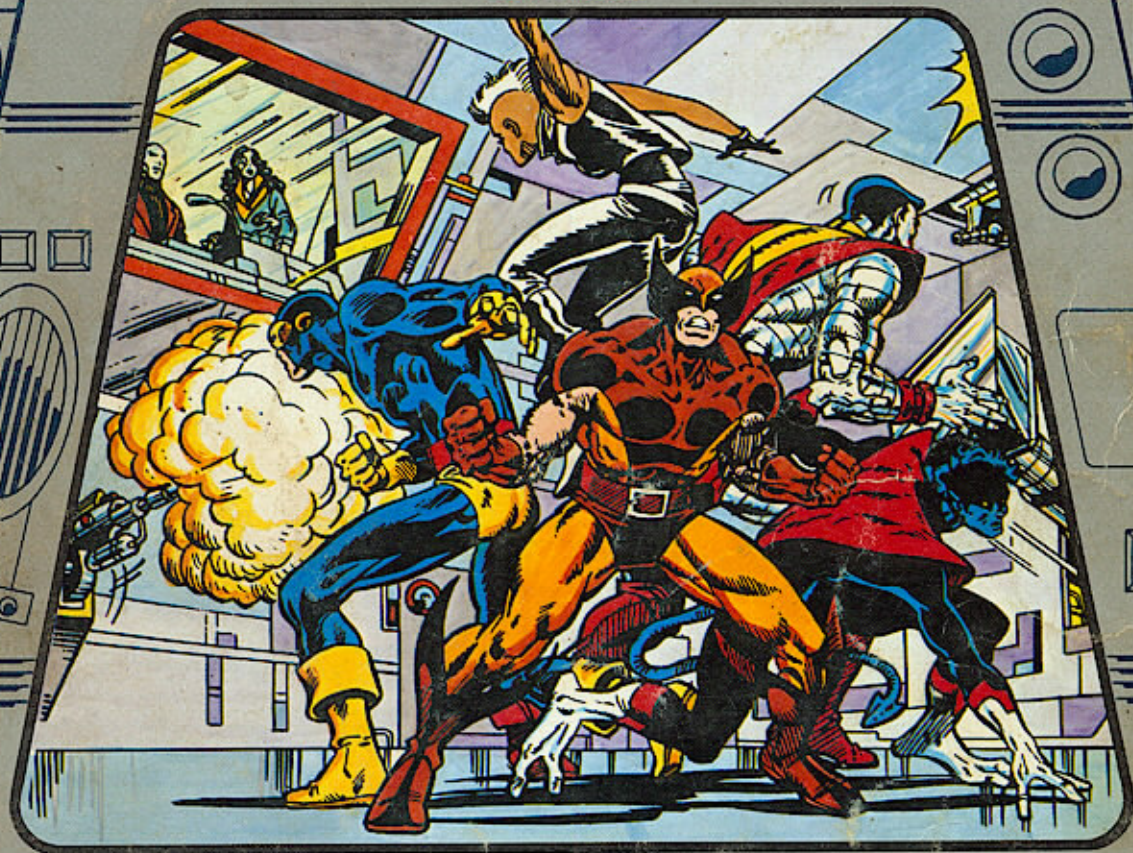


MARVEL SUPER HEROES™

Official Character Roster

PROJECT: WIDEAWAKE

Jeff Grubb



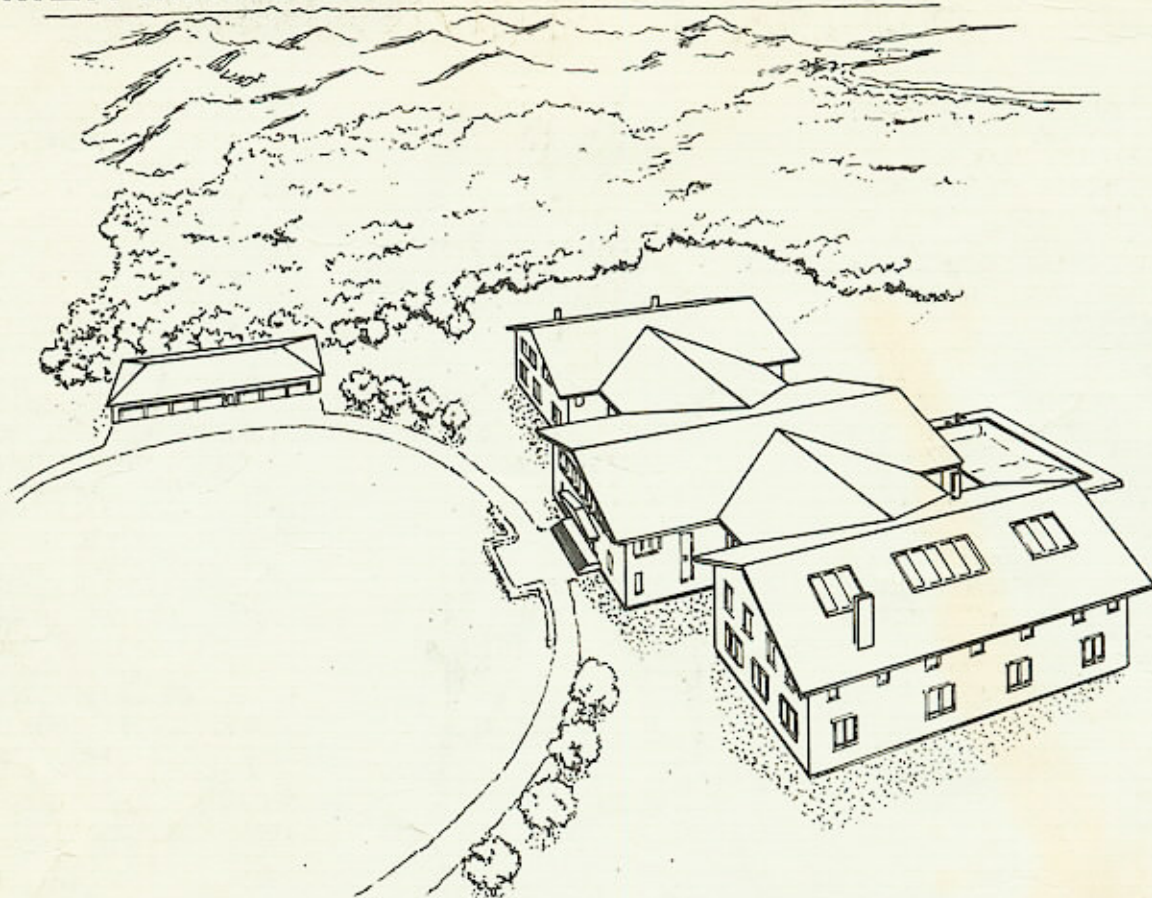
**In one place! The major mutants of the Marvel Universe™
and their most malicious foes!**

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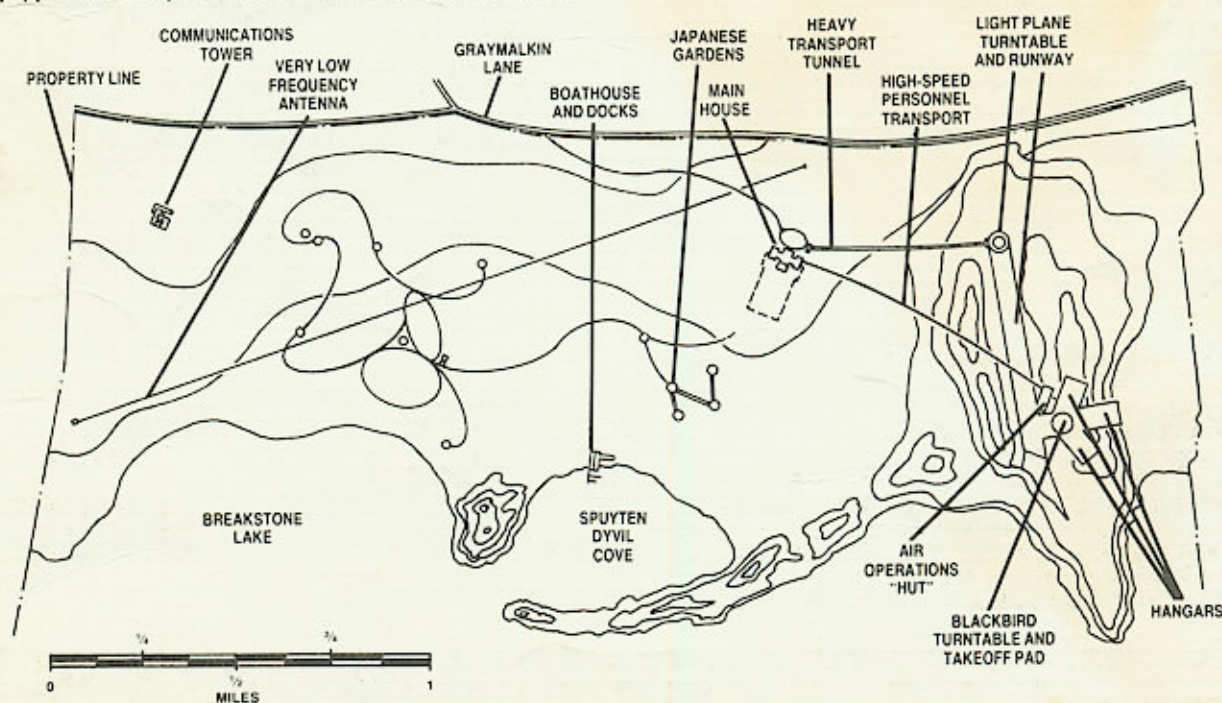
X-MEN MANSION



The building now known as the X-Men Mansion has been in Charles Xavier's family (see *Professor X*) for ten generations, since around 1698. Originally built by a Dutch seafaring ancestor out of local stone on the edge of Breakstone Lake in upstate New York's Salem Center area, the mansion has been electrified, renovated, modernized, and it was destroyed several times. Among the renovations are the addition of the subterranean hangar buildings, the Danger Room and its support equipment, and the high speed transport tunnels.

The last destruction of the mansion, which occurred in X-MEN #154, allowed the use of Shi'Ar technology, provided by the then-Empress Lilandra, to completely rebuild the entire mansion to modern Shi'Ar specifications. Shi'Ar technology is several orders of magnitude more advanced than Earth's and incorporates an inherent self-improving aspect that rebuilds and replaces any malfunctioning or worn components.

The new mansion accommodates both the X-Men and "New Mutants" in their separate wings. The house is abundantly equipped with computers of both human and Shi'Ar design.



PROJECT : WIDEAWAKE

PROJECT: WIDEAWAKE contains descriptions of most of the major mutants of the *Marvel Universe™* — *Professor X™*, *The X-Men™*, *The New Mutants™*, *The Hellfire Club™*, the *Morlocks™*, and many others. By using this book along with the **MARVEL SUPER HEROES™** game rules, you can create adventures for your own team of mutant adventurers.

Most of the characters described in this book are mutants — humans whose bodies contain a radically changed form of DNA that naturally gives them powers beyond those available to mere *homo sapiens*. Mutants have been referred to by some as *homo superior*, the next step in human evolution — as advanced over modern man as Cro-Magnon Man was advanced over Neanderthal Man. Normal humans are afraid of mutants because they are different, often powerful and sometimes very, very dangerous.

Each of the mutants featured in this book is described in terms of his or her statistics and characteristics in the following subjects and categories:

- Mutant's Name
- Real Name (if known)
- Allegiances
- Abilities
- Variable Abilities
- Powers and Talents
- Background

A Mutant's Name is the name by which the mutant is known to the public at large. The X-Men and New Mutants use these "code names" to conceal their identities and thereby protect their friends and loved ones, while various criminals and world-beaters use a *nom du crime* to instill fear in their victims.

The Real Name of a mutant is his or her given name, and the name that the mutant goes by when not preventing or committing crimes. For instance, the real name of *Storm™* is Ororo Munroe. Some mutants, like *Wolverine™*, are secretive about their real names.



Allegiances include those groups or individuals with which the mutant has developed affiliations or alliances. Some mutants, like *Rogue™*, have fought alongside both good guys and bad, while others, like the *Beast™*, have changed from one group of heroes to another.

Abilities and Variable Abilities are as described in the **MARVEL SUPER HEROES** Game Battle Book. One optional wrinkle has been provided here: negative Popularity. In general, a character's Popularity is a measure of how willing people are to help that character, and a measure of how well-liked the character is. If you are a mean, nasty, powerful evil mutant, people may still do things for you — but out of fear, not for the sake of helpfulness. Within the game, negative Popularity has the same

effect as normal Popularity, but for different reasons, and an individual who is giving aid under duress will try to escape from that situation as soon as possible. The phrase "Gimme your car or I'll slag you where you stand" is an example of the use of negative Popularity in play. Only those characters who consider themselves enemies of mankind have negative Popularity.

Powers and Talents are the special abilities of the mutant in question. Because similar powers often operate differently when used by different heroes, each character's powers are detailed in his or her entry. If the power is not explained in full, check the **MARVEL SUPER HEROES** Campaign Book for further information.

Background is a summary of the character's history, and (if space permits) some notes on how the character acts in the *Marvel Universe*. This universe is a rich tapestry of interweaving lives and crossed paths and adventures. This book covers both the major heroes and villains of mutantkind, and additionally deals with important non-mutants that are closely connected to mutants.

Two important mutants are not featured in this book — the *Scarlet Witch™* and her brother *Quicksilver™*. These former members of the *Brotherhood of Evil Mutants™* can be found in the "Avengers™ Assembled" book (MH AC 2). Since they are important members of the Avengers, they are covered in that book.

The title of this book is the same as the name of a secret, illegal government operation dedicated to the capture, study, and (if necessary) elimination of mutants dangerous to national security. The leaders of Project Wideawake are worried about the "mutant menace," and may unleash the power of the *Sentinels™* to tame it. It is only fitting that this massive collection of *Merry Marvel's* mutantkind should share that title. Ladies and gentlemen, boys and girls, and mutants of all ages . . . Welcome to **PROJECT: WIDEAWAKE**.

Credits:

Designed by Juggernaut Jeff Grubb

Edited by Karmic Kim Mohan

Layout by Dazzling Dennis Kauth

Illustrations by Badgered Jeffrey Butler and the Mighty Marvel Bullpen:

John Byrne, Brian Postman, Dave Cockrum, Kerry Gammill, Steve Leialoha, Bob McLeod, Paul Smith, Bill Sienkiewicz, Frank Miller, Bob Layton, Larry Hama, Michael Golden, Sandy Plunkett, June Brigman, Eliot R. Brown, and John Romita, Jr.

Cover by Cosmic Kerry Gammill; color by Jeff Butler



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

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A BRIEF BACKGROUND

Professor Charles Xavier first founded the X-Men after encountering evil mutants in his travels and coming to the conclusion that something must be done to train the rising number of new mutants and help them deal with their powers. To that end, he founded his "School for Gifted Youngsters" in Salem Center, and created the first team of X-Men. The members of this team were Scott Summers (*Cyclops*™), Bobby Drake (*Ice Man*™), Hank McCoy (*Beast*), Warren Worthington III (*Angel*™) and Jean Grey (*Marvel Girl*™).

