capable of detecting explosives within a 2-area radius with Remarkable accuracy. The device confirms that there is no bomb on the premises.)

Why would we want to scare you out of the hotel? The Resistants seem puzzled. "You're the Genosha assassins, aren't you?" If the heroes deny this, the Resistants are mortified, mumbling that maybe they made a mistake. If the heroes press for an explanation, the Resistants say they were expecting an attack from Genosha; the Resistants know little about Genosha, except that it's a land of mutant haters, intent on extinguishing mutants all over the world.

Who are you working for? "Mandrill. He pays us. We're going to help him take on Genosha some day. We've been waiting to hear from him." (That's all they know about Mandrill and his operations.)

Where's the hostage? "There isn't any hostage. We made that up." (They're telling the truth.)

What do you know about Alvarez? The Resistants encountered Alvarez years ago and learned that he was a mutant with the ability to detect the presence of other mutants. They told Mandrill about this. "He was real happy to find out, for some reason." The Resistants swear they haven't seen Alvarez since. (They're telling the truth.)

As soon as the heroes end their questions, they hear a roaring sound coming from the west side of the hotel. "Our helicopter," moans one of the Resistants. "It got here too late."

COPTER CRISIS

A police helicopter (Good Control, Good Speed, Feeble Body) has landed about 30 yards away from the west entrance to the hotel. A man and woman dressed in police uniforms are seated inside. The man is Andreas and the woman is Andrea. They've hijacked the copter and are waiting for the Resistants to emerge from the hotel, at which time the couple intends to assassinate them.

If the heroes are hesitant to leave the hotel, Andreas addresses them on a loudspeaker from the copter: "Bring your prisoners out. Repeat: bring your prisoners out." If the heroes refuse to comply, or if they sneak out of the hotel some other way, eventually a squadron of anti-terrorist specialists arrives, causing Andrea and Andreas to panic and take off; proceed to the Aftermath section.

If the heroes leave the hotel and head toward the copter, Andreas and Andrea charge from the copter and attack. Each carries a sub-machine gun (Remarkable range for 25 points of damage), but they remain in physical contact as long as possible, holding hands so they can use their energy bolt and disintegration beam. They concentrate their attacks on the heroes, considering them to be more dangerous than the Resistants.

If the heroes defeat Andreas and Andrea, go to the Aftermath section. (The heroes can attempt to question them, but neither Andrea nor Andreas has any information.) If Andreas and Andrea are on the verge of defeating the heroes, a squadron of anti-terrorist specialists suddenly arrives. Andreas and Andrea panic, retreat to their copter, and take off; proceed to the Aftermath section.

AFTERMATH

The local authorities graciously accept any of the villains that the heroes defeated. (If the Resistants escaped during the heroes' battle with Andreas and Andrea, they're eventually picked up by the police. If Andrea and Andreas escaped, they'll have copter trouble before they leave the Bahamas, forcing them to land; the authorities will apprehend them then.)

Having learned that Alvarez isn't in the Bahamas, the heroes can now investigate their other lead in South America. Proceed to Chapter Seven.

TROUBLE-SHOOTING

If the heroes never enter the hotel. If the heroes decide to wait it out, several hours pass, then a squadron of anti-terrorist specialists arrive. They use a loudspeaker to demand that the "terrorists" come out. The Resistants panic and surrender. (Andreas and Andrea never show up.) The heroes will be unable to question the Resistants, but they'll learn that there wasn't any hostage and that Alvarez was never here.

If the heroes are losing to the Resistants. If the Resistants are on the verge of defeating the heroes, Mist Mistress (or another Resistant, if Mist Mistress is unconscious), tells the Resistants to stop. "I don't think these are the assassins!" she says. "These are mutants, like us! We have no quarrel with them!" The Resistants back off. The Resistants then question the heroes as to their relationship with Genosha; it will soon become clear that the heroes aren't the assassins. The Resistants will try to recruit the heroes in their war against Genosha; they'll reveal that there isn't any hostage, that Alvarez isn't there, and that Mandrill is their employer. (However, they won't reveal their relationship with Alvarez, or that Alvarez is a mutant.) Their conversation will be interrupted by the sound of the arriving helicopter. Still suspicious, the Resistants force the heroes to leave the hotel and investigate the copter; the encounter with Andrea and Andreas plays out as described above.

If the heroes don't know where to go next. The heroes may have neglected to get the appropriate information about South America in Chapter Six. If so, assume that one of the Resistants has a map of the base in South America (Mandrill gave the Resistants this information, just in case they were needed to help out the Locust). If the heroes defeat the Resistants and ask the right questions, the Resistants will offer this information.

KARMA

Heroes never enter the hotel:	−20
Defeat the Resistants:	+30
Resistants defeat the heroes:	−20
Defeat Andrea and Andreas:	+30
Andrea and Andreas escape:	−20

CHAPTER EIGHT: TERROR IN THE AMAZON

JUDGE'S BACKGROUND

Along with the Resistants, Mandrill also has recruited the Locust as part of his international network of allies. Mandrill helped the Locust establish a research base in the middle of the Amazon jungle. In return, Mandrill expects the Locust's loyalty and the occasional favor; for instance, the Locust is now holding Alvarez hostage.

The Locust has no idea why Alvarez is important to Mandrill, nor does he care. As a non-mutant, the Locust has nothing to fear from Genosha and has no real interest in Mandrill's schemes. However, he welcomes Mandrill's financing and the opportunity to conduct his experiments on the exotic insects of the Amazon. If his experiments are successful, and he's able to create an army of obedient giant insects, his options are many: he may attempt to conquer Nova Roma, he may ingratiate himself with Genosha and secure a position of power in their organization (betraying Mandrill in the process, which would be unfortunate, but unavoidable), or he may establish his own insect empire. In any case, he should be able to take his place as a major villain and at last earn the respect of his peers.

GENERIC STATISTICS

Use the following generic statistics for the Amazon pygmies who serve as the minions of the Locust. Their weapons are detailed in the text.

Amazon Pygmies

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

Health: 46 Karma: 18

TALENT: Bows

INTO THE JUNGLE

The air car approaches a stretch of dense jungle, deep in the interior of Brazil near the Amazon River. The robot points out that the jungle is too thick for the air car to travel safely (he's right). The robot locates a suitable clearing, and eases the car in for a landing.

According to the car's computer, the stronghold the heroes are seeking is about 10 miles due west. They'll have to get there on foot (flying heroes, of course, can take to the air). The computers indicate that the stronghold is so large that it should be next to impossible to miss.

The robot will stay with the air car and wait for the heroes to return; there's enough vegetation to provide concealment. If the heroes insist, the robot will accompany them, but he won't fight for them. (If the heroes are attacked, the robot runs for cover until the danger has passed.)

The jungle is hot and humid, filled with high weeds, lush flowers, and the chatter of birds and insects. In most places, the tall trees are so thick that their leaves block the sun, making the jungle floor as dark as night.

As the heroes make their way toward the fortress, they may experience the following Optional Encounters. After the heroes have journeyed about five miles, continue with the Fiery Warning section below.

OPTIONAL ENCOUNTERS

Depending on the actions of the heroes and the decisions of the Judge, some, all, or none of the following encounters may occur. They can occur any time and in any order.

Corpse

The heroes discover the corpse of a 30-foot anaconda. Half of its flesh has been chewed away. Any hero who makes a successful Reason FEAT roll determines that from the size of the bites, the anaconda was attacked by an extremely large predator. (The anaconda was a snack for one of the Locust's giant army ants—see the Mandibles of Death section below.)

Arrow Volley

As the heroes enter an area of thick brush, a volley of arrows zips overhead. A moment later, 10 small men wearing loincloths and feather headbands charge from the brush.

These are Amazon pygmies who serve as minions of the Locust. They were out looking for mahogany leaves to feed the Locust's giant ant larvae (see the Jungle Stronghold section below) when they spotted the heroes.

The pygmies wield bows (Poor Range, causing 6 points of damage) and spears (10 points of damage; the pygmies won't throw their spears, using them in melee combat only).

The pygmies fight savagely, ignoring all gestures of friendship from the heroes. However, they're also very superstitious; if the heroes generate a pyrotechnic display, create a frightening illusion, or produce any other impressive effect, the pygmies shriek in terror, fleeing into the jungle as fast as they can go. Similarly, if half of the pygmies lose half or more of their Health points, they also flee.

If the heroes retreat, the pygmies pursue. If the heroes elude the pygmies for 10 rounds (about one minute), the pygmies give up and withdraw into the jungle; the heroes won't see them again.

If the heroes capture a pygmy, he won't communicate or cooperate with them in any way. He'll attempt to escape at the earliest opportunity.

If the heroes investigate the area from which the pygmies conducted their original attack, they discover a large wagon filled with leaves. Any hero who makes a Red Reason FEAT roll can identify them as a rare variety of mahogany leaves.

Danger from Above

As the group makes their way through an area of tall trees, a jaguar drops from an overhanging limb onto the back of a random hero.

Jaguar

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

Health: 60

The hungry jaguar intends to have the hero for dinner. If the hero proves to be too difficult to eat (for instance, if he has armored skin), the jaguar attacks a different hero.

Because of its teeth and claws, each successful attack of the jaguar

inflicts Remarkable damage. Loud noises, light flashes, and similar disturbances won't deter the jaguar. However, if the jaguar loses half of its Health, it retreats into the jungle; the heroes won't see it again.

Trampled Trees

The heroes enter a grove of saplings, and notice that many of the small trees have been trampled and snapped into pieces. Some of the trunks appear to have been chewed in half. Any hero who makes a successful Reason FEAT roll determines that from the size of the bites, the trees were chewed by an extremely large creature.