At about the same time that this was happening, another powerful mutant first appeared. This was *Magneto*™, the Master of Mutant Magnetism. Like Professor Xavier, Magneto sought to protect the rising mutant population from a fearful society. His solution involved dominating the human majority. Magneto's approach brought him into conflict with Xavier and the X-Men, and soon Magneto had assembled his own team of super-powered mutants. Magneto's group was called the Brotherhood of Evil Mutants, derived from the fact that their powers were perceived by society as evil. The original Brotherhood of Evil Mutants consisted of Magneto, *Toad*™, the Scarlet Witch, Quicksilver, and *Mastermind*™.

Time passed, and the X-Men battled the Brotherhood and other menaces, both mutant and otherwise. The Scarlet Witch and Quicksilver left the Brotherhood for the Avengers, and *Blob*™ and *Unus*™ joined up briefly with Magneto. In combat with an underground menace, Professor X apparently died. His X-Men drifted apart soon after that. They were brought back together when the powers of Alex Summers (*Havok*™) first began to surface, and then by the threat of the Sentinels, huge mutant-hunting robots. Soon after this it was revealed that it was not Professor Xavier who died, but rather a mutant shape-shifter named *Changeling*™ who had taken the professor's place while Xavier was involved in secret research.

The original X-Men, including Alex Summers (*Havok*) and Lorna Dane (*Polaris*™), later disappeared on the island of Krakoa. An amnesia-stricken Cyclops was the only one who returned. In an attempt to rescue the group, Xavier assembled a second team of mutant heroes: Peter Rasputin of Russia (*Colossus*™), Ororo Munroe of Kenya (*Storm*), Kurt Wagner of Germany (*Nightcrawler*™), Shiro Yashida of Japan (*Sunfire*™), Sean Cassidy of Ireland (*Banshee*™), John Proudstar of the Apache nation (*Thunderbird*™), and the Canadian super-agent named Wolverine. This team located the original group and, acting together, they defeated the living island of Krakoa.

After this adventure the original team of X-Men gave way to a new group. Iceman and Angel quit the team, and Beast had left earlier. Marvel Girl left for a short time. Sunfire returned to his native Japan. The remaining heroes, led by Cyclops, became the second team of X-Men.

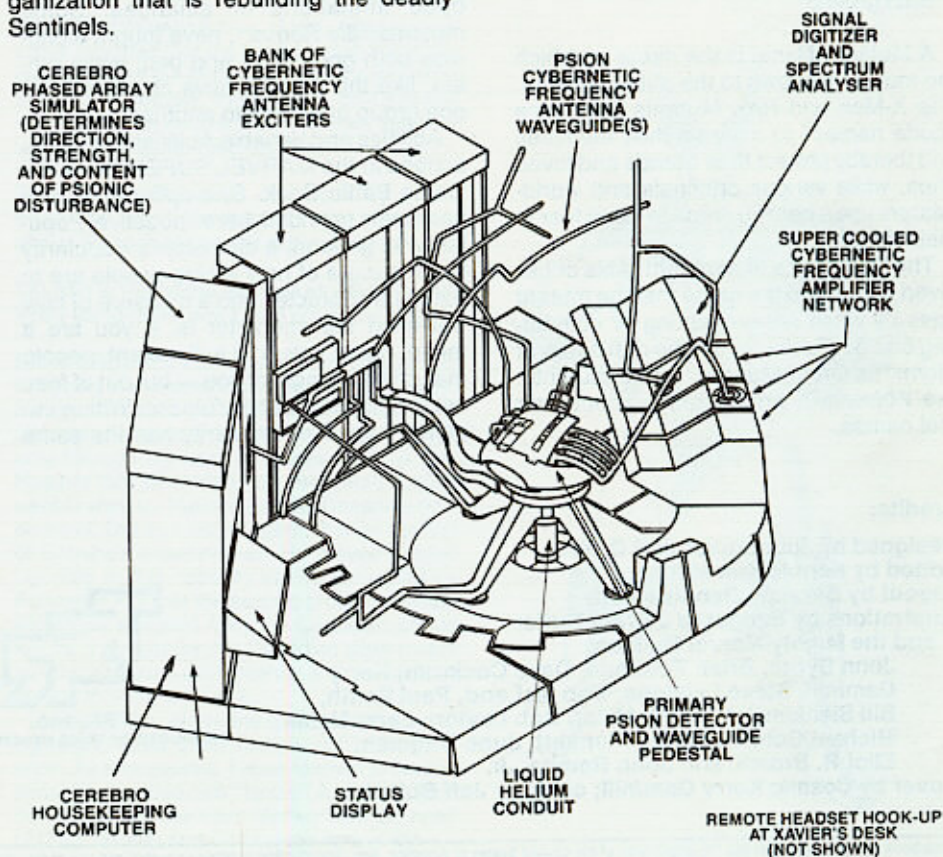
This new group was beset by ill fortune from its outset. Thunderbird died on the team's first mission. Jean Grey (*Marvel Girl*) died in a space accident, only to be reborn as *Phoenix*™. Banshee lost his powers in a desperate struggle to save Japan. And Phoenix perished when, her spirit twisted by Mastermind and the Hellfire Club, she destroyed herself rather than become a threat to the universe.

As the X-Men changed, so did their foes. One of the major adversaries of the new group is the Hellfire Club, a powerful force in politics and society, ruled by a secret group (the Inner Circle) devoted to world domination. Also, Magneto had ceased recruiting super-powered villains as his confederates and began seeking other means to forge equality between man and mutant. Yet a second Brotherhood of Evil Mutants has arisen from the ashes of the first, consisting of *Pyro*™, *Avalanche*™, *Rogue*, *Destiny*™, and *Blob*, and led by the cold-hearted *Mystique*™. Deep beneath the sewers of New York live the Morlocks, a kingdom of mutant outcasts. And in Washington the plans are made for Project Wideawake, a mutant-control organization that is rebuilding the deadly Sentinels.

The X-Men are still changing. Soon after the demise of Phoenix, Kitty Pryde joined the team as *Sprite*™ (later known as *Ariel*™ and *Shadowcat*™). Rogue, from the Second Brotherhood of Evil Mutants, has come to Professor X for help in controlling her power. And from a dark alternate timeline, *Rachel Summers*™, the daughter of Cyclops, has fled a world gone mad.

In addition to his role with the X-Men, Professor X is mentor and teacher to a group of New Mutants. This group, first gathered together while the X-Men were off-planet battling the alien *Brood*™, are much younger than either of the groups of X-Men. The original team of New Mutants consisted of Danielle Moonstar (*Mirage*™), Rahne Sinclair (*Wolfsbane*™), Xi'an Coy Manh (*Karma*™), Sam Guthrie (*Cannonball*™), and Roberto Da Costa (*Sunspot*™). Since the formation of the group, Karma has been lost in action, and the team has been expanded by the addition of Amara Aquilla (*Magma*™), Colossus' sister Illyana Rasputin (*Magik*™), the alien *Warlock*™, and *Doug Ramsey*™. Under the guidance of Professor Xavier, these New Mutants hope to gain control of their powers well enough to be able to cope with the human world.

CEREBRO



THE X-MEN MANSION

Professor Charles Xavier's School for Gifted Youngsters is located at 1407 Graymalkin Lane in Salem Center, Westchester County, New York, some 40 miles north of New York City. The property, located on the shore of Breakstone Lake, has been in Xavier's family since 1698. The mansion itself has been destroyed in battles several times over. The present incarnation of the mansion was built using Shi'ar technology provided by Empress Lilandra Nermiani™.

Defenses

Due to the nature of the school, most of the mansion's defenses are passive in nature. Alarms line the perimeters of the main roads and paths and surround the major buildings. These alarms are of Remarkable sophistication. The main building has silent alarms on all doors and windows of Incredible sophistication. The act of tripping any alarm will be noted on the security monitors located in Xavier's office, the Danger Room, the hangar area, the labs, and the briefing rooms.

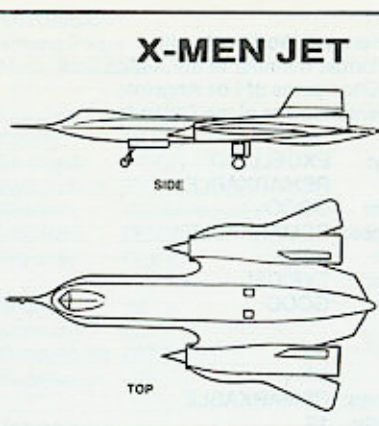
The world at large does not know that Xavier's school is the headquarters for the X-Men and the training ground for the New Mutants. Xavier prefers it this way, since widespread knowledge of the truth might result in attacks against the school. Several powerful groups, including the Avengers and the Hellfire Club, know the location and true purpose of the mansion. The latter group has stolen the plans for an earlier version of the mansion, and has duplicated both the *Cerebro*™ mechanism and the Danger Room (but not its Shi'ar technology). Player characters should lose Karma for needlessly endangering the school by revealing its true purpose.

Mansion Grounds

The mansion occupies a 3-mile-long, 1-mile-wide plot of land on the shore of Breakstone Lake. Most of the land is lightly wooded, with low hills rising to the east. Nestled in the these hills are the hangars and runway for the *Blackbird*™. Most of the hangars and toolshops are below ground to avoid investigation, and are connected to the main house by transit tunnels. The boathouse is also connected to the main mansion by underground tunnels. Finally, a Very Low Frequency (VLF) antenna is buried beneath the grounds west of the mansion, allowing the X-Men to pick up communications from around the globe and throughout outer space.

The Main Building

The aboveground portion of the mansion is divided into three wings. The western wing contains the dining rooms, the



LOCKHEED/SHIELD (RS-150) BLACKBIRD (UNITED STATES)

Data: X-Men Blackbird
Power plant: 2 Shi'ar vari-function hot-inlet compressor fuel/air combustion engines (ram-jets)
Wing span: 62' 6"
Length, overall, incl. nose probe: 88' 4"
Height: 19' 2"
Cabin:
 Max. width: 9' 5"
 Max. height: 7' 1"
Normal take-off weight: 145,000 lbs.
Max. level speed at Sea Level: Mach 2.3 (1,770 mph)
Max. level speed at 120,000 feet: Mach 4.2 (3,234 mph)
Max. rate of climb at S/L to 80,000 feet: 29.5 miles per second
Service ceiling: 230,000 feet
Range with max. fuel, 5% fuel reserve, 5,500 lbs. (max.) payload: 8,200 miles
Range with max fuel, 5% fuel reserve: 12,600 miles
Accommodation: Flight crew of 3, 4 passengers, negative direction, high-velocity escape capsule; sleeps 4, vertical take-off and landing from fixed engines; uses fuel trim tanks for stability, full 3 month survival gear.
Operational equipment: Shi'ar cloaking device, all-band communications, deep-space ready cabin, intelligence gathering equipment of Shi'ar and human design.

kitchen, and living quarters for the New Mutants. The eastern wing holds the library, the main computer, and living quarters for the X-Men, including Ororo's loft in the attic. The central building, or main wing, contains Professor X's quarters, his office, and Cerebro.

Cerebro is a device created by Professor Xavier to detect mutants. It does this by focusing on the distinctive psionic wavelengths that a mutant's brain generally possesses. This device will only detect new mutants once their powers have manifested themselves, but it can pinpoint the precise location of the mutant and the relative strength of his or her powers once the detection power is activated. Cerebro can operate automatically, but its range and effectiveness are limited. (This fact can be used by the Judge as a method of introducing new mutant friends and foes.) Professor X can extend his own mutant-sensing power to worldwide scope by using Cerebro, but doing so requires him to make a Psyche FEAT roll or be reduced in ability (lose 10 Health, cannot use psionic powers) for 1-5 days afterward.

The heart of the X-Men complex is in the levels below the mansion proper. The basement appears normal for its type, containing a back-up generator, water heaters, and storage room, but the mansion runs much deeper.

The sub-basement is broken into two levels, the Medical level and the Danger Room. The Medical level contains extensive health, rest, and recuperative facilities. The health facilities include a gymnasium, steam rooms, a sauna, and an indoor pool. The medical facilities include auto-docs and monitors (courtesy of Shi'ar technology) that allow characters to heal up to twice their Endurance in a single day from "normal" damage (physical injury, burns, known diseases). Also on this level is the terminal for the personal transport, a high-speed mag-lev system connecting the mansion with the hangars.

The Danger Room level is ten meters below the mansion itself, for the protection of innocents above. The level contains a library, briefing rooms, and reserve living quarters, but the main feature is the Dan-

ger Room itself. This area is a training ground for mutants learning to use or improve the use of their powers. Built with Shi'ar technology, the room can be altered in configuration and appearance at the flick of a switch. This allows the room to effectively take on the characteristics of any area on or off Earth. The area is usually monitored by Professor X from an overhead control room, and if a session gets out of hand, activity can be terminated either from the control room or by throwing cut-off switches within the Danger Room itself.

Access to these lower levels is restricted. The elevators operate on palm-activated plates that are keyed to open only for authorized members of the two teams. Should power be cut, there are stairs leading up to the main mansion.

The Hangar Area

This part of the complex can be reached by heading east overland, by mag-lev transport from the mansion, or by going through an underwater lock beneath Breakstone Lake. The hangar itself has facilities to produce almost any type of aircraft from scratch. It is home to the *Blackbird*, a Lockheed RS-150 reconnaissance plane modified by Shi'ar technology. The *Blackbird* has the following characteristics:

Control:	EXCELLENT
Speed:	MONSTROUS
Body:	EXCELLENT

The plane has VTOL (Vertical Take-Off and Landing) capability and is equipped with a Shi'ar cloaking device. Detecting the ship through the cloaking requires a Red FEAT roll, even if modern detection devices are used. The ship is manned by a crew of three and has crash couches for an additional four persons. Crash couches provide Monstrous protection to those strapped in them in the event of a crash. The *Blackbird* can carry more than four passengers, but those "extra" passengers will be without such protection. Unlike the similar YF-12A, the *Blackbird* has no weapon systems on board.



ANGEL™

Warren Kenneth Worthington III
Mutant; former member of the X-Men and
the Champions of Los Angeles;
current member of the Defenders

Fighting: EXCELLENT
Agility: REMARKABLE
Strength: GOOD
Endurance: REMARKABLE
Reason: GOOD
Intuition: TYPICAL
Psyche: GOOD

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

Powers:

FLIGHT. Warren flies by means of two natural, feathered wings jutting from his shoulders (wingspan of 16 feet). He can fly up to 6 areas a turn, but can sprint up to 8 areas a turn. If he is flying at maximum speed, he must make an Endurance FEAT roll for every round after the second. Failure indicates he is exhausted and must rest for two rounds (fly 2 areas maximum) before continuing at normal speed. Angel can lift at least 200 pounds in flight. Greater weights require a Strength FEAT roll. If he is attacking a non-airborne figure unaware of his presence, treat Angel's Intuition as Monstrous for purposes of surprise (optional rule).