If the heroes experienced the Corpse encounter above, they can make Intuition FEAT rolls; any hero who makes the FEAT roll notices that the teeth marks in the trunks are similar to the teeth marks in the anaconda corpse. (The trees were destroyed by the Locust's giant ants, who were foraging here for food earlier.)

Shocking Experience

The heroes approach a stretch of swampy terrain with about two feet of standing water (for movement purposes, assume the swamp fills one area). The heroes can either fly or teleport over the swamp (assuming they have the right powers) or they can wade across.

If one or more of the heroes wades across the swamp, the hero in the lead (or a random hero, if two or more heroes share the lead) feels something brush against his leg. An instant later, a powerful shock courses through his body; he's been attacked by an electric eel. All heroes within 10 feet of the victim also feel the effects of the charge.

Electric Eel

F	A	S	E	R	I	P
FB	TY	EX	GD	FB	FB	FB
2	6	20	10	2	2	2

Health: 38

The seven-foot-long eel was resting in the mud at the bottom of the swamp when the heroes disturbed it. It doesn't necessarily want to kill the heroes, it just wants them to go away.

The eel discharges electricity continually, affecting all heroes within a 10-foot-radius. Every round, roll on the Excellent column of the Universal Table. On any colored result, all of the heroes within 10 feet of the eel must make an Endurance FEAT roll. Any hero who fails the FEAT roll falls unconscious. All unconscious heroes must make an Endurance FEAT roll during every subsequent round they remain within 10 feet of the eel; for every unsuccessful roll, the hero suffers 10 points of damage.

If a hero moves 10 feet away from the eel, he no longer suffers the effects of its discharge. The eel won't pursue any retreating hero.

If the eel loses half of its Health points, it stops discharging electricity and slithers away. It won't bother the heroes again.

FIERY WARNING

After the heroes have traveled about five miles into the jungle, their journey is interrupted by a fiery blast coming from an area of dense brush. The blast ignites a line of vegetation in front of them about 20 feet long and 3 feet wide. As the vegetation sizzles, a woman who appears to made of molten lava steps out of the brush, accompanied by 20 soldiers dressed in military fatigues and carrying swords and nets.

The woman is Magma. She's leading a contingent of Nova Roma soldiers on a military exercise. Since there's been a lot of mysterious activity in the jungle in recent weeks, she's taking no chances with the heroes.

"You are trespassers," she says to the heroes. "Identify yourselves!" Magma waits exactly one round for the heroes to respond, then fires another lava blast in their direction, close enough to scare them. If the heroes still don't respond, she orders her soldiers to attack as described below.

Magma isn't interested in Mandrill, the Resistants, Genosha, or their search for Alvarez. The only response Magma accepts is a reference to the X-Men, X-Factor, or any of their associates (except for Alvarez, whom she doesn't know); for instance, if the heroes mention they're friends of the Beast, she orders her soldiers to stop attacking. Otherwise, she and her soldiers attack until all of the heroes are subdued.

Magma's Soldiers

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

Health: 60 Karma: 18

Talent: Sharp Weapons

The soldiers attack with their swords (10 points of damage) and nets (When a net is used, make a roll on the Excellent column of the Universal Table; if successful, the targeted hero can attempt an Agility FEAT roll to avoid capture. Otherwise, he's entangled in the net. The nets are Good strength material.) Magma stays on the perimeter of the battle, attacking any heroes who attempt to flee and giving assistance to individual soldiers as necessary. The soldiers and Magma avoid doing serious damage to the heroes if possible.

Throughout the battle, Magma presses for information about the heroes' identities. If the heroes still don't offer a reference to the Beast (or one of his associates), Magma calls off the battle after 10 rounds (or earlier, if it looks like either side is on the verge of suffering serious harm). She tells the heroes that they fight courageously, not unlike a group of other young mutants she knew some time ago. She asks if they are familiar with the X-Men or any of their associates. If the heroes play dumb, Magma gives up, and disgustedly says, "Attend to your business in the jungle, then leave Brazil as quickly as possible." Magma and the soldiers leave, and the encounter is over.

If the heroes mention the Beast (or an associate), Magma warms up to them, and asks about their mission. She listens intently, but has little information for them; she knows nothing about the Locust, Alvarez, or Mandrill's plans. However, she's familiar with the stronghold they're looking for, and tells them it's straight ahead about five miles. She and her soldiers steer clear of the area, and warns the heroes about monstrous insects they've seen roaming the jungle; she's unsure if the insects have anything to do with the stronghold.

If the heroes ask Magma to accompany them, she regretfully declines; she's obligated to return to Nova Roma with the soldiers.

Before the heroes depart, Nova gives them three cloth bags containing a mixture of dried herbs and powdered minerals. She says that each bag contains a poison especially effective against the giant insects; if they encounter such a creature, they should throw one of the bags at it. (If the heroes score a successful hit against a giant insect with a bag, the bag bursts, coating the insect with poison. The insect suffers 30 points of damage. The poison has no effect on any other creature. Each bag can be used only once).

Before they part company, Magma warns the heroes to steer clear of Nova Roma. "We are friends now, but that could change." She wishes the heroes good luck, then she and her soldiers vanish into the jungle.

JUNGLE STRONGHOLD

After the heroes have traveled about 10 miles into the jungle, they come upon a clearing surrounded by tall trees (see map 4). A domed granite stronghold stands on the west side of the clearing. There are no signs of life.

Unknown to the heroes, a pygmy hides in a tree near the Locust's stronghold (location 5). As soon as he spots the heroes, he blows a loud whistle, then runs west into the jungle to hide. The heroes will hear the whistle too; if they like, they can search out the source. If they hesitate more than one round, they'll be too late to run down the pygmy, who will have already vanished into the jungle. However, if a hero hesitates no more than a round, then moves in the direction of the sound, he can make an Intuition FEAT roll; if successful, he sees the pygmy scampering through the woods. If a hero overtakes the pygmy, the pygmy surrenders. However, the pygmy won't communicate or cooperate with the heroes in any way. The pygmy is unarmed; his only possession is a whistle carved from a bone.

The pygmy used the whistle to alert the Locust, who's out in the jungle training his giant insects. An hour after the pygmy blows the whistle, or if the heroes show signs of leaving the area, proceed to the Mandibles of Death section below. For now, the heroes are free to explore the area.

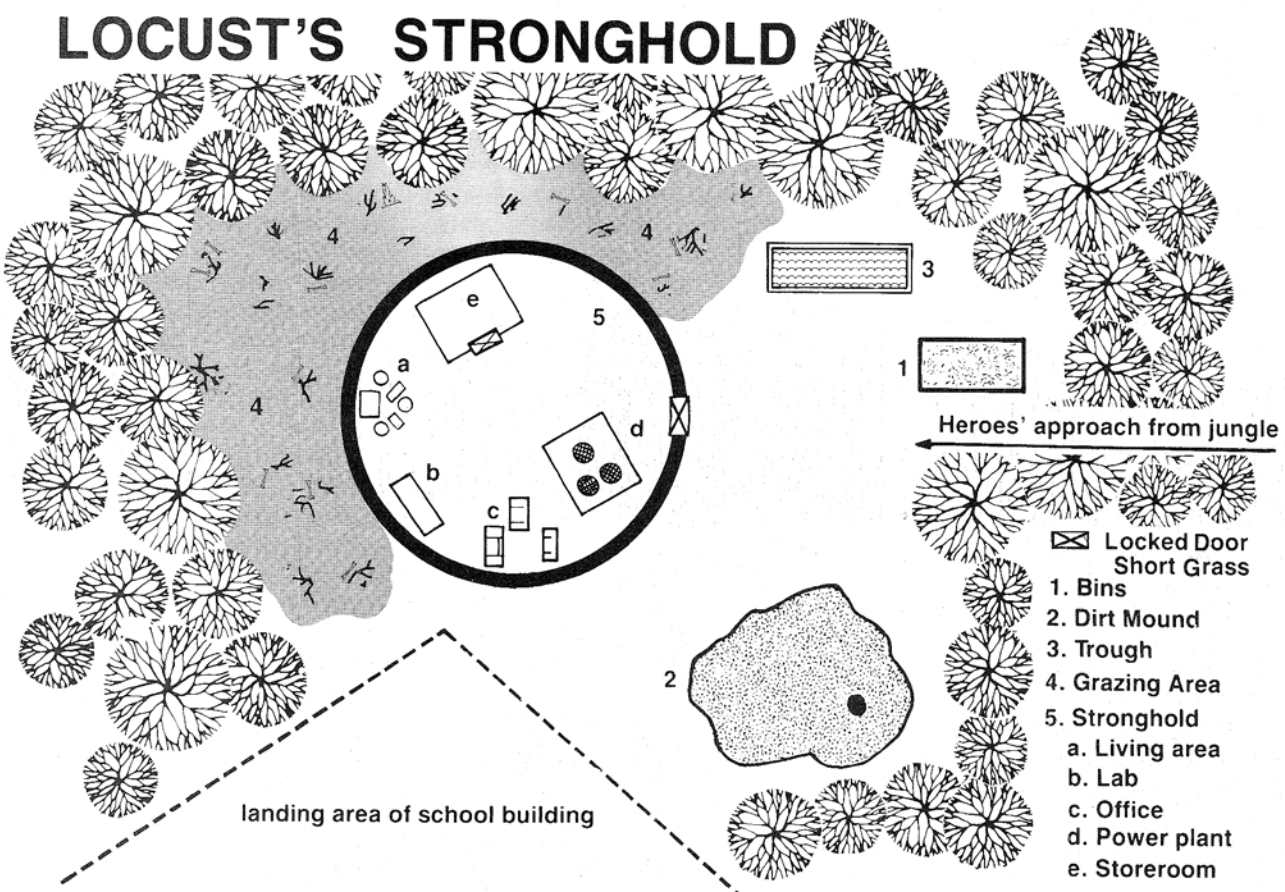
Location 1–Leaf Bins

These large wooden bins are filled with leaves. If the heroes discovered the leaf wagon in the Arrow Volley encounter (from the Optional Encounters section above), they recognize these as the same type of leaves. Otherwise, any hero who makes a Red Reason FEAT roll can identify them as the leaves from a rare variety of mahogany tree. (The Locust gathers these leaves to feed to his giant ant larvae—see location 2).

Location 2–Dirt Mound

This is a large dirt mound with a 10-foot-diameter hole. The hole leads to a passage winding into the earth. The heroes can follow the passage for 40 yards, where it ends in a chamber about 50 feet in diameter. The chamber is filled with dozens of eggs the size of basketballs. These are giant ant eggs.

There are four giant ant larvae in



the far end of the chamber. As soon as a hero enters the chamber, the larvae scramble in his direction; the larvae think it's feeding time.

Giant Ant Larvae

F	A	S	E	R	I	P
PR	FB	TY	TY	FB	FB	FB
4	2	6	6	2	2	2

Health: 18

If the heroes happened to bring some of the mahogany leaves from location 1, they can give the leaves to the larvae, who munch on them hungrily and ignore the heroes. However, if the heroes didn't bring any leaves, the larvae become angry and attack. They attack with their mandibles, causing Good damage. They pursue the heroes through the passage, though they will not exit from the earth mound. (If the heroes escape, the larvae return to their chamber.) If a larva loses half its Health points, it retreats to its chamber.

Location 3-Trough

This large wooden trough is filled with a pungent brown liquid that smells like rotten meat. The Locust brews this liquid to nourish his insects. The liquid is poison to all creatures except giant insects; it has Excellent potency. If any hero is foolish enough to sample it, make an Excellent FEAT roll. If successful and the hero's Endurance is equal to or higher than Excellent, the hero loses 5 points of damage and falls unconscious for 1-10
rounds.

Location 4-Grazing Area

Most of the weeds and grass in this area have been chewed to the ground. A few gnawed bones and tree limbs are scattered here and there.

If the heroes experienced the Corpse encounter or the Trampled Trees encounter above (in the Optional Encounters section), they can make Intuition FEAT rolls; any hero who makes the FEAT roll notices that the teeth marks in the bones and limbs are similar to the teeth marks in the anaconda corpse (or the limbs described in the Trampled Trees section).

The Locust grazes his giant ants in this area.

Location 5-Stronghold

The dome-shaped stronghold is featureless, except for a series of one-foot-diameter ventilation holes near the top and a single doorway on the east side, about four feet wide and seven feet high. The stronghold is made of Remarkable strength stone.

The door is secured with a lock of Good strength (the Locust doesn't expect intruders; the lock is here to discourage curious pygmies). If the heroes break the lock, they can explore the interior of the stronghold.

a. Living Area.

Next to the wall are a cot, a wooden table, and a small refrigerator. This is the Locust's living area. There is nothing of interest here.

b. Lab Equipment.

A long wooden lab table sits against the wall, crowded with beakers, flasks, microscopes, and electronic testing devices. A row of shelves contains stoppered bottles of various potions, powders, and herbs. Many of the bottles contain the preserved remains of whole and partial insects.

There is nothing of interest here.

c. Office Equipment.

Arranged against the wall are file cabinets, a desk, a fax machine, a waste basket, a small computer, and a variety of other office equipment.

The heroes can attempt to operate the Locust's computer (unless they've deactivated the power plant in location d). The computer isn't particularly sophisticated; any hero making a Yellow Reason FEAT roll can operate it. All of the computer files contain similar information: page after page of experimental data relating to the growth and development of insects. The heroes can search through the computer files as long as they like, but they'll find nothing else of interest. The heroes can disable the computer by inflicting 20 points of damage on it. (The computer is made of Good strength material.)

The heroes can also look through the papers on the desk, in the wastebasket, and in the file cabinets to find the following:

•Waste Basket: A hero who sifts through the waste paper for 10 minutes finds a message faxed to the Locust earlier in the day. There's no way to tell where the message was sent from or who sent it. The message reads: HOLD ALVAREZ UNTIL FURTHER NOTICE.

•Desk: The desk contains nothing but stacks of paper filled with mathematical calculations and chemical equations. Any hero who makes a red Reason FEAT roll determines that the calculations and equations deal with altering the genetic matter of insects.

•*File Cabinet:* A hero who spends 15 minutes searching through the file cabinets and makes a successful Intuition FEAT roll discovers a file that contains records of vast sums of money received by the Locust. The money was sent by an unnamed source in New Guinea. (The unnamed source is Mandrill.)

If they wish, the heroes can destroy the hard copy records on the desk and in the file cabinets.

d. Power Plant

A small nuclear-powered generator rests against the wall. The generator provides power for the entire stronghold. Unlike the generator in Mandrill's fortress (room 4, **Chapter Six**), there's no danger of this generator exploding. If the heroes inflict 30 points of damage on the generator (assume it's made of Good material), it shuts down. Alternately, a hero who spends 10 minutes studying the control panel can attempt a Reason FEAT roll. If successful, the hero figures out which switches deactivate it. If the generator is deactivated, the electrical lab equipment (location b) ceases to function, effectively wrecking the Locust's experiments. Additionally, the heroes won't be able to operate the computer (location c).

e. Storeroom.

This room is secured with a Good strength lock. If the heroes open it, they find lab supplies, dried foods, and water bottles,. They'll also find Eduardo Alvarez slumped in the corner. Alvarez smiles weakly at the heroes. "Thank God you found me," he gasps, and collapses in their arms. He's very weak; if the heroes try to question him, he mumbles something about "giant insects . . . we've got to get out of here. . ." That's all they'll be able to get out of him for the time being.



MANDIBLES OF DEATH

When the heroes are about to leave the area, ten giant army ants lurch out of the surrounding jungle and scramble towards the heroes. Nine of them have pygmy riders; the Locust is atop the tenth.

Giant Army Ants

F	A	S	E	R	I	P
EX	GD	IN	RM	FB	FB	FB
20	10	40	30	2	2	2

Health: 100

The ants are twice the size of horses. Each attacks with its mandibles, capable of inflicting 30 points of damage. Their exoskeletons provide them with Excellent protection against physical attacks. The ant ridden by the Locust can fly (Excellent speed in the air). The pygmies wield bows (Poor range, causing 6 points of damage) and spears (10 points of damage; the pygmies won't throw their spears, using them in melee combat only). The Locust doesn't have a weapon; instead he serves as the commander, leaving the actual fighting to his subordinates. He refuses to negotiate with the heroes.

The Locust, the pygmies, and the flying ants attack the heroes until one of the following conditions occurs; at that point, proceed to the Aftermath section:

- Half of the flying ants and half of the pygmies have lost half or more of their Health points, or are otherwise subdued by the heroes.
- Half of the heroes have lost half or more of their Health points, or are otherwise subdued by the villains.
- The heroes are attempting to retreat.

AFTERMATH

The battle is interrupted by an enormous shadow that falls over the entire area. An immense structure is descending from the sky; the heroes recognize it as the Pleasantview High School building. Before the heroes or the villains can take any actions, gas jets attached to the sides of the building begin to spew noxious clouds of pink fumes; the gas is so potent that only characters with Unearthly Endurance can resist it. The heroes, along with the villains and the ants, fall asleep in a few seconds. The building comes to a soft landing in the indicated area on map 4

Proceed to **Chapter Nine**.

TROUBLESHOOTING

If the heroes don't locate Alvarez. No problem. The heroes will get another chance to rescue him in the next chapter.

If Arcade's knock-out gas doesn't affect all the heroes. Assume that Arcade, who's controlling the flying building, can increase the potency as necessary to knock them all out.

If the heroes try to escape the gas by hiding in Locust's stronghold, or attempt to flee the area. The gas gets them anyway.

KARMA

Defeated by Magma: −10
Get the cloth bags from Magma (by winning her trust): +10
Discover information in the Locust's office (location 5c): +5
Locust's computer disabled (5c): +5
Locust's hard copy records destroyed (5c): +5
Power plant disabled (location 5d): +5
Winning the battle with the Locust when the building descends: +20
Losing the battle with the Locust or retreating when the building descends: −10

CHAPTER NINE: LET THE GAME BEGIN

JUDGE'S BACKGROUND

Arcade installed gravimetric pods in the Pleasantview High School building to turn it into a makeshift aircraft. The building has just landed in the middle of the Amazon jungle near the Locust's stronghold. Clearly, Arcade is determined to play out the game that was interrupted in Pleasantview (**Chapter Four**).

MAP NOTES

Use the basketball court on the large color map. For movement purposes, consider the entire court to constitute one area. The map of the Pleasantview High School building (from Chapter One) also will be useful.

WHEN WE WERE SO RUDELY INTERRUPTED . . .

When the heroes revive, they find themselves dressed in basketball uniforms, sitting on the home team bench in the Pleasantview High School gymnasium. The scene is eerily familiar (since it's similar to the one described in the Charity Game section of Chapter Four). The entire home team bleachers is empty; all of the spectators have been crammed into the visitor's side. The spectators are immobile and glassy-eyed. They're all in a deep hypnotic trance, courtesy of Arcade. Alvarez, also in a trance, sits in the middle of the crowd Arcade recovered him when everyone was gassed at the end of **Chapter Eight**. A curtain of shimmering light separates the visitor's bleachers from the rest of the court. (This is an energy force field of Monstrous strength.)