BACKGROUND: Warren Worthington III is the scion of the Worthington family fortune. In his teenage years, Warren sprouted wings at the shoulder. After a brief solo career as the Avenging Angel, Warren came to the attention of Professor Charles Xavier, who entered the young man into his school for gifted students, a cover for the school's true purpose as a training ground for mutants. Warren, along with Scott Summers, Bobby Drake, Hank McCoy, and later Jean Grey, formed the original X-Men.

Following the disbanding of the original team, Angel drifted, eventually forming a West Coast hero group with Bobby Drake, Natasha Romanova (*Black Widow*™), *Hercules*™, and Johnny Blaze (*Ghost Rider*™). This group, called the *Champions of Los Angeles*™, was short-lived; the various members soon departed to resume their own lives.

Warren and Bobby remained together, eventually re-teaming with Hank McCoy to form the nucleus of the *New Defenders*™. This group also included *Valkyrie*™ and *Gargoyle*™ from the original Defenders led by *Doctor Strange*™, plus *Moondragon*™ and the alien called *Cloud*™. They use Warren's mountaintop retreat in the Rocky Mountains as their base.

Warren has been a happy-go-lucky, free-wheeling individual. He has had many lost loves, including Jean Grey (Marvel Girl) and Allison Blaire (*Dazzler*™). He has recently returned to his previous flame, Candy Southern.

AVALANCHE™

Dominic Petros
Mutant; member of the Brotherhood of
Evil Mutants

Fighting: GOOD
Agility: GOOD
Strength: GOOD
Endurance: INCREDIBLE
Reason: GOOD
Intuition: GOOD
Psyche: TYPICAL

Health: 70
Karma: 26
Resources: POOR
Popularity: -7

Powers:

DISINTEGRATING TOUCH. Dominic has the ability to disintegrate non-living, inanimate objects up to 2 areas away from himself. He does this at a Monstrous level of ability. Large areas (such as building sides) require a Yellow FEAT roll, while small objects (such as guns or lamps) can be destroyed automatically. Call for a FEAT roll only when the object belongs to someone else, or the effect will harm others.

EARTH MOVING. By projecting his disintegration ability into the ground, Avalanche can create a wave of moving, semi-molten earth. This wave has a range of four areas, and affects everyone in its path (the same areas that the wave passes through). This wave does Remarkable damage and automatically stuns those with less

than Remarkable Endurance for 1-10 rounds; those with Remarkable Endurance or better must make a FEAT roll to check for stunning.

BODY ARMOR. Avalanche's suit provides Good body armor from physical attacks, but no protection from energy, fire or cold attacks.

BACKGROUND: Not much is known of Avalanche's early career. He was recruited into the Brotherhood of Evil Mutants reformed by Raven Darkholme (Mystique), and along with Pyro, Blob, and Destiny, was part of an assassination attempt on Senator Robert Kelly. Avalanche has since that time spent several separate terms in prison, both as a result of crimes committed with the Brotherhood and crimes committed on his own. He has since rejoined the Brotherhood.





BANSHEE™

Sean Cassidy
Mutant; former member of Interpol and the
X-Men; now retired

Fighting: EXCELLENT
Agility: GOOD
Strength: GOOD
Endurance: REMARKABLE
Reason: GOOD
Intuition: GOOD
Psyche: GOOD

Health: 70
Karma: 30
Resources: EXCELLENT
Popularity: 5

Powers:

SONIC SCREAM. Sean's powers were derived from the sonic effects of his voice. This sonic "scream" could do up to Unearthly damage to non-living items, shattering all but the mightiest substances. The sonic scream could cause monstrous damage to living things, and a victim must make a successful Green Endurance FEAT roll or fall unconscious for 1-10 rounds. Sean is unaffected by his own power.

FLIGHT. Banshee could fly up to 4 areas per round using his sonic scream, guiding his flight by means of two glider-like folds built into his outfit.

OTHER SONIC EFFECTS. Sean could use his voice to hypnotize a captive at an Amazing level

of effectiveness, by controlling the pitch and tone of his voice. He could navigate in pitch darkness by using his sonic scream as a form of sonar; the vibrations bounce off solid substances but are not impeded by illusions and holograms.

TALENTS: Sean's Agility with a handgun is Excellent. Sean's Reason in the use of electronic and mechanical items is Excellent. While a member of the X-Men, he was responsible for care of the Danger Room and the Blackbird.

BACKGROUND: Sean Cassidy, heir to Cassidy Keep in Ireland, served for several years as a detective for Interpol. During this time he discovered his mutant powers, but kept them hidden from others. He first came into contact with the X-Men as an opponent, having been co-opted by Factor Three, a secret mutant organization. Banshee turned on his controllers and helped the X-Men defeat them.

When the original X-Men temporarily disappeared, Professor X recruited Banshee and several other powerful mutants to rescue them. Banshee served with this second team of X-Men until his vocal cords were seriously injured when he prevented an explosion that would have destroyed Japan. Though his voice returned, Sean lost all his mutant abilities.

Sean remained with the team for several months after losing his powers, finally retiring to spend time with his new love, Moira MacTaggart. He now lives on Muir Island with her and his own long-lost daughter, Theresa, who has sound-related powers similar to what her father's used to be.

BEAST™

Henry ("Hank") McCoy
Mutant; biochemist; former member of the
X-Men and the Avengers;
current member of the Defenders

Fighting: INCREDIBLE
Agility: AMAZING
Strength: REMARKABLE
Endurance: EXCELLENT
Reason: EXCELLENT
Intuition: GOOD
Psyche: EXCELLENT

Health: 140
Karma: 50
Resources: GOOD
Popularity: 25

Powers:

FEET. Hank can use his feet as a second set of hands; they are capable of doing everything his hands can do, giving him an UP ONE shift when wrestling.

CLIMBING. Hank's dexterity is so good that he can climb any wall that can give him purchase (such as brick or concrete, but not smooth steel or glass). In addition, he can fall up to 3 stories (30 feet) without damage, provided he lands on his feet (Agility FEAT roll required). He can prevent damage from a long fall by grabbing and swinging off lampposts, flagpoles, signs, etc., as long as he does not fall more than 30 feet between each object, and keeps making successful Agility FEAT rolls.

SPEED. Hank can move up to 4 areas per round when sprinting on all fours. He must make a successful Endurance FEAT roll (modified down one for every round of continuous sprinting) or shift DOWN ONE in all actions taken during the round in which he stops.

TALENTS: Hank has Remarkable Reason in all matters pertaining to biochemistry, genetics, and electronics.

BACKGROUND: Hank McCoy had obvious mutations from birth, notably his oversized hands and feet. Despite this, he lived a fairly normal life into his teens, even to the point of being a high school football star. Professor X recruited him to join the X-Men from high school, and Hank, under the code name "Beast," became part of the original team.

When the first team disbanded, Hank went to work for the Brand Corporation as a genetic researcher. He used a mutation-causing drug on himself to help catch a corporate spy. The chemical changed him into his present blue, furry form.

In the time since, Hank has served as a member of the Avengers, aiding the X-Men when needed. He has recently teamed up with Bobby Drake and Warren Worthington to form the nucleus of the New Defenders.





BLACK TOM™

Thomas Cassidy

Mutant; criminal; partner of Juggernaut™

Fighting: EXCELLENT
Agility: GOOD
Strength: GOOD
Endurance: INCREDIBLE
Reason: EXCELLENT
Intuition: GOOD
Psyche: GOOD

Health: 80
Karma: 40
Resources: REMARKABLE
Popularity: -5

Powers:

FORCE BOLTS. Black Tom's mutant ability allows him to project force bolts from his body. These do Remarkable Damage at a range of 2 areas. When he uses a shillelagh (an Irish bludgeon) as a focus, he can do Amazing damage up to 3 areas away.

BACKGROUND: Thomas Cassidy is the cousin of Sean Cassidy, the hero known as Banshee. The two have long been rivals, in particular over the hand of Maeve Rourke. Sean and Maeve married, and she was bearing his child when he went on a long mission for Interpol. The child was born, but Maeve was slain in an IRA attack. Tom carried the child Theresa away, so that Sean was unaware he had a living daughter.

Black Tom embarked on his career as a master criminal at about the same time that Sean became involved with Factor Three. This involvement continued while Banshee worked with the X-Men, culminating in a partnership with Cain Marko, also called Juggernaut. Black Tom challenged Sean for control of Cassidy Keep, but was defeated by Sean and the X-Men.

Tom reappeared a few years later involved in a plot to steal government vibranium from the San Francisco mint. To that end he equipped the now-grown Theresa with a suit similar to Banshee's and the code-name *Siryn*™. The young girl had many of her father's powers, and Tom intended to put them to good use. Their assault on the mint was foiled by the X-Men and the original Spider-Woman, and rather than see Theresa be marked for life as a criminal, the honorable rogue Tom informed authorities that she was not responsible for the raid. Tom also wrote a letter to Sean, explaining who Theresa was.

Black Tom and Juggernaut have maintained a partnership in crime since that time, and they rely on each other as trusted friends do. They are a tough team, combining the Juggernaut's power and Black Tom's scheming.

BLOB™

Fred J. Dukes

Mutant; carnival worker; member of both of the Brotherhoods of Evil Mutants

Fighting: REMARKABLE
Agility: POOR
Strength: REMARKABLE
Endurance: MONSTROUS
Reason: POOR
Intuition: GOOD
Psyche: EXCELLENT

Health: 139
Karma: 34
Resources: POOR
Popularity: -20

Powers:

IMMOVABILITY. Once Fred gets "planted" (one round to concentrate), he is literally an immovable object. It would require Class 1000 strength plus a red Strength FEAT roll to budge him, and even this would only pull up the ground around him. Fred cannot be Slammed or Stunned in combat in any event.

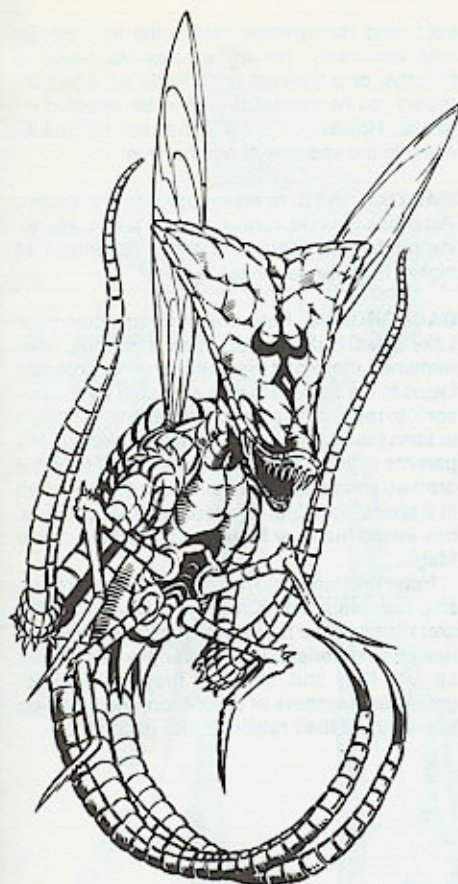
BODY ARMOR. Blob has Unearthly body armor against physical weapons, cold, and fire. He has Monstrous body armor against energy attacks. His eyes and ears are not so protected, and he may be temporarily blinded or hurt by called shots in these areas.

SOFT BODY. Blob can absorb the impact of physical damage without harm to himself. Similarly, he can absorb and "hold" a being who is physically attacking him (with a fist, kick, etc.). This requires a Psyche FEAT roll, but once grabbed, the opponent is held (as in wrestling) with Monstrous Strength.

BACKGROUND: Fred J. Dukes is a mutant whose powers appeared when he was a child. His unusual powers and immense girth brought him to the circus, where he exhibited his mutant powers as an act. This exhibition brought him to the attention of Professor X, who offered Fred a position with the X-Men. Fred turned it down, instead seeking to take over the group himself. After he was foiled in this attempt by the forces of the combined X-Men, Blob was recruited by Magneto into the ranks of the first Brotherhood of Evil Mutants. During this time he became friends with another mutant, Unus the Untouchable, whose force fields prevent approach.

Over the next several years, Blob met, fought, and was defeated by the X-Men both with the Brotherhood and on his own. He was recently recruited into the second Brotherhood of Evil Mutants, headed by Mystique, and consisting of her, Pyro, Avalanche, and Destiny. Unlike most of the other members of the new Brotherhood, Blob continues to operate on his own. He still has connections with the circus, though less so since his friend Unus apparently perished.





BROOD™

Alien race

Fighting: REMARKABLE
Agility: GOOD
Strength: GOOD
Endurance: EXCELLENT
Reason: GOOD
Intuition: TYPICAL
Psyche: EXCELLENT

Health: 60
Karma: 36
Resources: MONSTROUS
Popularity: -50

Powers:

BROOD QUEEN. The ruling class of the Brood is the Brood Queen. She is the absolute ruler of her race, though she may raise other Brood Queens to rule upon her demise. Her statistics are as follows:

F	A	S	E	R	I	P
Rm	Gd	Gd	Am	Ex	Ex	Un
Health: 100			Karma: 140			
Resources: Mon			Popularity: -50			

A Brood Queen can inject its eggs into a living host, doing so only when the host is unconscious. These eggs will hatch in 1-10 weeks, transforming the host into a fully developed Brood Queen with all the powers of the (now deceased) host. This process can be halted only by characters with high natural immunities, or by advanced medical aid.

BODY ARMOR. All members of the Brood have thick, scaly hides that provide Good protection against physical and energy attacks.

STING. The Brood have double tails ending in wicked spikes that are tipped with poison. Those hit will take Excellent damage and must make a Red Endurance FEAT roll. Those failing this roll will fall unconscious for 1-10 hours.

FLIGHT. Brood warriors can fly up to 3 areas per round using their light, gauzy wings.

BACKGROUND: The Brood are natives of a nightmare planet known only as "Broodworld." The Brood society is an absolute matriarchy built on an organization much like that of terrestrial insects. The Brood race is savage, merciless, and motivated by the drive to eat and produce more Brood. In their drive for domination, the Brood have developed advanced weapons and bioengineering, and have turned a race of space-whales, the Acanti, into living starships, robbing them of their minds and souls. (Acanti ships: Body Remarkable, Speed Unearthly, Control Good; laser weapons fire for Monstrous damage.)

The Broodworld was recently destroyed through the actions of the X-Men and the Starjammers. Members of the Brood are scattered across their empire, but it is not known if any Brood Queens survived the destruction of the planet.

CANNONBALL™

Sam Guthrie
 Mutant; member of the New Mutants

Fighting: GOOD
Agility: POOR
Strength: GOOD
Endurance: REMARKABLE
Reason: TYPICAL
Intuition: TYPICAL
Psyche: GOOD

Health: 54
Karma: 22
Resources: POOR
Popularity: 4

Powers:

FLIGHT. Sam flies by releasing biochemical energy and projecting it backward. This lets him fly up to 6 areas per round, in a straight line. Turning is very difficult for Sam, so that making any turn requires a Yellow Agility FEAT roll. Sam hits with Amazing force and damage, carrying along his opponent if the foe has Incredible Endurance or less. A target with better than Incredible Endurance can avoid being carried along by making a successful Endurance FEAT roll. Sam can travel as far as one mile on one "blast" of his power. If he is surprised by a sudden attack, he may involuntarily shut off his power (Psyche FEAT roll to avoid), making him vulnerable in the next round.