Eight human-sized figures dressed in colorful costumes sit on the visitor's bench. The figures are robotic replicas of Archangel, Colossus, Cyclops, Havoc, Marvel Girl, Sunfire, Thunderbird, and Wolverine. (The robots make up Arcade's team, hereafter referred to as the All-Stars. Arcade controls the All-Stars' actions and all of the devices in the gym from room 18 on map 1. See the appendix for the All-Stars' descriptions and statistics.)

A crackling voice blares over the loudspeaker. "Following our unexpected intermission, we now resume our game."

RULES OF THE GAME

Arcade intends to pit his All-Stars against the heroes in a special basketball game. The game will comprise two parts; the first part consists of a series of one-on-one contests, and the second part pits the entire All-Star squad against all of the heroes.

Arcade explains the rules to the heroes. (Read or paraphrase these rules to the players; make sure they understand them.)

1. The object of the game is to put the ball through the hoop. The heroes must put the ball through the west hoop, the All-Stars must put the ball through the east hoop. Each score counts 1 point.

2. Players can throw the ball, carry it, teleport it, fly with it, or use their powers to move it any way they can. (As a general guideline, assume that a hero shooting normally must make a Red Agility FEAT role to score a basket when he's east of Line C, a yellow Agility FEAT roll when he's between Line B and Line C, and a green Agility FEAT roll when he's west of Line B. If the hero is being heavily guarded, shift one column to the left.)

3. Players can grab, punch, blast, or use their powers any way they choose to stop the opposing team from scoring. Violence is encouraged.

4. Players on the court are active; players on the bench are inactive. Inactive players may not interfere in any way with active players. However, inactive players are free to shout out words of encouragement or playing tips to the active players.

5. All players must stay in the gym. (The walls are Excellent strength material; the doors have been secured with Remarkable strength locks.)

6. The players are not allowed to approach or address the spectators.

7. When the buzzer sounds, all active players must return to their respective benches.

8. All of the referee's decisions are final. (Arcade is the referee; he announces all of his decisions and instructions over the loudspeaker.)

9. If the heroes violate any of these rules, Arcade announces that he will destroy an appropriate number of spectators. To demonstrate this, a beam of light suddenly flashes from the ceiling over the spectators' heads, burning a hole in an empty seat next to one of the heroes' parents. (Actually, there's no real danger to the spectators—they're all holograms. Arcade didn't want to haul a gym full of people all the way from the United States. But as far as the heroes are concerned, the spectators are real. If they still insist on breaking the rules, see the Troubleshooting section.)

10. Arcade promises to play fair. If the heroes win, he agrees to return the heroes, the spectators, and the school building back to Pleasantview unharmed. If the All-Stars win, the heroes will become his prisoners. These terms are not negotiable.

ARCADE'S PLAN

In spite of his promise, Arcade has no intention of taking the heroes prisoner; he intends to destroy them all. The active All-Stars will take every opportunity to attack the active heroes; scoring points is secondary. However, since Arcade wants to put on a good show—video cameras in the ceiling are recording all the festivities—he'll have the All-Stars make occasional attempts to score baskets. But for the most part, the All-Stars will attempt to inflict as much damage as possible on their opponents.

The game begins with the One-On-One section below.

SPECIAL EFFECTS

To keep the game lively, Arcade has prepared a number of Special Effects. These can be used during any of the One-On-One contests or during the Team Competition, as determined by the Judge. Assuming the heroes don't disable them, the effects can be used more than once.

Exploding Ball

The basketballs contain explosive devices that Arcade can detonate by remote control. When Arcade activates a ball, it begins to grow warm.

One round later, it explodes in a burst of flames, causing 10 points of damage to everyone within a 10-yard radius (All-Stars included).

Arcade is most likely to use this Special Effect when an active hero is about to make a shot; note that the hero has time to get rid of the ball when he feels it warming up. After a ball explodes, Arcade announces, "Ball out of play," and a new ball drops into the center circle from a chute in the ceiling. (Arcade won't use this Special Effect more than twice.)

Robot Cheerleaders

Three female robot cheerleaders are poised near the sidelines on the north side of the court (see map). When activated by Arcade, the cheerleaders cartwheel onto the court, and each attempts a single Slugfest attack on the active hero. (If there are several active heroes, the cheerleaders attack a random hero.) The cheerleaders always attack as a team. Regardless of whether their attack succeeds or fails, they cartwheel off the court and return to their original position on the sidelines.

Robot Cheerleader

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

Health = 50

A cheerleader is disabled if she's reduced to 0 Health. If the heroes attack the cheerleaders on the sidelines, the cheerleaders defend themselves until the heroes return to the court.

Arcade is most likely to use the cheerleaders whenever an active hero is gaining the upper hand on an active All-Star.

Blinding Scoreboard

Arcade can cause the scoreboard on the west wall (see map) to create a burst of blinding light for one round. All active All-Stars and heroes west of Line A must make successful Endurance FEAT rolls; those who fail are blinded for the next 1-10 rounds, making all FEAT rolls with a one-column shift to the left during this time. If the heroes disable the scoreboard (by inflicting 15 points of damage on it; assume the speaker is made of Typical strength material), Arcade will no longer be able to use it to create blinding light; thereafter, Arcade will announce the score over the loudspeaker.

There's no particular situation in which Arcade is likely to use the blinding light. However, since the All-Stars are affected by the music along with the heroes, he isn't likely to use it more than once or twice.

ONE-ON-ONE

The game begins with a series of one-on-one matches. Arcade asks the heroes to select one of their group to compete in the first match. (Any hero the players choose is fine; they'll all get a chance eventually.) The hero then takes his place on the right side of the center circle (see map); he's now the active hero for the first match.

The Judge chooses the active hero's opponent from the All-Stars. Any All-Star is fine, but try to pick one who's reasonably compatible with the active hero. For instance, if the active hero can fly, you might pick the Pseudo-Archangel as his opponent. If the active hero is exceptionally strong, you might pick the Pseudo-Colossus or the Pseudo-Wolverine. Once selected, the active All-Star takes his place on the left side of the center circle.

The match begins when Arcade blows a whistle, at which point a basketball drops from a chute in the ceiling into the center circle The object of the match is to score a point by putting the ball in the appropriate hoop. At the Judge's discretion, Arcade may spice up the match (or any of the subsequent matches) with one or more Special Effects.

The match ends when one of the following conditions is met:

- Six rounds have passed.
- The active hero scores a basket.
- The active hero destroys the active All-Star (that is, his Health is reduced to 0).
- The active All-Star scores a basket. (The active All-Star won't even attempt to score a basket until the final round; he'll spend most of the match trying to damage the active hero. However, the active All-Star will stop short of killing the active hero; Arcade wants to save the heroes' annihilation for the Team Competition.)

Arcade sounds a buzzer to signal the end of the match. At that time, the active All-Star and the active hero return to their respective benches.

Arcade then asks the next hero to take his place in the center circle for the second match. The Judge selects an All-Star opponent who hasn't yet participated in a match. The match plays out as described above.

The one-on-one matches continue until all of the heroes have had a chance to participate. No All-Star will participate in more than one match.

When the one-on-one matches are over, continue with the Team Competition section below.

TEAM COMPETITION

The game continues with a team competition. Arcade tells all of the heroes to take a position on the right side of the court (locations 1-5 on the map; one hero per location). If there are fewer than five heroes, they can choose which locations they wish to leave empty. Arcade then sends five All-Stars (of the Judge's choice) to locations 6-10; the remaining All-Stars will be used later as substitutes. If there are fewer than five heroes on the court, Arcade sends in an equal number of All-Stars.

The game begins when Arcade blows the whistle, at which point a basketball drops from a chute in the ceiling to the center circle. The object of the match is for each team to score as many points as possible. As before, the All-Stars are less interested in scoring points than doing damage to the heroes; they'll make just enough scoring attempts to maintain the facade of a real game.

The following notes also apply to the game:

- At the Judge's discretion, Arcade may spice up the match (or any of the subsequent matches) with one or more Special Effects.
- If an active All-Star is destroyed, Arcade sends in a substitute from the bench.
- When a basket is scored, the opposite team gains possession of the ball. (They can pick it up wherever it happens to be.)
- Two rounds after the game begins, all of the players hear scratching and clawing coming from outside the east wall of the gym. The sounds persist

throughout the game. (See the Wall Comes Tumbling Down section.)

When one of the following conditions is met, continue with the Wall Comes Tumbling Down section:

- Five or more of the All-Star players have been destroyed.
- Half or more of the heroes have lost half of the Health points they had when they began the Team Competition.

THE WALL COMES TUMBLING DOWN

The game is interrupted by the collapse of the west wall. Five giant army ants scramble into the gym, each with a pygmy rider. The Locust brings up the rear, riding a sixth ant. (As a result of the gas attack at the end of Chapter Eight, the Locust and his minions have been unconscious. When he awoke and saw that the school building had smashed into his jungle, the Locust became furious. Now that he's broken in, he intends to destroy everyone and everything in sight.)

Amazon Pygmies

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

Health: 46 Karma: 18

Talent: Bows

Giant Army Ants

F	A	S	E	R	I	P
EX	GD	IN	RM	FB	FB	FB
20	10	40	30	2	2	2

Health: 100

The ants attack with their mandibles (30 points of damage). Their exoskeletons provide them with Excellent protection against physical attacks. The ant ridden by the Locust can fly (Excellent speed in the air). The pygmies wield bows (Poor range, causing 6 points of damage) and spears (10 points of damage; the pygmies won't throw their spears, using them in melee combat only).

The collapsing wall disrupts the delicate circuitry Arcade installed in the gym; the wires in the ceiling begin to spark and sputter. A moment later, the hologram spectators disappear (leaving the solitary Alvarez sitting in the bleachers), the force field vanishes, and the All-Stars collapse lifelessly to the floor, no longer in Arcade's control. His plans interrupted once again, Arcade's voice squawks over the loudspeaker, demanding that the intruders leave immediately.

The electric sparks, the squawking loudspeaker, and the disappearing spectators panic the pygmies, who order their ants to run away as fast as they can, leaving only the Locust and his ant to face the heroes. The Locust is unarmed, but he orders his ant to attack. The ant attacks the heroes for three rounds, then attempts to flee. The heroes can chase it down if they like and attempt to capture the Locust; if either the ant or the Locust loses half of their Health points, the Locust surrenders. If the heroes don't chase after them, the Locust takes to the air on his ant and escapes. (If he eludes the heroes, he'll eventually be hunted down by Magma and her soldiers and brought to justice.)

AT LAST–ARCADE

If the heroes haven't yet rescued Alvarez, he staggers to his feet and approaches them. If they haven't already thought of it themselves, Alvarez suggests they check the school building to see if they can find who's responsible for the All-Star robots.

Arcade is in room 18 (map 1) trying to rewire his control panel to reactivate the All-Stars. He'll spend 15 minutes trying to accomplish this before he gives up. Then he'll strap on a jet pack, run to the lobby (location 14, map 1), exit the front door, and take to the air at Excellent air speed. (If Arcade manages to escape, X-Factor eventually captures him; the heroes will learn about this later on the evening news.)

If the heroes approach room 18 within 15 minutes, they hear hammering, pounding, and swearing coming from behind the door. The door is secured with an Excellent strength lock. If they open the door, they see Arcade struggling with a smoldering circuit board. Arcade immediately surrenders, saying it was all an elaborate practical joke.

The controls that make the building fly are still intact; it takes only a modest amount of intimidation to convince Arcade to fly them all back to Pleasantview. (If Arcade has managed to escape, any of the heroes can operate the flying controls by making a Red Reason FEAT roll. Otherwise, see the Troubleshooting section.)

AFTERMATH

On the way back to Pleasantview, Alvarez fills them in on the plans of Locust and Mandrill. (The gloating Locust revealed everything to him earlier.) If the heroes pressure him, Arcade will also confess his plans. If the heroes haven't figured it out already, Alvarez tells them that he's also a mutant, and explains his relationship with the Beast.

Eventually, the school building approaches Pleasantview. As a group of baffled townspeople look on, the building gently comes to rest on its original site.

Regardless of where they go from here, the heroe's careers as adventurers have officially begun.

TROUBLE-SHOOTING

If the heroes refuse to play the basketball game, or won't adhere to Arcade's rules. Remind them that if they refuse to cooperate, they're endangering the lives of the spectators. If the heroes don't believe the spectators are genuine (or if they have powers that enable them to detect this), it's possible that Arcade brought along a few real people from Pleasantview who are scattered among the holograms.

If the heroes destroy Arcade's speaker. Assume Arcade has installed a few back-up speakers, so he can continue communicating with the heroes in the gym.

If the heroes decide to ignore the game and investigate the school. The heroes might decide their best strategy is to ignore the game and search the school to find out who's controlling the All-Stars. If so, proceed immediately to the Wall Comes Tumbling Down section.

If Arcade escapes and the heroes can't figure out how to make the building fly, or the heroes are otherwise unable to complete the events in this chapter. Magma and her soldiers storm the school, rescue the heroes, and figure out how to make the building fly. Use this option only as a last resort.

KARMA

Each All-Star destroyed:	+20
Locust captured:	+30
Locust escapes:	−20
Arcade captured:	+30
Arcade escapes:	−20
Return school building to Pleasantview:	+40

APPENDIX: NON-PLAYER CHARACTERS

AMMO

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

Health = 80 Karma = 26
Resources = TY Popularity = -10

KNOWN POWERS
No known super-human abilities.
WEAPONS: Ammo carries a baseball bat which inflicts +1CS damage.
TALENTS: Ammo has Military and Leadership talents and is familiar with military firearms. He knows Martial Arts B and E.
GROUPS: Past leader of the Wildboys.
IN BRIEF: A vicious and brutal killer, Ammo relishes violence; it is speculated that he acquired his love of violence while serving in Vietnam. Extremely charismatic and intelligent, he controls his underlings with ruthless efficiency. His ultimate goal is to become a major criminal force.

EDUARDO ALVAREZ

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

Health = 32 Karma = 30
Resources = GD Popularity = 5

KNOWN POWERS
Mutant Detection: Alvarez has this power at Amazing level, usable at will.
TALENTS: Leadership.
GROUPS: Friends with X-Factor (the Beast, in particular).
IN BRIEF: The superintendent of Pleasantview High School, Alvarez is a dedicated educator with no interest in super heroics. He takes great pains to conceal his mutant power, concerned about the ramifications of public exposure. Several years ago, the Beast discovered Alvarez's secret and sought him out to assist X-Factor on a minor mission.

Alvarez is about 35 years old, with dark hair, an imposing build, and a kind smile. He is soft-spoken, intelligent, and trustworthy.

ARCADE'S ALL-STARS

IN GENERAL: This is a group of robotic constructs created by Arcade. They are identical in appearance to former and current members of the X-Men and X-Factor, and their fighting technique is similar to that of their real-life counterparts. However, precisely duplicating the powers of the originals was beyond the scope of Arcade's skills; hence, the robotic versions are somewhat less formidable. None of them have any special Talents.

PSEUDO-ARCHANGEL

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

Health = 80

KNOWN POWERS
Power Suit/Wings: Pseudo-Archangel's metal wings allow him to fly at Excellent air speed (10 areas per round). The razor-sharp edges of the wings inflict Remarkable edged damage. However, unlike the original Archangel, Pseudo-Archangel can't fire neural disrupters. His feathers can't be used for thrown edged attacks, nor is he subject to losing control of his wings in times of stress. The power suit provides Remarkable Body Armor.

PSEUDO-COLOSSUS

Pseudo-Colossus is permanently armored; the statistics refer to this armored form.

F	A	S	E	R	I	P
EX	GD	AM	IN	TY	TY	GD
20	10	50	40	6	6	10

Health = 120

KNOWN POWERS
Body Armor: Provides Incredible protection from physical and energy attacks, Amazing resistance to heat and cold, Good resistance to corrosives, and Excellent resistance to electrical damage. The armored Pseudo-Colossus has no need to eat, drink, or breathe. Unlike the actual Colossus, Pseudo-Colossus isn't invisible to machines.

PSEUDO-CYCLOPS

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

Health = 56

KNOWN POWERS
Optic Blasts: Pseudo-Cyclops always has use of his visor to control his beam's focus. He can cause Incredible damage at a range of three areas; for areas beyond three, the damage is reduced by one rank. Power stunts include:

- The blast can be used to break a fall, inflicting only Poor damage on the target.
- Can affect up to eight targets in a single area (if there are enough reflective surfaces) on a successful Agility FEAT. Damage is reduced to Remarkable.
- Wide-angle beam affects two adjacent areas; those affected suffer Excellent damage

Unlike the actual Cyclops, Pseudo-Cyclops can't transform other energy sources into optic blast energy.

Pseudo-Cyclops' Agility is Remarkable with his eyebeams. He is immune to his own eye beams, but unlike the actual Cyclops, Pseudo-Cyclops can be harmed by the powers of Pseudo-Havok.

PSEUDO-HAVOK

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

Health = 66

KNOWN POWERS
Plasma Generation: Causes Amazing damage in one direction up to three areas distant. Incredible damage if in all directions (two area range).
Absorption: Amazing ability to absorb plasma energy and redirect it in next round.

Unlike the actual Havok, Pseudo-Havok can be harmed by the eye beams of Pseudo-Cyclops.



PSEUDO-MARVEL GIRL

F	A	S	E	R	I	P
GD	GD	TY	EX	GD	EX	IN
10	10	6	20	10	20	40

Health = 46

KNOWN POWERS

Telekinesis: Can mentally manipulate objects with Remarkable ability. Power stunts include:

- Create a mental force shield of up to Remarkable strength against physical and energy attacks.
- Project Force bolts of pure Telekinetic energy for Remarkable damage.
- Moves other objects with Remarkable ability, with a weight equivalent of Excellent strength.
- Solo flight for Excellent air speed. With up to ten others, speed is reduced to Good.

PSEUDO-SUNFIRE

F	A	S	E	R	I	P
EX	EX	GD	IN	GD	GD	GD
20	20	10	40	10	10	10

Health = 90

KNOWN POWERS

Plasma Generation: Energy field does Amazing physical damage and Incredible heat and light damage. Unlike the actual Sunfire, Pseudo-Sunfire can't increase this damage.

Flight: Good air speed.

Energy Sheath: Incredible protection against energy attacks and Good protection against physical attacks.

PSEUDO-THUNDERBIRD

F	A	S	E	R	I	P
EX	GD	RM	EX	GD	EX	EX
20	10	10	20	10	20	20

Health = 60

KNOWN POWERS

Body Armor: Provides Good protection from physical and energy attacks.

Unlike the actual Thunderbird, Pseudo-Thunderbird has no tracking ability.

PSEUDO-WOLVERINE

F	A	S	E	R	I	P
RM	EX	GD	EX	TY	IN	EX
30	20	10	20	6	40	20

Health = 80

KNOWN POWERS

Pseudo-Adamantium Skeleton: Similar to the actual Wolverine's adamantium skeleton, Pseudo-Wolverine's skeleton provides the following benefits:

- Good protection against blunt instruments.
- Typical protection against edged and energy attacks.
- Good damage with fists.
- Bones are Monstrous material for cutting or severing.