FORCE FIELD. When in flight, Sam projects a force field around himself that provides Monstrous protection against energy and physical damage, including damage from his hitting things. This protection extends to those he carries. If he drops something he is carrying, it takes damage as if he struck it while charging. Sam can be affected by mental or magical attacks while "blasting."

BACKGROUND: Sam is the eldest child of a large family from Cumberland, Kentucky. He worked as a coal miner, and his mutant power first appeared during a mine cave-in, when he "blasted" out to allow his partner and himself to escape. He was first recruited by Donald Pierce™ of the Hellfire Club as a super-powered agent. After turning on and helping to defeat Pierce, Sam was accepted into the New Mutants.

Sam is the eldest of the New Mutants, yet feels greatly disappointed with his inability to completely control his powers. His difficulty in turning when using his powers usually results in large amounts of damage to anything he impacts — but leaving Sam undamaged except for the blow to his pride. Sam has fallen for Amara Aquilla (Magma), but almost every time he has tried to impress her, Sam has failed miserably. He has since developed crushes on the mutant rock star Lila Cheney™ and the young mutant Firestar™.





COLOSSUS™

Peter Nikolaevitch Rasputin
Mutant; member of the X-Men

Fighting: GOOD
Agility: GOOD
Strength: EXCELLENT (MONSTROUS)
Endurance: EXCELLENT (AMAZING)
Reason: TYPICAL
Intuition: TYPICAL
Psyche: EXCELLENT

Health: 60 (145)
Karma: 32
Resources: POOR
Popularity: 10

Powers:

ARMORED FORM. Peter can convert his body to an organic substance resembling osmium steel at will, becoming an armored giant of great strength. When in armored form, he gains the following powers:

1. Peter's Strength, Endurance, and Health are raised to the levels in parentheses. Damage to Peter's armored form is healed when he returns to human form unless his Health drops below 60, in which case his Health remains at that lower level until he recovers. Any damage he takes when in human form is carried over to his armored form.

2. In armored form Colossus gains Amazing body armor, Monstrous resistance to heat and

cold, and Remarkable resistance to radiation and electricity. He either has no need to breathe, or a minimal need to do so, when armored, so he cannot drown or be affected by gases. However, he could not survive indefinitely in the vacuum of outer space.

MARTIAL ARTS. In his tenure with the X-Men, Peter has learned various throws and holds, allowing him to Slam and Stun opponents of higher Endurance ranks.

BACKGROUND: Peter Rasputin was born near Lake Baikal in the Soviet Union, and would have remained there had his mutant powers not surfaced in his teens. He was recruited by Professor X to rescue the original X-Men and remained to form the second group of mutant heroes. His parents still live in the Soviet Union. His elder brother, cosmonaut Mikhail Rasputin, perished in a space accident. His younger sister, Illyana, has joined the New Mutants as the hero called Magik.

Peter had long enjoyed a sweetheart relationship with teammate Kitty Pryde. During the *Secret Wars™*, Peter fell in love with Zsaji™, an alien healer, who perished in the war. He has broken up with Kitty and, although they still work together as members of the X-Men, the break-up has strained their relations with each other.

CYCLOPS™

Scott Summers
Mutant; former leader of the X-Men

Fighting: EXCELLENT
Agility: EXCELLENT
Strength: TYPICAL
Endurance: REMARKABLE
Reason: EXCELLENT
Intuition: REMARKABLE
Psyche: REMARKABLE

Health: 76
Karma: 80
Resources: GOOD
Popularity: 5

Powers:

OPTIC BLASTS. Scott's eyes constantly emit a ruby-colored beam of force which he controls by means of an adjustable visor and ruby quartz glasses. Without his visor, Scott can cause Excellent damage at a range of one area, affecting all targets in an area. With his visor, Scott can narrow the focus of his beam, causing up to Amazing damage at a range of 3 areas, and can make called shots. Cyclops fires his optic blasts with Incredible Agility.

TALENTS: Scott is an accomplished pilot. Treat his Reason and Agility as of Remarkable rank in matters of aircraft and spacecraft.

BACKGROUND: Scott Summers and his brother Alex were orphaned at a young age when their parents were captured by a Shi'ar exploration ship. Scott's mother, Katherine, died at the hands of the Shi'ar, while his father, Major Christopher Summers, escaped and became the space buccaneer known as *Corsair™*. Alex and Scott were placed in orphanages, and while Alex was adopted, injuries to Scott that he suffered when escaping from the Shi'ar prevented him from being taken in by any families. Scott grew up in the orphanage and has remained a loner throughout most of his life.

Professor X recruited Scott as his first X-Man soon after the boy's mutant abilities began to appear. Xavier also made him team leader, first of the original group, and then of the multinational team that was later formed. Scott proved to be a good leader — tough and cool, yet concerned about his team.

Scott had a long romance with Jean Grey (Marvel Girl), which ended only with her death after she had become Phoenix. After her death, Scott left the X-Men, was reunited with his father, and met Madelyne Pryor, a pilot for his grandparents' airline. Madelyne, while not a mutant, bore a striking resemblance to Jean Grey. After being used by Mastermind for an unsuccessful attempt at revenge against the X-Men, Madelyne and Scott married and Scott retired for a short time from active adventuring. In another time-line, Scott and Jean Grey did marry, and had a daughter named Rachel.





DAZZLER™

Alison Blaire
Known mutant; entertainer

Fighting: TYPICAL
Agility: GOOD
Strength: TYPICAL
Endurance: GOOD
Reason: POOR
Intuition: TYPICAL
Psyche: TYPICAL

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

Powers:

SOUND/LIGHT CONVERSION. Alison has the ability to convert sound waves into coherent light. She can create several effects with this light:

1. As a laser, range 1 area.
2. Used to "dazzle," creating confusion and/or blindness (Down FOUR to Hit) in those victims who fail an Endurance FEAT roll.
3. Used to calm or hypnotize targets, effective within a range of one area.

The damage of the laser and the effectiveness rank of the "dazzle" and hypnotic abilities is determined by the amount of ambient sound energy available. In complete silence, no energy is available. In normal-sound areas (where there is conversation or at least background noise) she can summon up effects and damage of up to Excellent effectiveness; even higher

ranks can be attained in noisier environments. Use the following as a guide:

Radio, crowded room: Remarkable
Streets, loud music: Incredible
Explosions, subways: Amazing
Jet engines, rockets: Monstrous
Banshee's scream: Unearthly

For each round of Monstrous or Unearthly damage she causes, Alison must make an Endurance FEAT roll to continue damage at the same level in the next round. Failure means that her damage potential shifts down one rank for the next 1-10 rounds.

TALENTS: In addition to her mutant powers, Alison is an accomplished and talented singer of Incredible ability. She has also in the past used roller skates in her act, and can skate up to 3 areas per round.

BACKGROUND: Alison Blaire is a mutant whose special powers of sound/light conversion surfaced in her teenage years. She used her powers of sound conversion to enhance her singing career, and had early success in the last days of the disco craze. Recently, she had her mutant powers revealed to the world by well-meaning Roman Nekobah, a big-time entertainer. Since that time she has had trouble finding regular employment, and public knowledge of her powers has fanned the recent anti-mutant sentiment in the United States.

Dazzler has had several steady boyfriends over the past few years, including Nekobah and Warren Worthington III, the mutant also known as the Angel.

DESTINY™

Irene Adler
Mutant; member of the second Brotherhood of Evil Mutants

Fighting: POOR
Agility: TYPICAL
Strength: POOR
Endurance: EXCELLENT
Reason: GOOD
Intuition: UNEARTHLY
Psyche: MONSTROUS

Health: 34
Karma: 185
Resources: GOOD
Popularity: -5

Powers:

PRECOGNITION. Destiny has the ability to determine the future in a limited fashion. She does this by scanning the myriad alternate futures available and selecting the one that is most likely to occur. Her power is limited to events that involve people and places within her own experience, and she cannot predict events outside her immediate vicinity (a few miles). Time is also a limiting factor on her accuracy. While Irene is 97% accurate when predicting a few seconds into the future, her ability to predict correctly drops off the further away in time she scans. Within the game, her power has the following effects:

1. Destiny and those fighting alongside her automatically gain surprise. Their die rolls for initiative are always considered to give results

of "1". This situation persists as long as Destiny can communicate clearly with her compatriots. This communication can take place across a span as large as 3 areas, but contact is blocked by a wall or other large, solid intervening object. The contact, and the other characters' surprise and initiative advantages, are negated if Destiny is knocked unconscious.

2. Destiny can spend her Karma freely on behalf of others within the 3-area range. She does not have to rely on a Karma Pool to share Karma with others, and may spend Karma to aid opponents and other non-team members.

3. Long-term predictions: Whenever Destiny uses her precognitive powers to "see" more than a few rounds into the future, the Judge should secretly make a Psyche FEAT roll for her. Predicting up to 15 minutes into the future is a Green FEAT, predicting up to a day ahead is a Yellow FEAT, and predicting beyond that is a Red FEAT. Failure in the White area means that the strands of time are too tangled to give an adequate reading, while a failure in the Green or Yellow area (when Yellow or Red results are needed) indicates that the wrong future is foretold. In this case Destiny loses her Initiative and Surprise advantages (and the ability to confer them upon others) for the next 1-10 rounds.

HANDICAP. Irene is blind, and usually carries a cane in her normal identity. When in battle, she wears a full-face mask. She cannot be affected by optical attacks or holograms, but if her mental powers are stripped or neutralized she cannot see.

BACKGROUND: Irene is a woman in late middle age whose mutant abilities surfaced during her adolescence. She has joined the second Brotherhood of Evil Mutants, and has served as friend and advisor to Mystique, the leader of that group.



HELLFIRE CLUB™

The Hellfire Club was founded in England in the 1760's, and an American branch sprang up in the colony of New York about a decade later. In both cases, the Hellfire Club provided a meeting place for its politically and economically powerful members. The site of the American branch of the Club has remained the same since its founding, on Fifth Avenue a few blocks from Avengers Mansion.

Today, most of the world regards the Hellfire Club as an extremely prestigious social organization that is renowned for its powerful membership. Admission into the membership is by invitation only, with the primary requirements being wealth and power.

The highest rank of the Hellfire Club is its Inner Circle. This body is the heart of the social organization. It is also a secret society dedicated to world domination through political, economic, and terrorist means. They seek to control national and world industries, have developed their own advanced-technology weapons, have employed mercenaries, and have recently been very interested in the rising numbers of mutants. They see mutants as a natural resource, one which they must control. This viewpoint is strengthened by the fact that many of the members of the Hellfire Club's Inner Circle are powerful mutants themselves.

Members of the Inner Circle dress in the costume of the late 1700's, a time of powdered wigs and tight corsets, for meetings and other club-related occasions. They are ranked by titles taken from the game of chess, Kings and Queens being most powerful followed by Bishops and Knights. Two members of equal rank can co-exist (such as a Black King and a White King), but power struggles between two members of equal rank usually result in only one victor. An exception to that rule occurred with Selene's introduction into the Club as a new Black Queen, balancing Emma Frost, the White Queen.



HARRY LELAND™

The Black Bishop

Fighting: GOOD
Agility: TYPICAL
Strength: EXCELLENT
Endurance: REMARKABLE
Reason: TYPICAL
Intuition: GOOD
Psyche: EXCELLENT

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

Harry Leland is a successful corporate lawyer. He is also a mutant with the power of mass alteration. He can temporarily increase the mass of any person or object within 1 area. The increase is such that in the first round his target must make a Strength FEAT roll to move or attack. In the second round, any action requires a Yellow Strength FEAT roll. On the third round of the mass-increase, any action requires a Red Strength FEAT roll. At this point, wooden and reinforced floors will give way under the target, which is becoming increasingly more massive all the time. On each round following the third, the increased mass requires the target to make an Endurance FEAT roll or the victim will collapse and begin losing Endurance ranks (one per round whenever a FEAT roll fails). If Endurance drops below Feeble, the character dies. A target's mass will return to normal if the target is moved out of Leland's range, or if Leland is knocked unconscious.

EMMANUEL DA COSTA™

Fighting: TYPICAL
Agility: GOOD
Strength: TYPICAL
Endurance: GOOD
Reason: EXCELLENT
Intuition: POOR
Psyche: POOR

Health: 32
Karma: 28
Resources: INCREDIBLE
Popularity: 3

Emmanuel Da Costa is a Brazilian multimillionaire who was recently taken into the Inner Circle of the Hellfire Club. He was principally recruited because of his vast wealth and influence. His son, Roberto, is the member of the New Mutants known as Sunspot.

TESSA™

Fighting: GOOD
Agility: GOOD
Strength: POOR
Endurance: TYPICAL
Reason: MONSTROUS
Intuition: GOOD
Psyche: GOOD

Health: 30
Karma: 95
Resources: TYPICAL
Popularity: 4

Tessa has a computer-like mind and cognitive facilities. Her reason is only Good with regards to invention and kit-bashing, but she has extensive knowledge of the world and can call up and correlate facts in a single round. She acts as Shaw's advisor, and is an example of Shaw's ability to manipulate the special talents of others for his own benefit.

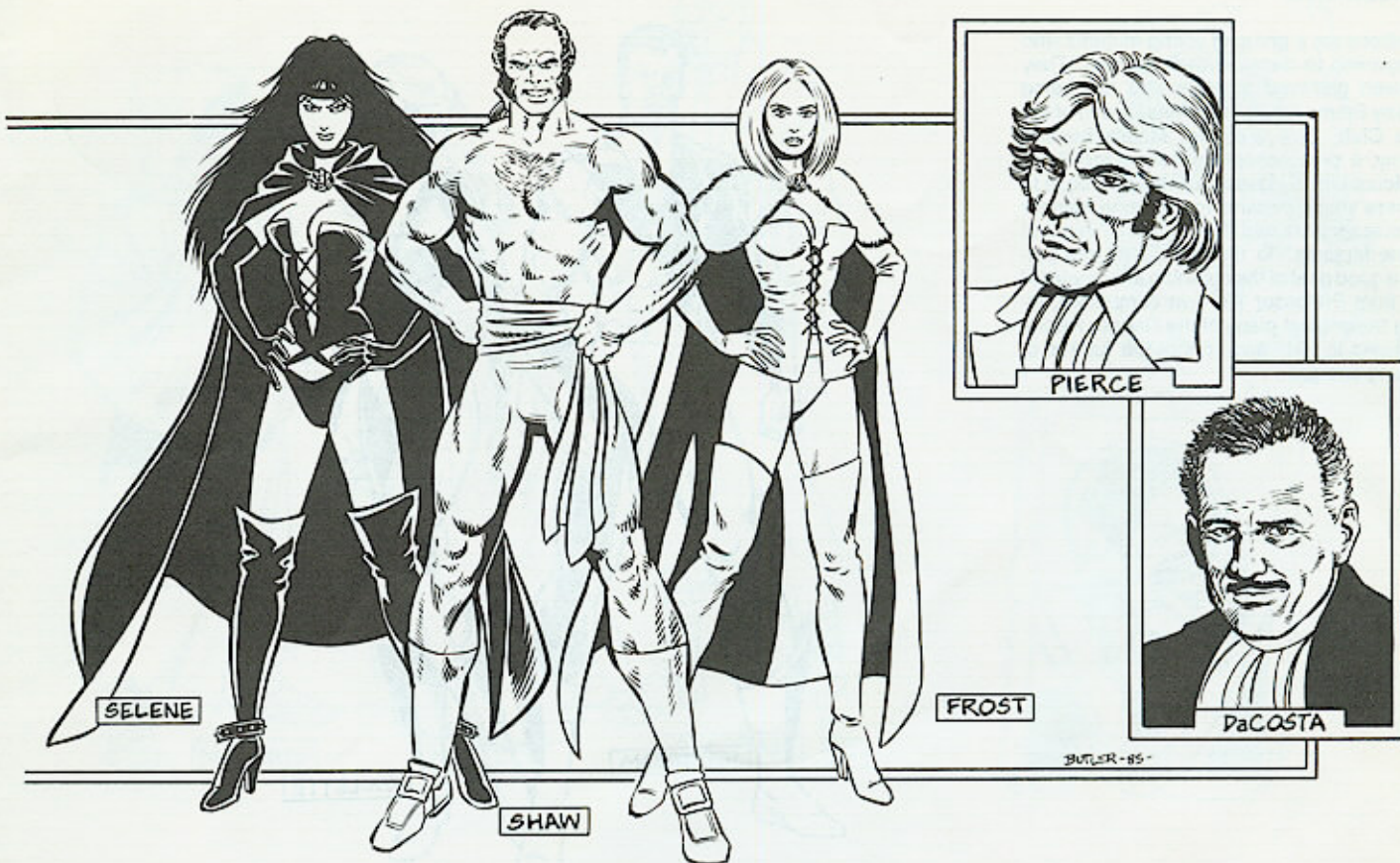
EMMA FROST™

The White Queen

Fighting: GOOD
Agility: GOOD
Strength: TYPICAL
Endurance: AMAZING
Reason: REMARKABLE
Intuition: INCREDIBLE
Psyche: MONSTROUS

Health: 76
Karma: 145
Resources: INCREDIBLE
Popularity: 20

Emma Frost is the chairman of the board and Chief Executive Officer of Frost International, as well as headmistress of Massachusetts Academy in Snow Valley, Mass. She is a powerful mutant with telepathic ability. Frost can read minds and project thoughts and images at the Monstrous level. She can fire bolts of psionic force (4-area range) that ignores the presence of body armor and most force fields, affecting the mind directly. Her touch does Amazing psychic damage, and her psionic shields are of Amazing power.



SELENE™ The Black Queen

Fighting: GOOD
Agility: EXCELLENT
Strength: EXCELLENT
Endurance: AMAZING
Reason: GOOD
Intuition: AMAZING
Psyche: AMAZING

Health: 100
Karma: 110
Resources: AMAZING
Popularity: -7

Selene is an ancient, almost immortal creature — a psychic vampire who feeds off the life-energies of others. Until recently, she was engaged in this activity in Nova Roma in the Brazilian jungle, but has recently appeared in New York and won admission to the Hellfire Club's Inner Circle.

Selene's powers are extensive. She has Unearthly control over inanimate matter, able to bend it to her whim (see material strength rules for damage), and over fire. In addition, she can read thoughts, fire force-bolts, and create psychic shields at the Incredible level of effectiveness. Her use of power requires energy, such that every major use requires an Endurance FEAT roll. Failure indicates a loss of 10 Health. Health cannot be regained normally, but can only be regained by stealing it from others. She does this by touch, at Unearthly effect. She will then regain as many Health points as her prey has Psyche. By depriving a victim of some of his

life force, she can put the victim under her mental control, at the Monstrous level of effectiveness. The victim loses as many Health points as he has Psyche points. If his Health points are depleted as a result, the victim will perish and his body will disintegrate.

SEBASTIAN SHAW™ The Black King

Fighting: REMARKABLE
Agility: GOOD
Strength: GOOD
Endurance: AMAZING
Reason: EXCELLENT
Intuition: EXCELLENT
Psyche: REMARKABLE

Health: 90
Karma: 70
Resources: INCREDIBLE
Popularity: 15

Sebastian Shaw is the president of Shaw Industries, Inc., the main contractor for the newest Sentinels. Shaw is also a powerful mutant, capable of absorbing kinetic energy and converting it to physical strength and Health. Whenever Shaw is attacked physically (slugfest, missile weapons, charging, concussive rays, but not energy or wrestling), the appropriate amount of damage is immediately added to his Health. His Health, if boosted in his manner, can go as high as 400. He may redirect this energy by using his newly gained Strength to inflict up to Unearthly damage in one round. In the game, this energy dissipates in 10 rounds in any event, but all

damage is taken off the excess amount first, then his own, and he take no damage from the attack he absorbs.

DONALD PIERCE™ The White Bishop

Fighting: EXCELLENT
Agility: REMARKABLE
Strength: INCREDIBLE
Endurance: GOOD
Reason: REMARKABLE
Intuition: GOOD
Psyche: GOOD

Health: 100
Karma: 50
Resources: INCREDIBLE
Popularity: 8

After Donald Pierce lost the use of his limbs, he used his great resources to rebuild himself as a cyborg, with his artificial limbs accounting for his enhanced abilities. The great disadvantage for Pierce is that these parts can be damaged, and the damage is not healed, but must be repaired (as in building things). Only the last 20 points of his Health may be regained normally. Pierce may direct power from his systems to his skin, generating an excellent electric field. Pierce has been expelled from the Hellfire Club after a plot he tried to stage against Professor X and against Sebastian Shaw, head of the Inner Circle, failed spectacularly.

THE HELLIONS™

The Hellions are a group of young mutants who are beginning to discover their abilities. They have been gathered together and are being trained by Emma Frost, The White Queen of the Hellfire Club. She uses her Massachusetts Academy, a prep school nestled in the Berkshire Mountains of Massachusetts, as a base to train these young mutants in the same manner that Professor X trained the original X-Men and the New Mutants. To that end, she has patterned a good deal of their training after material stolen from Professor X's own computers, including the original plans of the Danger Room. Frost seeks to train and control the futures of her young charges.



TAROT™

(real name unrevealed)

Fighting: POOR
Agility: GOOD
Strength: TYPICAL
Endurance: EXCELLENT
Reason: GOOD
Intuition: REMARKABLE
Psyche: AMAZING

Health: 40
Karma: 90
Resources: Typical
Popularity: 8

Powers:

SUMMONING. Tarot has the ability to create three-dimensional constructs from her mind. She uses a Tarot deck as her focus, and as such is limited to the images contained in such a deck. There are four suits in a standard deck (Pentacles or Coins, Swords, Cups, and Wands or Staves), each having cards numbered 1-9, plus a Page, Knight, Queen, and King. In addition there is a major arcana of 23 cards: Fool, Magician, High Priestess, Empress, Emperor, Hierophant (High Priest), Lovers, Chariot, Strength, Hermit, Wheel of Fortune, Justice, Hanged Man, Death, Temperance, Devil, Tower, Star, Moon, Judgment, and the World. Tarot can summon images or effects from these cards with a maximum of Incredible abilities (no ability or effect above Incredible rank). For example, the Tower could become a prison with walls of Incredible strength, or the Justice card could

become a man with Incredible Fighting ability and a sword that does Incredible damage. Tarot could likely summon other images, but for the moment is limited to her deck. She often reads the future from it, and places great reliance on its auguries.

EMPATH™

Manuel Alfonso Rodrigo De la Rocha

Fighting: TYPICAL
Agility: GOOD
Strength: TYPICAL
Endurance: GOOD
Reason: GOOD
Intuition: GOOD
Psyche: MONSTROUS

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

Powers:

EMOTIONAL CONTROL. Empath can alter the emotional state of anyone who meets his gaze. He does this with Monstrous ability, and the foe is permitted a FEAT roll (less than Monstrous Psyche is Red, Monstrous is Yellow, Unearthly and higher is Green). Failure indicates the target is totally under Empath's control, and is subject to his suggestions. He can summon love, fear, or hate, and force his target to react to those emotions. He has complete control of his target's emotional state, and can force a victim into performing actions against his or her will

(such as attacking a friend). As far as has been seen to date, he may only summon one emotional state at a time, but may control multiple targets in the same area.

THUNDERBIRD™

James Proudstar

Fighting: EXCELLENT
Agility: GOOD
Strength: INCREDIBLE
Endurance: REMARKABLE
Reason: GOOD
Intuition: REMARKABLE
Psyche: REMARKABLE

Health: 90
Karma: 70
Resources: POOR
Popularity: 13

Powers:

BODY ARMOR. James has Good body armor.

TRACKING. Thunderbird's senses enable him to follow a trail with Remarkable ability (check only when the trail crosses on tracks, or is in danger of being lost).

NOTE: James Proudstar is the younger brother of Johnny Proudstar, the original Thunderbird. John was a member of the X-Men who died in battle soon after he joined the group. For a long time thereafter, James blamed the X-Men for his brother's death and sought revenge on the group.



CATSEYE™

Sharon Smith

Fighting: GOOD
Agility: EXCELLENT
Strength: GOOD
Endurance: GOOD
Reason: POOR
Intuition: EXCELLENT
Psyche: EXCELLENT

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

Powers:

SHAPECHANGE. Sharon is a shapechanger whose natural form is human. However, she has spent most of her life in her catlike form, and believes that to be her true form. She is able to shift to the form of a young girl with large, catlike eyes, but this form is unnatural to her. When in human form, her Fighting rank is only Typical, and she does not have the use of her claws.

WALLCRAWLING. Sharon can move along walls and ceilings at normal speed without ill effect. She must make an Agility FEAT roll, as if her rank was Good instead of Excellent, to successfully adhere to slippery surfaces.

CLAWS. Sharon has short claws that inflict Good damage in combat, and when using them she attacks on the Hack & Slash chart.

INFRAVISION. In her cat form, Sharon can see as well in the dark as in daylight. She is nocturnal by nature.

JETSTREAM™

Hamahl Al-Rahman

Fighting: GOOD
Agility: EXCELLENT
Strength: GOOD
Endurance: EXCELLENT
Reason: EXCELLENT
Intuition: TYPICAL
Psyche: TYPICAL

Health: 50
Karma: 32
Resources: GOOD
Popularity: 4

Powers:

FLIGHT. Jetstream's mutant powers enable him to fly, while bionic implants protect his body and give him maneuverability. He can fly 10 up to areas in a round. He can maneuver (unlike Cannonball) and can charge for up to Remarkable damage when in flight.

SENSOR IMPLANTS. Jetstream's own senses have been greatly improved by computer-enhanced technology. He can detect objects with great detail from a mile away, find objects in the dark, and relay information quickly. He may only use these abilities by consciously turning on his sensor implants.

ROULETTE™

Jennifer Stavros

Fighting: POOR
Agility: GOOD
Strength: POOR
Endurance: GOOD
Reason: GOOD
Intuition: GOOD
Psyche: AMAZING

Health: 28
Karma: 70
Resources: GOOD
Popularity: 8

Powers:

WHEELS OF FORTUNE. Not to be confused with the Tarot card of a similar name, Jenny's wheels are self-generated "pockets" of "luck-energy," either good or bad. When one is thrown at a target, it explodes with the effect of creating good or bad effects for that target. Bad effects include such things as a ceiling falling on someone, energy being depleted, or machinery breaking. A good effect would be something like a lucky shot, a locked door suddenly unlocking, or some other fortunate event. When Roulette uses one of her wheels, she can modify any die roll for the target by plus or minus 50. She may not spend her own Karma in the same round that a wheel is used.



HAVOK™

Alexander Summers
Mutant; geophysicist; member of the X-Men

Fighting: POOR
Agility: EXCELLENT
Strength: EXCELLENT
Endurance: REMARKABLE
Reason: GOOD
Intuition: GOOD
Psyche: GOOD

Health: 74
Karma: 30
Resources: POOR
Popularity: 10

Powers:

CONCUSSIVE BLASTS. Alex can absorb cosmic energy and release it in waves of concussive force, either in all directions (up to one area away) for Amazing damage, or in one direction (usually channeled by his arms) for a range of 3 areas and Monstrous damage. All those caught in Havok's blast must make an endurance FEAT roll or be stunned for 1-10 rounds. Those whose Endurance is less than Amazing (or Monstrous, depending on the attack mode) must make a Red FEAT roll; those of Amazing (or Monstrous) Endurance a Yellow FEAT roll; and those with greater than Amazing (or Monstrous) Endurance a Green FEAT roll to avoid the damage. The channeling of great forces cause great stress on Havok, such that he takes Excellent damage whenever he does Monstrous damage to someone else, and must make a Yellow En-

durance FEAT roll or be unable to use his power for 1-10 hours thereafter. This damage and Endurance FEAT roll only apply when he is channeling his energy through his arms. Havok can do as little as Excellent damage (if he makes a Psyche FEAT roll).

BACKGROUND: Alex is the younger brother of Scott Summers, also known as Cyclops. Both boys were orphaned when their parents were kidnapped by a Shi'ar ship. The pair sustained injuries in their escape, but Alex's wounds were minor and he was soon adopted. He had little contact with his elder brother until after his own college graduation. At this time Alex's own mutant powers began to surface, and in succession he became the target of evil mutants and menacing machines such as the Sentinels. Finally, after undergoing treatment and being equipped with a monitoring suit, Havok began to control his power.

Havok is a reserve member of the X-Men, called upon for emergencies such as when the X-Men fought a *Doctor Doom*™ robot. He is currently working towards his doctorate in geophysics, and is living in the Diablo Mountains in California with Lorna Dane.

ICEMAN™

Robert "Bobby" Drake
Mutant; former member of the X-Men and of the Champions of Los Angeles;
current member of the Defenders

Fighting: GOOD
Agility: GOOD
Strength: TYPICAL
Endurance: REMARKABLE
Reason: GOOD
Intuition: POOR
Psyche: TYPICAL

Health: 56
Karma: 30
Resources: TYPICAL
Popularity: 3

Powers:

ICE GENERATION. Iceman can create super-hard ice of Remarkable strength. He can create weapons, shields, and semi-permanent structures of this strength by drawing ambient moisture out of the air. He can also extend ice under others, causing them to slip unless they make an Agility FEAT roll (or have some applicable wall-crawling or adhesion ability). In normal temperatures, Bobby's ice-constructs have a base lifespan of 5 rounds, plus a variable addition of 1-10 rounds. The base figure increases to 10 rounds in cold regions and is decreased to 1 round in hot regions, such as under the desert sun. Bobby can generate ice in any region that has some ambient water vapor. This means he

can use his powers anywhere on earth, but he would be severely limited in outer space.

BODY ARMOR. By "icing up," Bobby can give himself Remarkable body armor. However, due to the rigid nature of the ice, he squeaks when he walks. This ruins any chance for surprise unless he makes a Psyche FEAT roll to control this action. Bobby has Unearthly resistance to cold, but takes damage from heat and flames as if the attack were one rank higher (his body armor still has an effect).

SPEED. By creating a toppling ramp of ice and moving along it, Bobby can move up to 4 areas per round for an indefinite period. He can only climb a single story with his ramp in a single round, but can descend from any height to ground level.