Claws: Amazing damage as an edged attack (though he can choose to do less damage.)

Unlike the actual Wolverine, Pseudo-Wolverine has no animal empathy, heightened senses, special resistances, berserker rage, or invisibility to machines.



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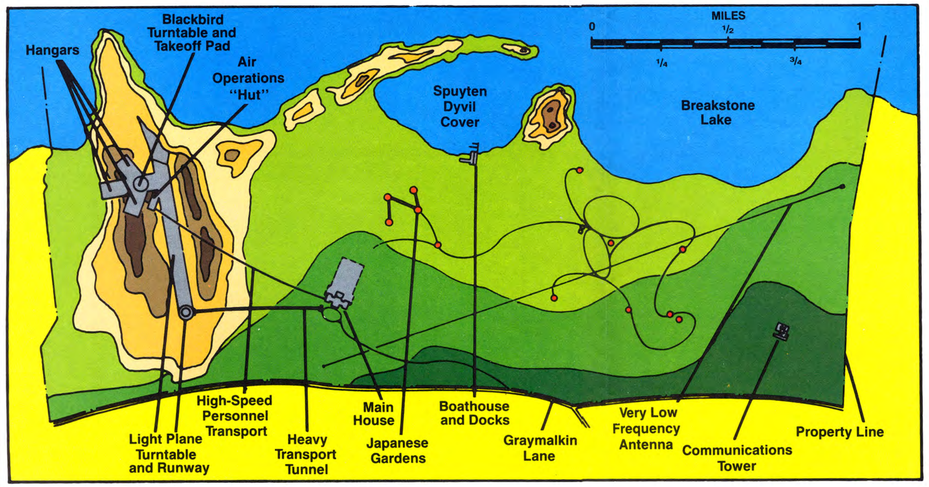
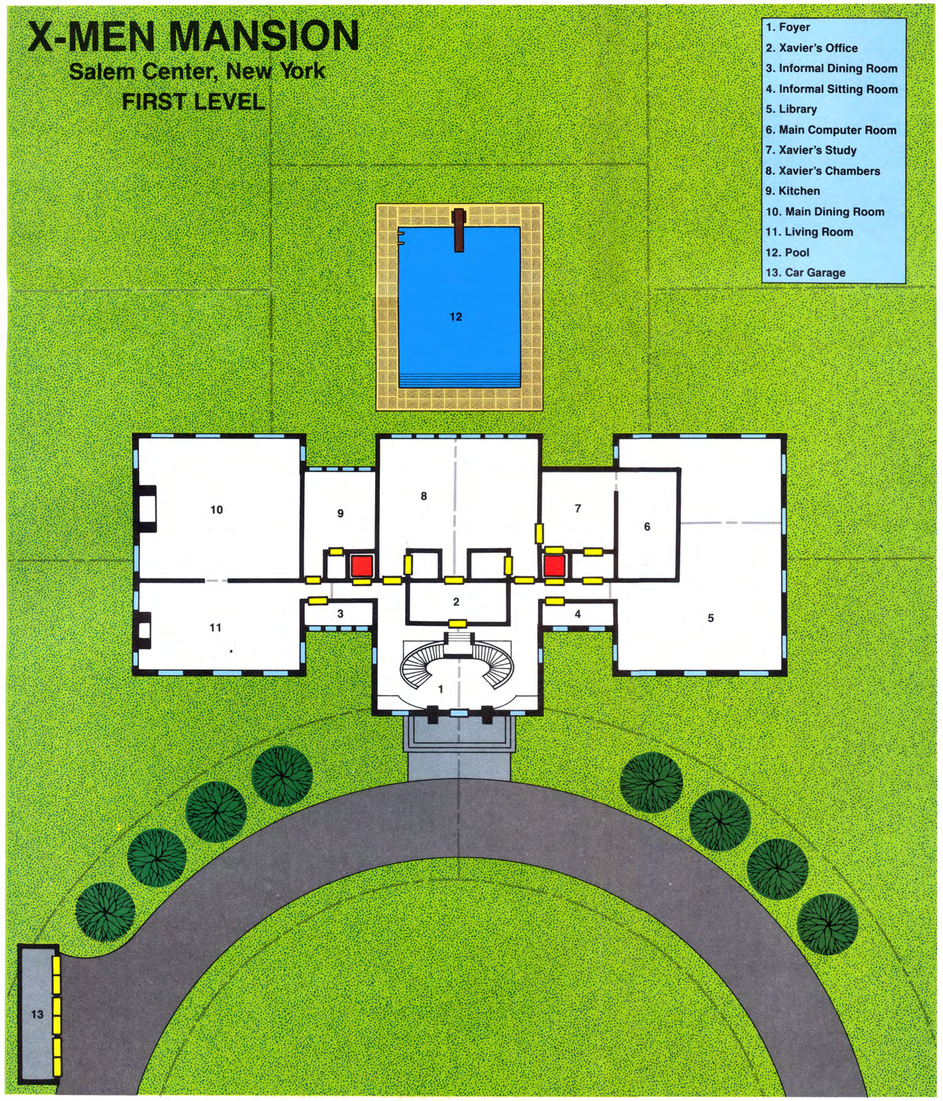


X-MEN MANSION

Salem Center, New York

FIRST LEVEL



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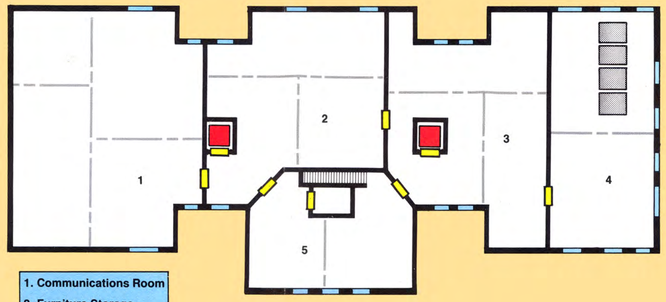
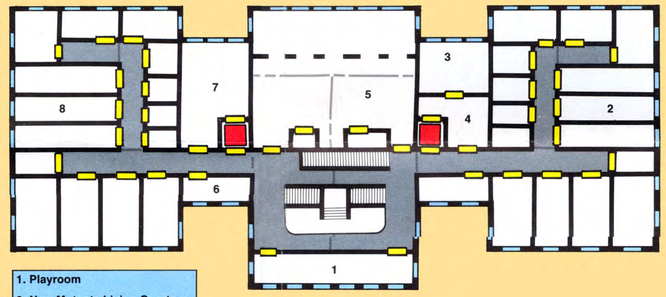


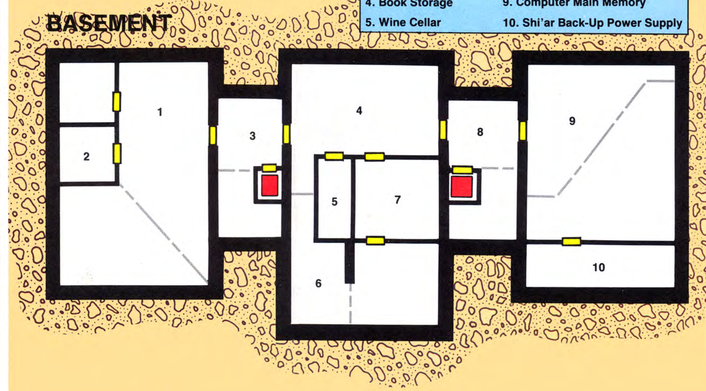
1. Communications Room
2. Furniture Storage
3. General Storage
4. Ororo's Roost
5. Large Playroom

SECOND FLOOR



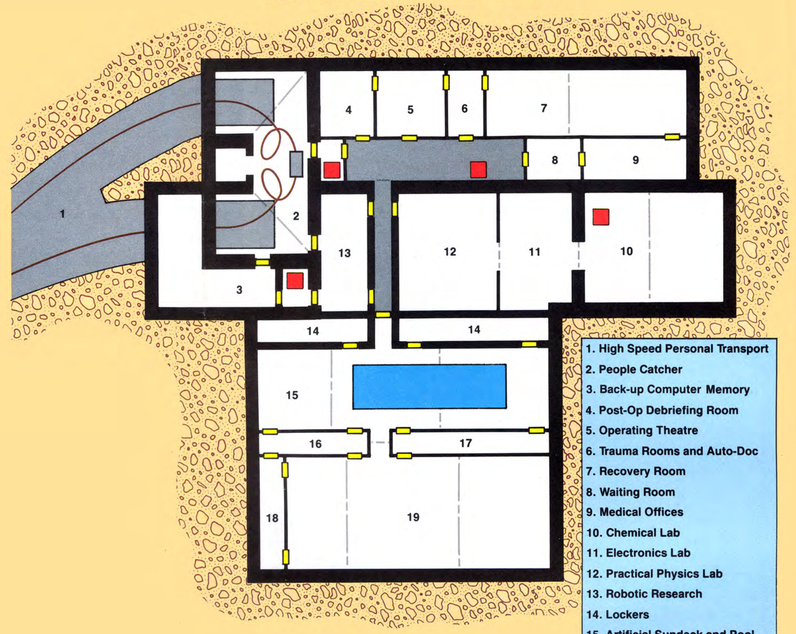
1. Playroom
2. New Mutants Living Quarters
3. Studio
4. Laundry Room
5. Xavier's Chambers
6. Guest Rooms
7. Workshop
8. X-Men Living Quarters

BASEMENT

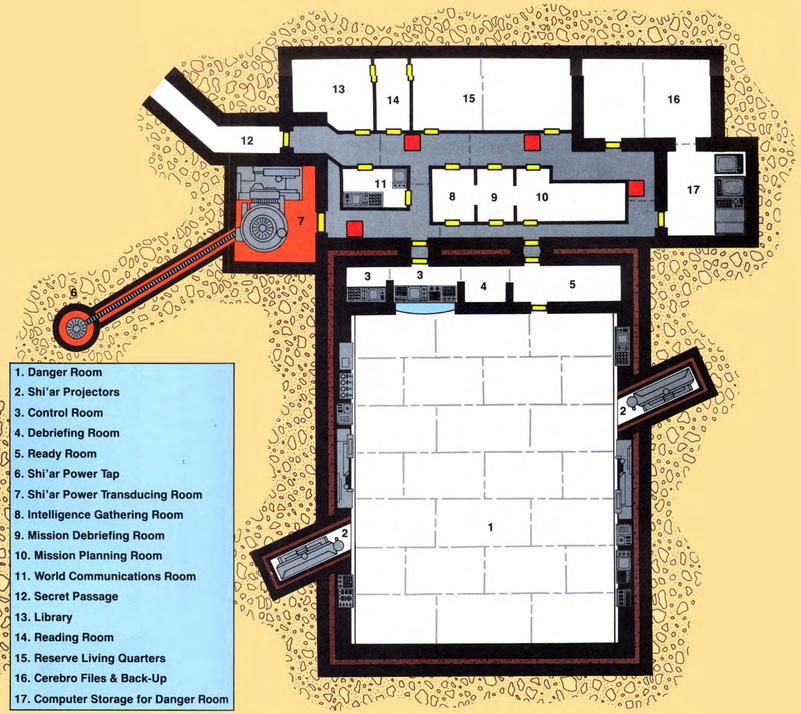


1. Furniture Storage
2. Secret Passage
3. Auxillary Generator
4. Book Storage
5. Wine Cellar
6. Laundry Room
7. Water Heater
8. Oil Heater
9. Computer Main Memory
10. Shi'ar Back-Up Power Supply

SUB-BASEMENT LEVEL ONE



1. High Speed Personal Transport
2. People Catcher
3. Back-up Computer Memory
4. Post-Op Debriefing Room
5. Operating Theatre
6. Trauma Rooms and Auto-Doc
7. Recovery Room
8. Waiting Room
9. Medical Offices
10. Chemical Lab
11. Electronics Lab
12. Practical Physics Lab
13. Robotic Research
14. Lockers
15. Artificial Sundeck and Pool
16. Sauna
17. Steam Room
18. Equipment Storage
19. Gymnasium



1. Danger Room
2. Shi'ar Projectors
3. Control Room
4. Debriefing Room
5. Ready Room
6. Shi'ar Power Tap
7. Shi'ar Power Transducing Room
8. Intelligence Gathering Room
9. Mission Debriefing Room
10. Mission Planning Room
11. World Communications Room
12. Secret Passage
13. Library
14. Reading Room
15. Reserve Living Quarters
16. Cerebro Files & Back-Up
17. Computer Storage for Danger Room

SUB-BASEMENT LEVEL TWO

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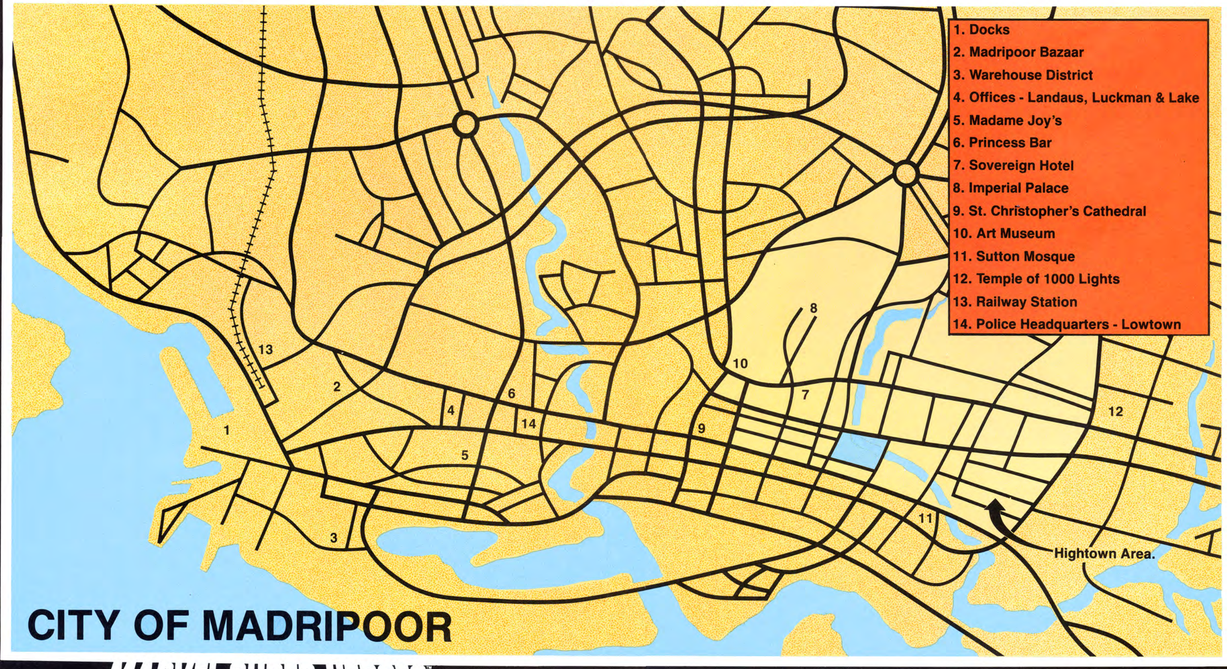
ISLAND OF MADRIPOOR

1. City of Madripoor
2. Madripoor International Airport
3. Other Air Fields
4. Old Temple Complex
5. Villa Areas
6. Fishing Villages



CITY OF MADRIPOOR

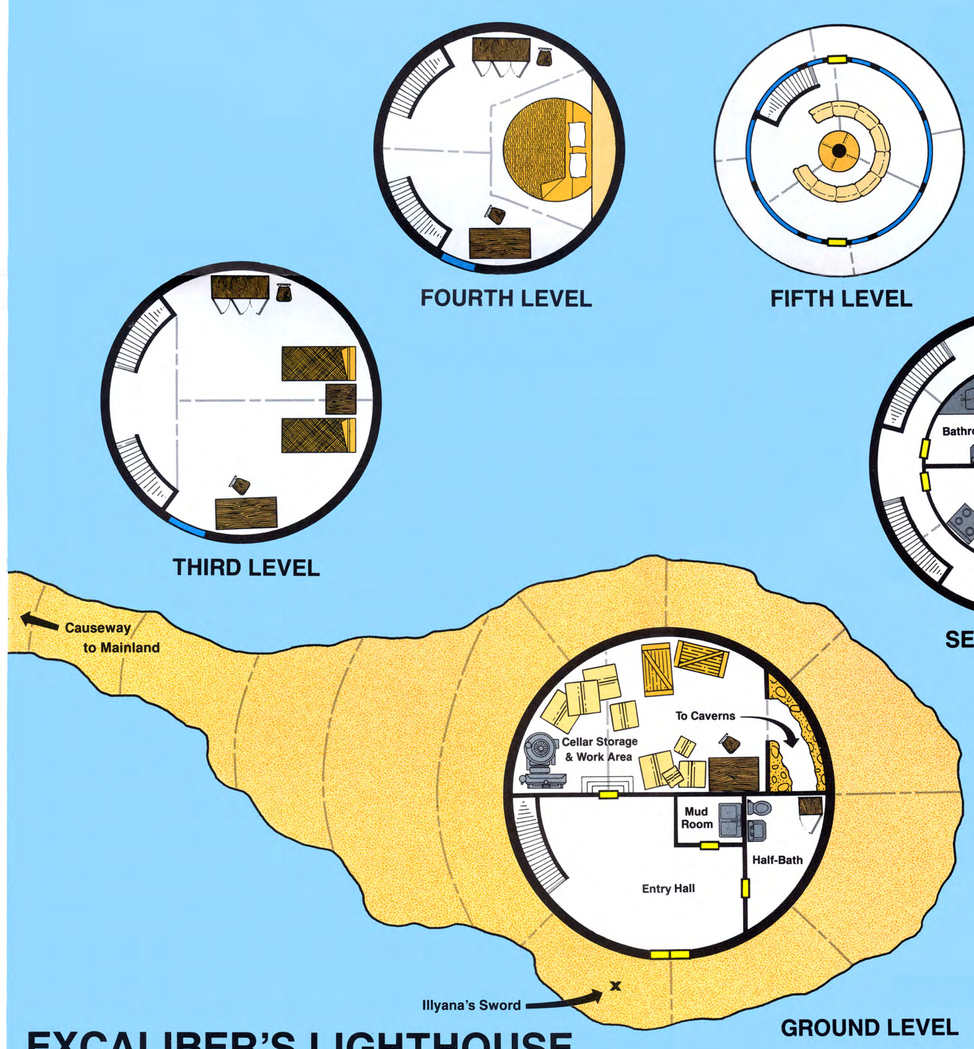
1. Docks
2. Madripoor Bazaar
3. Warehouse District
4. Offices - Landaus, Luckman & Lake
5. Madame Joy's
6. Princess Bar
7. Sovereign Hotel
8. Imperial Palace
9. St. Christopher's Cathedral
10. Art Museum
11. Sutton Mosque
12. Temple of 1000 Lights
13. Railway Station
14. Police Headquarters - Lowtown