BACKGROUND: Bobby's mutant powers first became evident in childhood, but he managed to keep them secret until his mid-teens. Once they became public (when he fought a mugger), he was saved from a lynch mob by Cyclops and Professor X, and joined the original X-Men. Following that first group's disbanding, Bobby teamed up with fellow X-Man Warren Worthington III (Angel), first as a member of the Champions of Los Angeles, and then as one of the New Defenders.





JUGGERNAUT™

Cain Marko
Altered Human; partner of Black Tom

Fighting: REMARKABLE
Agility: POOR
Strength: UNEARTHLY
Endurance: UNEARTHLY
Reason: TYPICAL
Intuition: POOR
Psyche: GOOD

Health: 234
Karma: 30
Resources: TYPICAL
Popularity: -30

Powers:

MOVEMENT. Juggernaut moves 2 areas per round normally. He is, however, literally unstoppable. Consider him a Class 1000 object for determinations of material strength. Buildings, cars, and other similar solid objects do not slow him. Spider-Man's webbing, force fields, and the like will slow him to 1 area per round. Throwing him into hardening concrete 100 feet deep once kept him "on ice" for a few months.

INVULNERABILITY. Juggernaut has Class 1000 body armor, protecting him against physical damage, energy attacks, heat, cold, and gases. He has no need to breathe, and is not subject to any diseases. He is still vulnerable to mental and psionic attacks, but wears a helmet from the mystic dimension of Cytorrak that acts as an Unearthly force field from such attacks.

He has welded this helmet around his head (with Monstrous strength welds) so that it is very difficult to remove.

BACKGROUND: Cain Marko is the half-brother of Professor Charles Xavier, but unlike Charles he is a spiteful, angry, vengeful man. He gained his powers as a result of raiding a Cytorrak temple located in Asia; he stole a mystic gem and thereby incurred a curse that turned him into a human juggernaut. Since that time he has returned to the United States to plague Professor Xavier and the X-Men. Many of his crimes have been stopped, but Juggernaut has never been caught — and if he were, what prison could hold an unstoppable man?

NOTE: A battle between Juggernaut and the Blob is a good example of an irresistible force meeting an immovable object. However, Juggernaut would win this combat if Blob stood on anything less than a planet made of Adamantium. Juggernaut would not move Blob, but would win by ripping up the ground beneath him. This process would probably take several hours.

KARMA™

Xi'an (Shan) Coy Manh
Mutant; former member of the New Mutants

Fighting: GOOD
Agility: TYPICAL
Strength: TYPICAL
Endurance: GOOD
Reason: TYPICAL
Intuition: EXCELLENT
Psyche: MONSTROUS

Health: 32
Karma: 111
Resources: TYPICAL
Popularity: 4

Powers:

POSSESSION. Xi'an has the ability to take over the minds of other beings. She does this at the Unearthly level of ability, and must be in the same area at the time of initial possession, but can extend her range up to a half-mile away after that. Those of Unearthly Psyche must make a Yellow Psyche FEAT roll, those of lower Psyche a Red FEAT roll, and those of higher Psyche a Green FEAT roll to avoid being possessed. When her mind is possessing someone, Karma's body is immobile, and she will return her mind to her own body if her body is damaged. Her mental control of a target is absolute, but for the first 10 rounds after beginning possession she is slightly disoriented by the new body. During this time she must take a DOWN ONE shift on all attempts with that body, including combat. After the tenth round, she can

use the victim's body normally. After about half an hour, the possessed character may begin making Psyche FEAT rolls to regain control. Karma can possess multiple people, but has trouble making more than one of them act at a time (Red Psyche FEAT roll to succeed at this).

BACKGROUND: Karma is a mutant whose power surfaced during her youth in Vietnam. Both she and her brother Tran had this power of possession, but while Xi'an was disquieted by her abilities, her brother relished in his power to control others. Tran escaped Vietnam with his uncle Nguyen Ngoc Coy, but Xi'an and her younger twin brother and sister joined the large number of refugees who fled in small boats.

After arriving in America, she discovered Tran and Coy had set up criminal operations. Coy sought to force Xi'an into working with him by kidnapping the younger twins. Xi'an possessed Spider-Man™ and the Fantastic Four™ to combat her brother, and in the end destroyed him, absorbing his life essence into herself. Following that first adventure, she joined with Professor X in forming the New Mutants. She served as team leader for that group until they undertook a mission to rescue Danielle Moonstar from the Viper™. She promised at that time to aid her evil uncle in exchange for information, and later in the mission she was attacked by a mysterious entity and disappeared in an explosion. Her teammates believe Xi'an to be dead, but Professor X felt no psychic death-trauma upon her disappearance, and believes her to still be alive — a fact he is withholding from his students. Karma's whereabouts and activities are unknown at the present time.



MAGIK™

Ilyana Nikolovna Rasputin
Mutant; member of the New Mutants

Fighting: EXCELLENT
Agility: GOOD
Strength: GOOD
Endurance: INCREDIBLE
Reason: GOOD
Intuition: EXCELLENT
Psyche: AMAZING

Health: 80
Karma: 80
Resources: GOOD
Popularity: 4

Powers:

MAGIC. Ilyana is the Sorceress Supreme of a dimension she calls Limbo, and she wields Monstrous power on that plane. (This is not the same "Limbo" as that of *Immortus*™ or *Rom*™.) She uses Personal and Universal Energies, but not Dimensional Energies. The only interdimensional names she knows belong to ancient, evil powers and their servants. She uses a ceremony (page 11, Campaign Book) when employing magic, giving her a Casting Shift of +2. On this plane, Ilyana's powers are limited; she can detect magical auras, enter the astral plane, and call upon her soulword. She performs the first two feats with Monstrous ability.

SOULSWORD. A physical manifestation of her magical abilities, Ilyana's soulsword does Monstrous damage to any magical creature it hits,

attacking on the Hack & Slash column. The sword does no damage to non-magical creatures, machinery, humans or robots. Enchanted beings and transformed humans have the spell over them broken if Ilyana makes a Psyche FEAT roll while employing the sword.



BODY ARMOR. Ilyana gets the benefit of body armor whenever she uses magic in a battle. The

body armor is originally of Excellent strength, and improves by one rank (to a maximum of Monstrous) every time she uses magic in the same battle thereafter. Her armor stays in effect for up to five rounds after it appears, without her having to use magic specifically for the purpose of keeping her armor up. It is unknown what happens when her armor reaches Monstrous strength.

TELEPORT DISKS. Ilyana's mutant power is the ability to summon teleport disks. She must make a Psyche FEAT roll to successfully summon a teleport disk. Once summoned, a disk teleports the user first to Limbo, and then to the desired destination. Ilyana must attempt a Psyche FEAT roll whenever she tries to teleport herself or others. Failure indicates a misjump, either in space (up to one-quarter mile away) or in time (up to several years).

BACKGROUND: Ilyana is the younger sister of Colossus of the X-Men. She was kidnapped from Russia by the mad assassin *Arcade*™, and then remained with her brother in America after her rescue. The first appearance of her teleportation power sent her and the X-Men to Limbo, where they confronted the lord of that realm, *Belasco*™. The X-Men escaped, but Ilyana was temporarily lost. Because of time distortion, what was a few seconds for the X-Men was a seven-year span for Ilyana, during which time she learned dark magic from Belasco and eventually contested Belasco for his rule. She is now a member of the New Mutants, and is unsure about her place in the universe as a force for light or darkness.

MAGMA™

Lady Amara Juliana Olivians Aquilla
Mutant; member of the New Mutants

Fighting: GOOD
Agility: EXCELLENT
Strength: TYPICAL
Endurance: INCREDIBLE
Reason: REMARKABLE
Intuition: GOOD
Psyche: GOOD

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

Powers:

CONTROL OF EARTH. Magma can influence the movement of tectonic plates and the flow of lava. She does this with Monstrous ability, and can summon earthquakes and fountains of lava within a four-area range. These effects are also Monstrous. Her powers are tied to her emotional state, and as such if she is excited or angry (the Judge may interpret this as the player running Magma being excited or angry), she may trigger such an effect.

BODY ARMOR. When acting as Magma, Amara appears as a humanoid of flaming lava. This form provides her only Good protection against physical damage, but Unearthly protection against fire and heat. Unlike what happens to the Human Torch, water has no significant effect on her fiery form.

LAVA BOLTS. Magma can project bolts of elemental heat from her hands, with a range of 3 areas and Monstrous damage capability. She can use these bolts to tunnel through solid matter at a rate of 2 areas per round, or 1 area per round if she is making the tunnel safe enough for others to travel through.

HEALING POWERS. Amara gains Health every round that she is in contact with the ground, up to her maximum. This makes her a tough opponent on the ground. If she is brought to 0 Health while in contact with the ground, she will be unconscious for 1-10 rounds thereafter, and then must make a successful Endurance FEAT roll to regain consciousness and her full abilities. If she is brought to 0 Health when she is not in contact with natural earth (or inside a building or a spaceship), check for death as usual.

BACKGROUND: Amara is the daughter of a senator of Nova Roma, a lost colony of ancient Romans that split away from the civilization of 1st century B. C. Rome and relocated deep in the jungles of Brazil. Her mutant powers first surfaced in a battle with Selene, who was at the time living as the wife of the would-be emperor of Nova Roma. Following her defeat of Selene, Amara was inducted into Xavier's school and became a member of the New Mutants. She is very concerned about the effects of her emotional state on her powers.



MAGNETO™

Magnus (may be a pseudonym)
Mutant; criminal; leader of the first Brotherhood
of Evil Mutants

Fighting: GOOD
Agility: REMARKABLE
Strength: GOOD
Endurance: MONSTROUS
Reason: INCREDIBLE
Intuition: GOOD
Psyche: AMAZING

Health: 125
Karma: 100
Resources: AMAZING
Popularity: -10

Powers:

MAGNETIC CONTROL. Magneto can mentally manipulate iron and iron-based substances (including steel and its osmium, vanadium and adamantium alloys) with Unearthly power. He can assemble complex machinery by force of will and manipulate ferrous objects at any range.

ENERGY CONTROL. In addition to his great magnetic powers, Magneto also has Monstrous control over all forms of electromagnetic energy: heat, light, electricity, ultraviolet, gamma radiation, X-rays, radio waves, and even gravitons. He can project heat, electricity, or anti-gravitons. He may possibly be able to project other forms of energy, but this has not yet been established. Through such energy projection,

Magneto can do Amazing damage to anything in line-of-sight range, or Monstrous damage to something or someone he touches.

FORCE FIELD. Magneto can generate a force



field of Unearthly power around 1 area. This force field becomes one rank weaker for each additional area it encloses. Different from most force fields, this barrier allows Magneto to use his energy attacks and magnetic powers from inside the field against targets outside of it. The force field is effective against physical, energy, and mental attacks.

FLIGHT. By manipulating the normal magnetic field of a planet, Magneto can fly at Remarkable speed (15 areas per round).

ASTRAL PROJECTION and TELEPATHY. In the past, Magneto exhibited the ability to use limited versions of these powers, but if he still does possess these powers, he apparently does not use them any more. When he did use these abilities, his rank in each one was only Typical.

TALENTS: Magneto has Amazing reason in matters of genetics and electronics.

BACKGROUND: Magneto is devoted to the protection and preservation of mutantkind. Since having suffered through the concentration camps of the Third Reich, Magneto has long sought to protect his kind by dominating the non-mutant human majority. His hard-line stance has brought him into conflict with the X-Men and other groups of heroes. His attitude in this respect has moderated recently, and he has also recently discovered that the Scarlet Witch and Quicksilver of the Avengers are his lost children, and that his granddaughter, Luna, is genetically human.

MARVEL GIRL™

Jean Grey (deceased)
Mutant; former member of the X-Men

Fighting: GOOD
Agility: GOOD
Strength: POOR
Endurance: REMARKABLE
Reason: GOOD
Intuition: EXCELLENT
Psyche: AMAZING

Health: 54
Karma: 105
Resources: GOOD
Popularity: 20

Powers:

TELEKINESIS. Jean had the ability to mentally manipulate objects. Her limit was about 800 lbs. (Excellent Strength FEAT roll required to succeed). Her range was 10 areas in line-of-sight, or five miles if out of sight but in mental contact with the object being manipulated.

TELEPATHY. Jean could read minds and project thoughts into the minds of others. She did this at the Amazing level. She could alter the minds of others as an attack mode, but this form of attack causes a loss of ALL her Karma.

MENTAL BOLTS. Jean could project mental bolts that have a range of 3 areas and hit on the Amazing column of the Universal Table. These bolts do no damage, but cause anyone hit to make an Endurance FEAT roll or be stunned.

BACKGROUND: Jean Grey was the daughter of Professor John Grey and his wife Elaine. Jean manifested early telepathic powers that threatened her sanity, and she was referred to Professor X, who placed mental blocks upon her, preventing the unconscious use of her power, and informed the young girl that she was a mutant. When Jean was older, Xavier recruited her into his original team of X-Men. When she joined, she could use her telekinetic powers. Later, Xavier freed her from the mental block, enabling her to also use her telepathic ability. Jean fell in love with Scott Summers (Cyclops), the team leader, a love which was to lead to her death and rebirth.

When the first team of X-Men disbanded, Scott remained with the new X-Men while Jean went off to find a life of her own. Soon after she left the group, she and a number of other mutants were captured by Sentinels and taken to an abandoned space station. She and the X-Men defeated the Sentinels, but encountered massive solar radiation on the shuttle trip home. Jean volunteered to remain in the unprotected cabin to guide the ship. The radiation proved too strong for her to hold back with her telekinetic shields, and she died. The space shuttle fell safely to earth, finally splashing down in Jamaica Bay. The X-Men were saved — but at the price of the life one of their original members.

In dying, however, Jean Grey transcended normal life and became linked with the phoenix-force, a psychic energy of universal power. After this event, she became the heroine known as Phoenix.





MASTERMIND™

Jason Wyngarde
Mutant; former member of the Brotherhood
of Evil Mutants; former member of
the Hellfire Club

Fighting: POOR
Agility: TYPICAL
Strength: POOR
Endurance: REMARKABLE
Reason: GOOD
Intuition: GOOD
Psyche: UNEARTHLY

Health: 44
Karma: 120
Resources: GOOD
Popularity: -10

Powers:

ILLUSION GENERATION. Mastermind's sole power is the generation of three-dimensional illusions. He does this at the Unearthly ability, and has fooled the X-Men, Professor X, and Magneto with his illusions. His illusions are so skillfully made that even when a character realizes it is an illusion, he still subconsciously believes it is real and will act accordingly (flames will "burn," monsters will do damage, and a wall will seem like a wall). Damage is imaginary, but is still removed from Health, with 0 Health resulting not in death, but in unconsciousness for 1-10 rounds. Only characters who making a Red Psyche FEAT roll (Yellow for Unearthly Psyche, Green for higher) may see through the illusion. Mastermind has also used his power to change

his own apparent form, and to appear invisible. His illusions are visible to everyone who can see them, but are not recorded by cameras, tape, or mechanical devices or entities.