MUIR ISLAND



EXCALIBER'S LIGHTHOUSE



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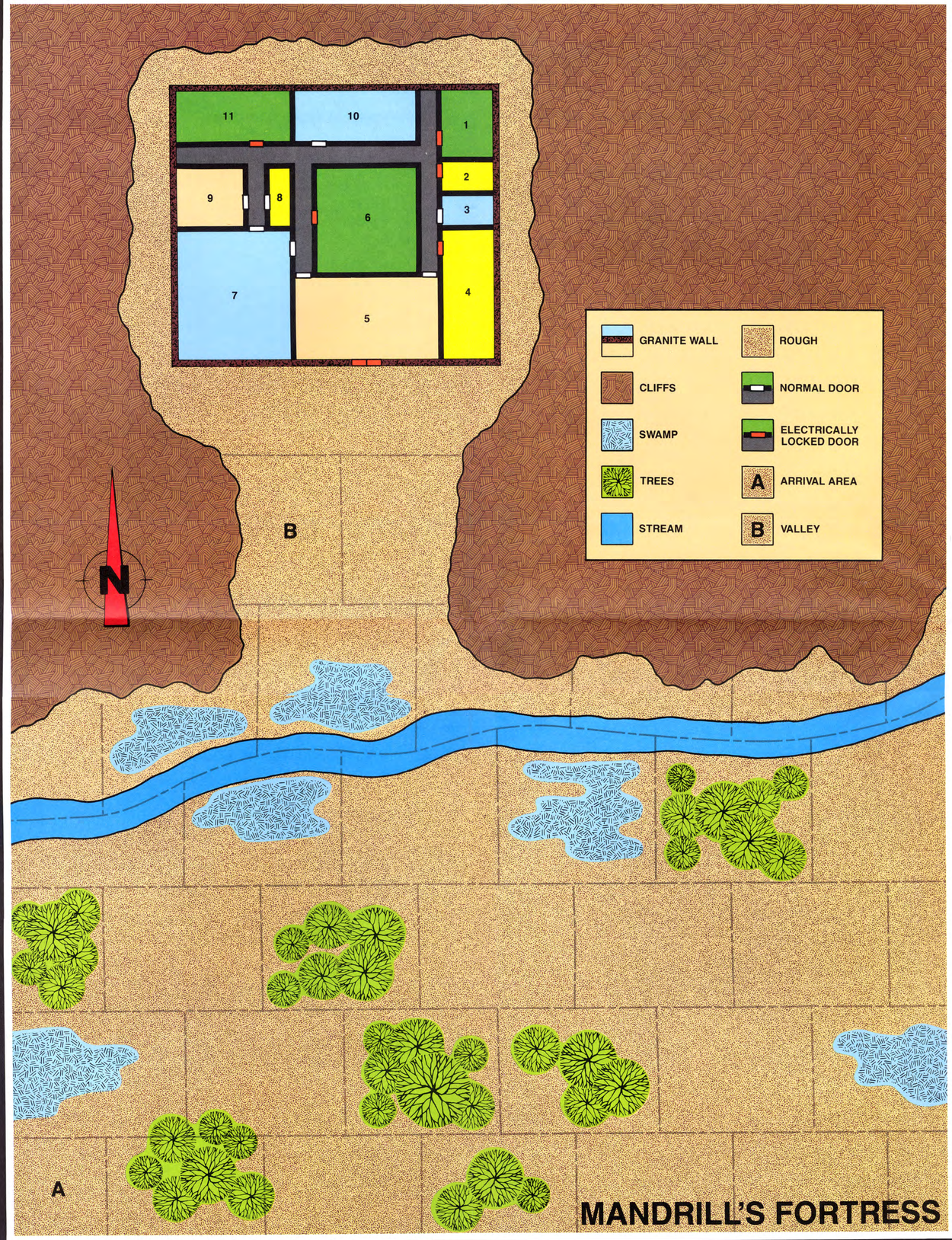
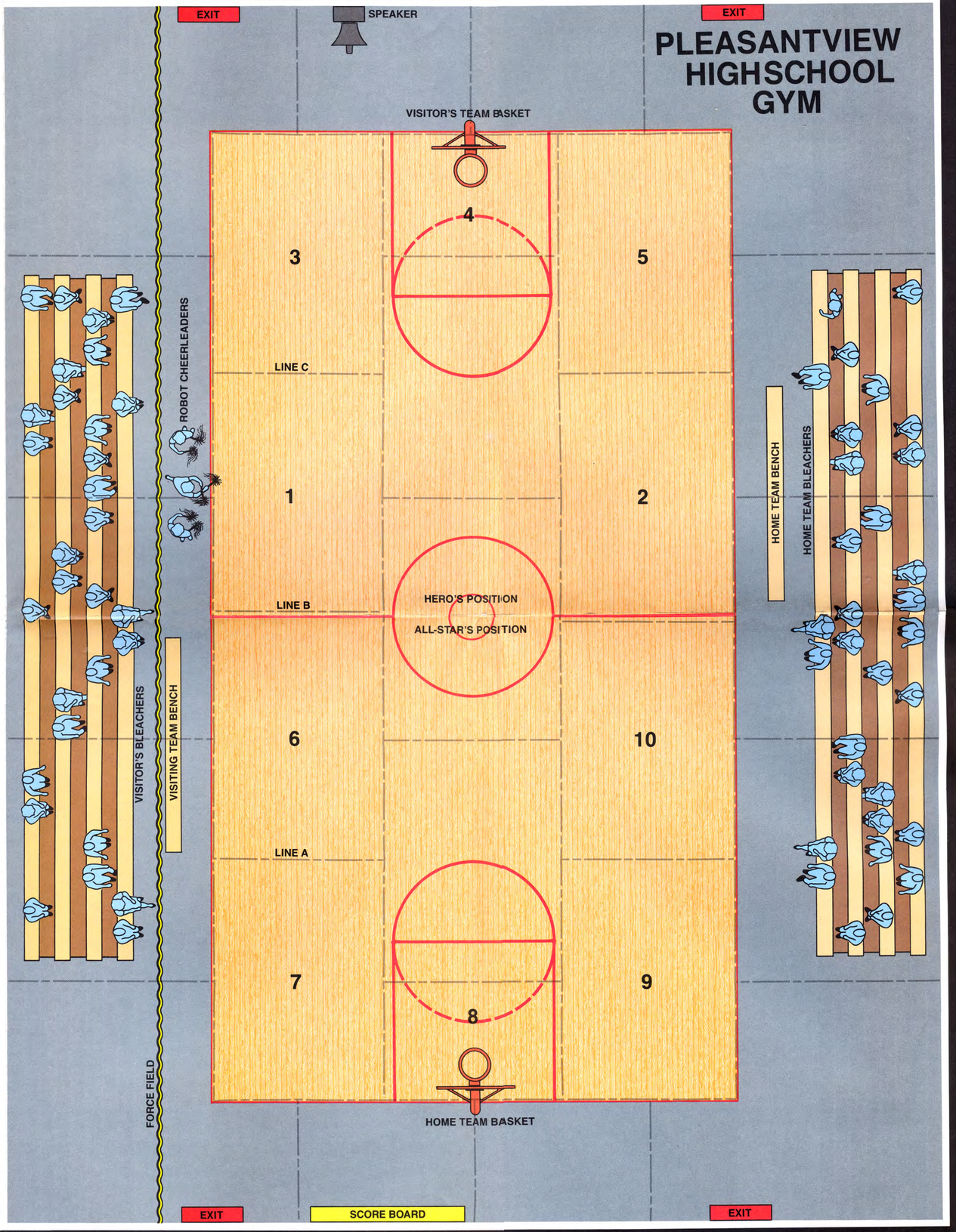


MANDRILL'S FORTRESS



PLEASANTVIEW HIGHSCHOOL GYM

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GENETIC BLUEPRINT

Members of the Major Mutant Teams

ORIGINAL X-MEN


Beast


Marvel Girl


Iceman


Angel

THE "NEW" X-MEN


Cyclops


Professor X


Cyclops

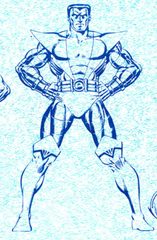

Professor X


Storm


Wolverine


Banshee


Thunderbird


Colossus

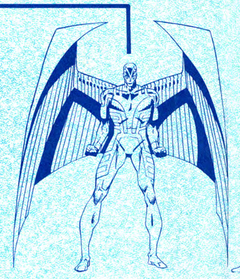

Nightcrawler

X-FACTOR


Beast


Marvel Girl


Iceman


Archangel


Cyclops

THE NEW MUTANTS


Karma


Mirage


Sunspot


Cannonball


Wolfsbane

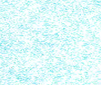

Professor X

X-MEN - LATER MEMBERS


Shadowcat


Phoenix II


Captain Britain


Widget


Lockheed


Meggan


Nightcrawler

X-TERMINATORS


Boom-Boom


Skids


Rusty


Richtor


Whiz Kid


Leech


Artie

NEW MUTANTS LATER MEMBERS


Magma

Magic

Cypher

Warlock

NEW MUTANTS PRESENT TEAM

Boom-Boom

Skids

Rusty

Richtor

Cable

Warlock

Sunspot

Wolfsbane

Cannonball

X-MEN PRESENT TEAM

Psylocke

Jubilee

Gambit

Forge

Wolverine

Banshee

Storm

EXCALIBUR

Shadowcat

Phoenix II

Captain Britain

Widget

Lockheed

Meggan

Nightcrawler

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They are the children of the atom, possibly the next step in human evolution. They are endowed by a quirk of the genetic code with powers and abilities beyond those of mortal men and women. They can be anyone, anywhere. They can be good or evil. They are a potential resource for the future and a potential threat for the present. They are respected, hated, loved, feared. They are mutants, and they are among us.

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