BACKGROUND: Jason Wyngarde was working as a carnival mentalist when he was contacted by Magneto to join the original Brotherhood of Evil Mutants. As Mastermind, he served with the Brotherhood through several defeats at the hands of the X-Men before departing from that group. He applied for admission to the Hellfire Club as a member of its Inner Circle, and hoped to "buy" his way in by bringing Jean Grey into the group under his control as a new Black Queen. Using telepathic devices created by Emma Frost, he succeeded only in unleashing *Dark Phoenix*, who opened his mind to the overwhelming psychic impressions of the cosmos. Wyngarde became catatonic, a state he remained in until finally awakening and again beginning to plot against the X-Men. He was eventually defeated by the X-Men, and his current location is unknown.

MIRAGE™

Danielle ("Dani") Moonstar
Mutant; leader of the New Mutants

Fighting: GOOD
Agility: TYPICAL
Strength: GOOD
Endurance: REMARKABLE
Reason: GOOD
Intuition: EXCELLENT
Psyche: INCREDIBLE

Health: 56
Karma: 70
Resources: POOR
Popularity: 5

Powers:

IMAGE GENERATION. Dani has the power to pull and display images from the minds of others with Unearthly ability. She must concentrate on a specific image, such as "greatest fear" or "heart's desire" or "symbol of authority." If the target fails a Psyche FEAT roll (Red for less than Unearthly, Yellow for Unearthly, Green for greater than Unearthly), he or she will see the image (as will everyone else in the area) and react accordingly (running from fear, attracted to desire, answering to authority). She can affect multiple targets in the same area with this power, and her range is line-of-sight.

LIMITED TELEPATHY. While Dani can pull out images, she has no idea what those images are until she displays them, and she is not a true telepath. She does maintain a telepathic rapport with lesser mammals, in particular canines and felines. She has Monstrous ability to understand these creatures. In addition, this ability allows her to mindlink with Rahne Sinclair (Wolfsbane) when Rahne is in her wolf or wolfdog form.

BACKGROUND: Danielle's powers manifested themselves in her teens, and her uncontrolled pulling of images soon alienated her from most of her fellow Cheyenne Indians, except for her parents and her grandfather. Her parents disappeared soon afterward in a hunting trip, and her grandfather was slain by mercenaries working for Donald Pierce, the White Bishop of the Hellfire Club. She joined the New Mutants both because it was her grandfather's wish (Xavier was an old friend), and to track down her grandfather's murderers. Her parents, as it turned out, had been possessed by a demonic bear. Danielle and the other New Mutants slew the creature in its own dimension, causing her parents to be returned to her. Although still weak from this encounter, Dani seems fully recovered.





MYSTIQUE™

Raven Darkholme
Mutant; leader of the second Brotherhood
of Evil Mutants; Deputy Director, DARPA,
U.S. Department of Defense

Fighting: EXCELLENT
Agility: GOOD
Strength: GOOD
Endurance: INCREDIBLE
Reason: EXCELLENT
Intuition: EXCELLENT
Psyche: INCREDIBLE

Health: 80
Karma: 80
Resources: EXCELLENT
Popularity: 10/30

Powers:

SHAPECHANGE. Mystique has the ability to mimic the form of other human and human-related creatures, including mutants, inhumans, and other super-powered creations. She can imitate the form with Unearthly ability, down to fingerprints and retinal scans. She does not gain the powers of the forms she imitates, nor can she become non-human objects such as aliens, plants, or machinery. Her alter ego is Raven Darkholme, a respected member of the Defense Department. The first Popularity score given is used when she is in that form, the second when she is Mystique. Note: She cannot increase or decrease her mass, and is under a physical strain when maintaining a larger shape; she must make an Endurance FEAT roll

each round she is in a larger shape, in order to remain that way.

WEAPONS: The skulls on Mystique's belt contain various gases, flares, acids, and weapons, all of Incredible damage potential and potency. Raven is well versed in the use of handguns, and fires anything up to a submachine gun with Excellent Agility. Because of her position in DARPA (Defense Advanced Research Planning Agency) within the Department of Defense, she has access to any weapon in the arsenal of S.H.I.E.L.D. or the U.S. government.

BACKGROUND: Little has been revealed about the background of Raven Darkholme, but it is likely that she discovered her mutant power at an early age, while appearing to the world as a normal human. She kept her mutant powers and her criminal intent to herself, and rose quickly to her present position in the Department of Defense. She has used her position to acquire information and weapons systems to help her in her criminal plans. She has also gathered together the mutants known as Destiny, Blob, Pyro, and Avalanche to form the second Brotherhood of Evil Mutants. She uses a secret sub-basement level of the Pentagon as the base for this group. For a short time, the group also included Rogue, to whom Mystique was a surrogate mother. Rogue left the Brotherhood when her powers went out of control and sought help from Professor X. Mystique is not happy with this turn of events, but agrees that Xavier can do more than she can for the girl.

There is a strong possibility of some connection between Mystique and Nightcrawler.

NIGHTCRAWLER™

Kurt Wagner
Mutant; member of the X-Men

Fighting: EXCELLENT
Agility: AMAZING
Strength: TYPICAL
Endurance: REMARKABLE
Reason: GOOD
Intuition: EXCELLENT
Psyche: EXCELLENT

Health: 106
Karma: 50
Resources: POOR
Popularity: 2

Powers:

TELEPORTATION. Nightcrawler can move instantaneously from point to point, this movement accompanied by a cloud of sulfurous smoke and a "bamfing" noise. His limits are 2 miles east/west, 3 miles north/south, and 2 miles vertically. Kurt can teleport within these limits safely, but if approaching his maximum range (or carrying other people or heavy weights) he must make an Endurance FEAT roll. Failure indicates disorientation or loss of consciousness for 1-10 rounds. Anyone accompanying Kurt on a teleportation must make a Yellow Endurance FEAT roll or suffer the same fate. Kurt does not usually teleport blindly into unknown locations, since teleporting into a solid object would cause severe trauma and possibly death. If this does happen, make a Red Endurance FEAT roll. Success indicates he man-

aged to teleport away, but loses 100 Health. Failure means Health is reduced to 0, and Endurance is checked again to see if death occurs. Kurt can perform a second action in the same round that he teleports if he makes a successful Endurance FEAT roll.

PREHENSILE TAIL. Nightcrawler can support his own weight by his tail, and can use the tail as well as a third hand with his normal Amazing Agility.

INDIGO FUR. Nightcrawler's dark fur allows him to blend into deep shadow. Anyone looking for him or trying to hit him in the dark (without infravision, radar, or similar locating abilities) receives a two column shift to the left. Kurt treats his Intuition as Incredible when attacking by surprise from darkness.

WALL-CRAWLING. Kurt can adhere to most surfaces with his hands and feet, allowing him to crawl along walls and ceilings at 3 areas per round. He does this with Amazing ability, but cannot adhere to extremely slippery or frictionless surfaces.

TALENTS: Kurt is a skilled acrobat and fencer, receiving an UP ONE shift when fighting with a sword. He is also skilled in first aid, electronics, and mechanical repair.

BACKGROUND: Kurt Wagner was born in the Bavarian Alps and raised by a gypsy circus. When local townspeople accused Kurt of being a demon, the young German was rescued by Professor X and recruited into the X-Men. His

flippant, clownish attitude serves to conceal the feelings of a deeply religious and concerned young man. He has recently been reunited with his childhood sweetheart, *Amanda Selton™*.



MORLOCKS™

Morlocks are a colony of mutants living in the underground tunnels beneath New York, New Jersey, and Connecticut. These tunnels were built in the 1950s by the U.S. government, and later abandoned. The Morlocks, outcasts and rebels against surface society who named themselves after the creatures in the H. G. Wells book *The Time Machine*, took over these tunnels and maintained them. The main tunnel is a 50-foot-wide construction running the length of Manhattan, called "the alley."

Morlocks have often raided the surface world, preying on the lower classes so that the losses would not be noticed. This practice continued under Callisto but was discontinued when Storm, by defeating Callisto, became the effective leader of the Morlocks.



SUNDER™

Fighting: REMARKABLE
Agility: GOOD
Strength: MONSTROUS
Endurance: AMAZING
Reason: POOR
Intuition: POOR
Psyche: POOR

Health: 165
Karma: 12
Resources: FEEBLE
Popularity: -10

Sunder is a huge mutant with superhuman strength and Excellent body armor. He is a close follower of Callisto, and once kidnapped Angel for her.

PLAGUE™

Fighting: POOR
Agility: TYPICAL
Strength: TYPICAL
Endurance: REMARKABLE
Reason: POOR
Intuition: TYPICAL
Psyche: GOOD

Health: 46
Karma: 20
Resources: FEEBLE
Popularity: -10

Plague has the power to carry disease within herself (being unaffected by it) and pass it on to

others. She attacks on the Hack & Slash column of the Battle Effects Table. A Yellow or better result means that Plague has infected her target. Infection usually results in an immediate three-level drop in all abilities, with an equivalent drop in Health. If any ability rank drops to 0, the character is unconscious. After the three-level drops are put in effect, the victim must make an Endurance FEAT roll (using the present level of that ability). Success indicates the halting of the process; otherwise, the character loses one rank per day. When all abilities fall to 0, the character goes into a coma. Comatose characters can still make Endurance FEAT rolls, but failure indicates death. Medical help can stabilize a comatose character, and karma may be added to prevent death. Full hospitalization can reverse these effects.

CALLISTO™

Fighting: INCREDIBLE
Agility: EXCELLENT
Strength: GOOD
Endurance: EXCELLENT
Reason: GOOD
Intuition: INCREDIBLE
Psyche: GOOD

Health: 90
Karma: 60
Resources: TYPICAL
Popularity: -10

Callisto is the former leader of the Morlocks, having earned her position by means of her

fighting skill and tracking ability. Her senses are at the Incredible level, allowing her to track prey through the underground tunnel system. She also receives an UP ONE shift (to Amazing) when fighting with a knife. Callisto packs a slingshot (range 2 areas, 5 points damage, check for Stun) and has Remarkable Agility with it.

CALIBAN™

Fighting: POOR
Agility: GOOD
Strength: REMARKABLE
Endurance: REMARKABLE
Reason: GOOD
Intuition: REMARKABLE
Psyche: INCREDIBLE

Health: 74
Karma: 80
Resources: FEEBLE
Popularity: 0

Caliban is a chalk-white mutant with pale yellow eyes. He has the ability to detect mutant energies in much the same way that Professor X does this using Cerebro. His range is about a mile. The Morlocks use Caliban to track down young, new mutants to be kidnapped into their society. Caliban can also project emotions. Currently he is limited to projecting fear. He does this when threatened, with the effect that his targets must make a Psyche FEAT roll or run away in terror. He uses this fear-power as an Incredible rank ability. Caliban has lost his heart to Kitty Pryde, but will not take her into his underground world unless she wishes it.



HEALER™

Fighting: POOR
Agility: TYPICAL
Strength: TYPICAL
Endurance: GOOD
Reason: GOOD
Intuition: EXCELLENT
Psyche: INCREDIBLE

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

Healer has the power of his name. He can heal 100 points of Health in a single round without ill effect on himself. His touch can prevent a dying character from death, though if Endurance levels are lost they must be regained in the normal manner. He saved Callisto after she was stabbed in the heart by Storm in a knife-fight, Colossus after he was frozen to sub-zero temperatures, and Danielle Moonstar after she was badly mauled by her demon-bear. He cannot affect the victims of the Morlock called Plague (see below) or others hurt by disease.

LEECH™

Fighting: FEEBLE
Agility: POOR
Strength: POOR
Endurance: EXCELLENT
Reason: POOR
Intuition: POOR
Psyche: POOR

Health: 30
Karma: 12
Resources: FEEBLE
Popularity: 0

Leech is a humanoid mutant with a large head, short stature, tentacled arms, and pale green skin. His mutant power makes him an outcast even among the outcast Morlocks: He can prevent the use of all natural super powers (whether due to mutation or not) within one area of his location. This occurs automatically at the Class 1000 rank of ability. Technological powers are not affected. For example, Wolverine's tracking ability would be diminished to normal levels, but his claws would not. Dampened powers are returned to normal once the character is more than two areas away from Leech.

MASQUE™

Fighting: POOR
Agility: GOOD
Strength: TYPICAL
Endurance: REMARKABLE
Reason: TYPICAL
Intuition: TYPICAL
Psyche: GOOD

Health: 50
Karma: 22
Resources: FEEBLE
Popularity: -5

Masque is a projecting metamorph, and can change the appearance of other human and humanoid creatures, but not himself. His role in

Morlock society is to alter the appearance of new recruits such that they are twisted and ugly by surface standards. He must lay his hands on a victim to change its flesh, and does so with Monstrous ability. He does not affect his victim's Health by altering its appearance.

OTHER MORLOCKS

The characters described above are the important members of Morlock society who have been revealed so far. Most of the rest of the Morlocks have passive mutations, defective mutations, or mutations that only affect certain abilities. Typical statistics for other Morlocks are presented below for use in crowded battles, with the chance for an exceptionally high ability (one rank higher than normal) given in parentheses after each entry.

Fighting: GOOD (10%)
Agility: TYPICAL (5%)
Strength: POOR (20%)
Endurance: EXCELLENT (10%)
Reason: POOR (10%)
Intuition: GOOD (20%)
Psyche: POOR (10%)

Health: 40
Karma: 18
Resources: FEEBLE
Popularity: 0

Special Powers: 5% chance, roll on Table 28 for type, Table 25 for effectiveness. These tables are on pages 37 and 38 of the Campaign Book.



PHOENIX™

Jean Grey (deceased)
Mutant; former member of the X-Men;
briefly a member of the Hellfire Club

Fighting: REMARKABLE
Agility: INCREDIBLE
Strength: REMARKABLE
Endurance: UNEARTHLY
Reason: GOOD
Intuition: EXCELLENT
Psyche: CLASS 1000

Health: 200
Karma: 1030
Resources: CLASS 1000
Popularity: 50 to -100

Powers:

THE PHOENIX FORCE. This force is a manifestation of the primal psychic force of our universe. In her linking with this force, Phoenix had her abilities increased without an upper limit (Class 1000). She could rearrange matter and energy at will, create space warps, and drain energy from any source to replenish her Health. When using her powers, an aura of a phoenix would manifest itself around her. The only limitation on her power was her own imagination and moral restrictions. The phoenix force reacted to Jean's emotional as opposed to intellectual side, and this ultimately led to her downfall.

BACKGROUND: Following her death from cosmic radiation (see Marvel Girl), Jean Grey was reborn as Phoenix, an ultra-powerful entity of

nearly unlimited power. Soon after her recovery, Jean and the X-Men helped save the universe from the mad Shi'ar emperor, D'ken. Following this, Jean's own moral code kept her from overusing her powers. These morals began to deteriorate under the subtle psionic manipulations of Mastermind, whose attempt to corrupt Jean Grey was his own ticket to admission into the Inner Circle of the Hellfire Club. He briefly succeeded, turning Jean into a new Black Queen, but her long-time love for Scott Summers (Cyclops) enabled her to recover her original personality. Jean turned on Mastermind, driving him temporarily catatonic. The damage was done, however; Jean soon reverted to the darker side of her personality, and became known as Dark Phoenix. It was as Dark Phoenix that Jean caused a supernova in the D'Bari system, destroying 6 billion alien lives. She did it to recharge her energy reserves. Forces of the Shi'ar Empire tracked her back to Earth, where Scott and the other X-Men had turned her back to "normal" again. The X-Men fought for Jean, but lost. In the battle, Jean felt her control slipping again and, activating an ancient weapon system, destroyed her physical form rather than once again let the power of Dark Phoenix loose on the universe.

NOTE: Because of Phoenix's Class 1000 abilities, it is strongly recommended that she not be used as a player character.

POLARIS™

Lorna Dane
Mutant; reserve member of the X-Men

Fighting: GOOD
Agility: GOOD
Strength: TYPICAL
Endurance: REMARKABLE
Reason: GOOD
Intuition: EXCELLENT
Psyche: REMARKABLE

Health: 56
Karma: 60
Resources: TYPICAL
Popularity: 3

Powers:

MAGNETIC CONTROL. Polaris has Amazing control over iron and iron-based substances (including steel and steel alloys). She can manipulate any such objects she has in line-of-sight, subject to FEAT rolls.

ENERGY CONTROL. Like Magneto, Polaris can affect other forms of energy; however, her experience to date involves manipulating magnetic, electrical, and gravitic energy fields. She does this at an Incredible level, allowing her to inflict up to 40 points of damage, overload electrical systems, and fly at 12 areas per round. She may carry up to 10 tons of weight with her in flight.

FORCE FIELD. Also like Magneto, Polaris can project a force field of Amazing strength about herself and extending over one area. This force field decreases in strength by one rank for each additional area it covers. But unlike Magneto, she cannot manipulate other energies through her force field.

BACKGROUND: Lorna's natural parents reportedly died in a plane crash when she was very young, and the green-haired girl was adopted by the Dane family, who dyed her hair to a brown shade to keep her from looking different. Her latent powers were fully manifested during a plot involving a robotic Magneto, who made Dane believe that it was her true father. The X-Men convinced her of her true parentage, and she and they turned on the bogus Magneto. After a brief relationship with Bobby Drake (Iceman), Lorna began dating Alex Summers (Havok). The pair have a common interest in geophysics and are currently working on their respective doctorates in the Diablo Mountains in California.





PROFESSOR X™

Charles Xavier
Mutant; geneticist and teacher; mentor of
the New Mutants and the X-Men

Fighting: POOR
Agility: GOOD
Strength: TYPICAL
Endurance: REMARKABLE
Reason: INCREDIBLE
Intuition: AMAZING
Psyche: MONSTROUS

Health: 50
Karma: 165
Resources: REMARKABLE
Popularity: 20

Powers:

TELEPATHY. Xavier is the world's most powerful telepath; his rank in this ability is Unearthly. He can normally read the thoughts of others and contact other sentient minds at a range of 250 miles (up to 500 miles if he makes an Endurance FEAT roll). He can forcibly alter the thoughts of another being in the same area, generate mental illusions in line-of-sight range, make himself appear invisible, and introduce temporary paralysis in others. Xavier must make an Unearthly Psyche FEAT roll to use his powers, shifted one to the left for every rank of Psyche his target has above Typical. (Altering the thoughts of someone with Incredible Psyche would reduce Xavier's power by four ranks.) Altering the minds of others is anathema to the Professor — he loses all his Karma if he does

so. This penalty can be modified at the Judge's option — for instance, if altering a mind is the only way to save a character or the professor himself.

MENTAL BOLTS. Xavier can attack any living target within two areas with bolts of pure mental force. These attacks use his Monstrous Psyche rank to hit, do up to Unearthly damage, and have effects listed on the Slugfest column of the Battle Effects Table. Since these bolts are creations of Xavier's mind, they are unaffected by force fields, except for those specifically stated as being proof against mental powers.

MUTANT DETECTION. Professor X is sensitive to the mental wavelengths of fellow mutants. He can detect another mutant four areas away automatically.

ASTRAL FORM. Xavier can separate his astral self from his body and enter nearby mystic planes. His ability rank in this is Monstrous.

TALENTS: Xavier has Amazing reason in matters of electronics and genetics.

BACKGROUND: Xavier is the founder and mentor of the X-Men and the New Mutants. Devoted to the cause of helping mutants learn to use and control their powers, Xavier set up his "School for Gifted Youngsters," and has trained three distinct teams of mutants. He has remained behind the scenes until recently, when he regained his ability to walk. Now that he is able to get around on his own, he has been going into the field with his X-Men.

PYRO™

St. John Allerdyce
Mutant; novelist and journalist; member of the
second Brotherhood of Evil Mutants

Fighting: GOOD
Agility: GOOD
Strength: TYPICAL
Endurance: REMARKABLE
Reason: GOOD
Intuition: TYPICAL
Psyche: GOOD

Health: 56
Karma: 26
Resources: POOR
Popularity: -10

Powers:

FIRE CONTROL. Pyro has the ability to psionically manipulate flame, causing it to increase, diminish, or form into creatures of "living flame" that are under his control. Such fires must be no more than 1 area away for him to control, but he does this at Monstrous ability. These flame-creatures have the following abilities and characteristics:

F	A	S	E	R	I	P
In	In	In	In	None	None	None

Health: 160

These flame-creatures may cause up to Monstrous damage from fire, Good damage to those immune to flame. Once created, these creatures may move according to Pyro's will within

his field of vision. They will be dispelled if St. John turns his concentration from the creatures or is knocked unconscious. These creatures are affected as normal flames would be; they take no damage from physical attacks (though they can be disrupted if Stunned) and double damage from water.

FIRE GENERATION. Pyro cannot generate flames on his own, but wears a flamethrower backpack with projectors on his wrists. His psionic powers allow him to turn the modest amount of flame he can create (as a normal flamethrower) into flame creatures as described above. The flamethrower is made of Incredible material.

FIRE RESISTANCE. Pyro has Unearthly resistance to flame of his own creation. He is vulnerable to normal fire, however, and wears a body suit that gives him Amazing protection against fires other than his own. This usually buys him the time to control other flames — and if he does so, then he is invulnerable to any fire he has placed under his mental control.

BACKGROUND: St. John Allerdyce is a native of Australia and was a journalist for an Australian wire service, covering Indochina and Vietnam. His mutant powers surfaced early in his career, but he never fully developed them due to their limitations (they control, not create, fires). His experiences in Southeast Asia formed the basis for several critically panned but commercially successful books, and St. John alternated between writing modern dramas and gothic ro-

mances. He was recruited by Mystique into the second Brotherhood of Evil Mutants, and has remained with the group ever since.





RACHEL SUMMERS™ Mutant; member of the X-Men

Fighting: GOOD
Agility: GOOD
Strength: GOOD
Endurance: INCREDIBLE
Reason: GOOD
Intuition: REMARKABLE
Psyche: AMAZING

Health: 70
Karma: 90
Resources: POOR
Popularity: 10

Powers:

TELEKINESIS. Rachel has the ability to move objects with her mind, much like her mother did. She can lift objects up to 400 pounds in weight without having to make a Psyche FEAT roll, with her maximum being around 800 pounds.

FORCE BOLTS. Rachel can project bolts of telekinetic force from her mind. These strike through body armor (unless that armor protects from mental attacks). She hits on the Amazing column, and her opponent must make a Yellow Endurance FEAT roll or fall unconscious for 1-10 rounds. Making the FEAT roll means no damage is taken. Her range is 3 areas.

MENTAL SCREEN. Rachel can protect herself from mental attacks with Amazing ability.

TELEPATHY. Rachel can detect thoughts and feelings in others at the Amazing level. She suffers no Karma loss for prying into other people's minds, since this is a standard tactic in the land she came from.

BACKGROUND: Rachel Summers is the daughter of Scott Summers and Jean Grey in another timeline — one in which Jean did not die as Dark Phoenix and Senator Robert Kelly was slain by the Brotherhood of Evil Mutants. In Rachel's timeline, Sen. Kelly's assassination brought about panic in the populace and the re-animation of the deadly Sentinels. The Sentinels gradually took over the North American continent, reducing the cities to rubble and the people to misery. Mutants were blamed and placed in concentration camps, if not killed outright. Rachel was used as a "hound" to hunt down subversives and mutants in this dark future, then was shut away in a camp herself. There she encountered the remnants of the X-Men — Storm, Katherine Pryde, her husband Colossus, and Rachel's love, *Franklin Richards**, led by the crippled Magneto. This team, aided by Wolverine, made an assault on the Sentinel Headquarters, the Baxter Building. They were wiped out except for Katherine and Rachel.

Rachel escaped by transporting herself back through time. She has landed in the wrong timeline — one where Jean Grey died, Sen. Kelly lived, and Illyana lost seven years in limbo. She is trying to adjust to an alien world and trying to avoid the future that overtook her own world.

ROGUE™

(real name unrevealed)
Mutant; former member of the Brotherhood of Evil Mutants; current member of the X-Men

Fighting: GOOD
Agility: EXCELLENT
Strength: AMAZING
Endurance: GOOD
Reason: POOR
Intuition: GOOD
Psyche: POOR

Health: 90
Karma: 18
Resources: POOR
Popularity: 0

Powers:

POWER ABSORPTION. Rogue can automatically absorb the powers and abilities of other beings by touching her opponents' flesh to flesh. She does so without any conscious control of the ability; that is, she cannot turn the power off and on, or determine whom it does or does not affect through her own will power. If her target is trying to avoid her touch, Rogue must make an Amazing FEAT roll to touch and make the transfer. Each round of contact translates into four rounds of use (by Rogue) of the victim's abilities, talents, and memories, during which time the victim is unconscious. Contact beyond the first round is dangerous, because the transfer may become permanent. Rogue must make a successful Psyche FEAT roll to avoid such a permanent transfer for each round over the first.

Failure indicates that the victim's mind is wiped clean and Rogue takes on the victim's persona, her own Psyche being lowered one rank. If her Psyche ever drops below Feeble, Rogue will go mad, losing all control of her actions and abilities. At this point she should be run by the game judge.

Rogue can possess the powers and abilities of more than one victim at a time, taking the highest ability scores of those available. She cannot absorb artificial abilities, powers of those beings who are creatures of energy (such as Phoenix or Wonder Man), or extreme physical differences (such as Angel's wings). Her power does not affect robots.

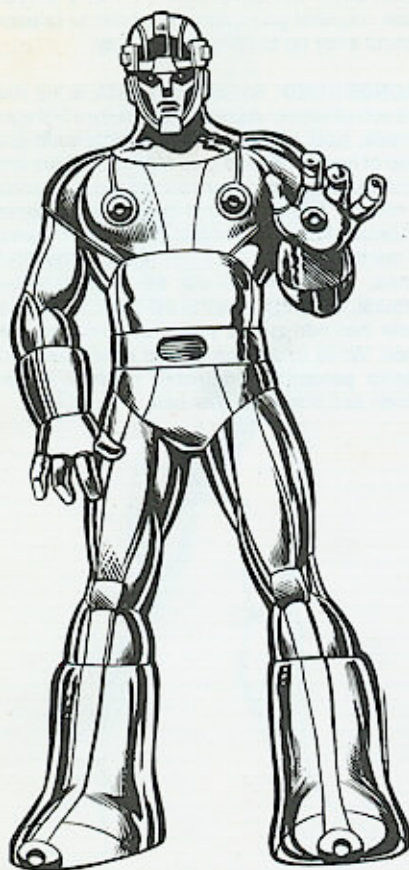
STOLEN POWERS. Rogue permanently drained the powers and memories of Carol Danvers, *Ms. Marvel*™. As a result, she can fly 8 areas a round and has Incredible body armor. From this "robbery," she also gained super-strength and a "seventh sense" that warns her of danger.

CONFLICTING PERSONALITIES. Due to the fact that Rogue has two separate thought processes (hers and *Ms. Marvel's*), she has Unearthly resistance to mental probes and mental attacks. If she is in a situation unknown to herself but familiar to *Ms. Marvel*, the *Ms. Marvel* persona may become dominant.

BACKGROUND: Rogue fled from her home in the deep South when her powers first appeared. She was "adopted" by Mystique of the Brotherhood of Evil Mutants, who regards her as a daughter. After she permanently stole the

powers and memories of *Ms. Marvel*, Rogue began losing control of her powers from having to deal with *Ms. Marvel's* memories as well as her own. She sought the help of Professor X, who allowed her to join the X-Men over the protests of the other members. Since that time she has proved herself a valuable member of the team.





SENTINELS™

Mutant-hunting robots

Fighting: EXCELLENT
Agility: EXCELLENT
Strength: AMAZING
Endurance: UNEARTHLY
Reason: GOOD
Intuition: TYPICAL
Psyche: POOR

Health: 190
Karma: Not applicable
Resources: Not applicable
Popularity: Not applicable

Powers:

MUTANT DETECTION. The heart of the Sentinel is an all-band spectrum organic analyzer. This analyzer can detect all living things within four areas, and determine whether each is human or mutant. In addition, Sentinels are tied to a central processor that relays information about particular mutants.

FLIGHT. Sentinels can fly 10 areas per round by using jets built into their boots.

ENERGY BOLTS. The Sentinels have an array of electron beam guns, plasma guns, and lasers built into each hand. These blasters can cause Amazing damage at a range of two areas.

BODY ARMOR. Each Sentinel's internal workings are protected by a flexible, micro-chainmail armor which provides Remarkable body armor.

If the armor is attacked, treat it as Remarkable material.

COLD BEAMS. The Mark V Sentinels can spray liquid nitrogen from their eyes. An opponent hit by this beam makes an Endurance FEAT roll and checks on the Stun column of the Battle Effects Table. If Stunned, the character is encased in a sheath of ice (Good material strength).

LEARNING PROGRAM. The greatest danger of the Sentinels is their ability to learn from mistakes. After three rounds of battling an opponent, all Sentinels get an UP ONE shift when fighting that character in the future. Even destruction of a Sentinel in the third round will not prevent the information from being relayed back to help other Sentinels in future battles. As far as it is known, Rogue and Shadowcat of the X-Men and Magma, Magik, and Warlock of the New Mutants are not in the Sentinels' master information banks.

BACKGROUND: The statistics presented above are for the Mark V Sentinel, the most recent of a line of mutant-hunting robots used by the U. S. government and various secret anti-mutant groups. Some earlier versions of the Sentinels were more powerful than the present forms, but models of the present version do not have the degree of free will that allowed some of the earlier versions to overthrow their creators. The latest version, the Mark V, was created by Shaw Industries for the U.S. government's "Project Wideawake," an illegal anti-mutant operation headed by Henry Peter Gyrich™.

SHADOWCAT™

Katherine "Kitty" Pryde
 Mutant; member of the X-Men

Fighting: EXCELLENT
Agility: GOOD
Strength: POOR
Endurance: EXCELLENT
Reason: REMARKABLE
Intuition: GOOD
Psyche: TYPICAL

Health: 54
Karma: 46
Resources: POOR
Popularity: 10

Powers:

PHASING. Kitty can de-synchronize the molecules of her body, allowing her to pass through solid objects unharmed. Her limit on this "phasing" is the length of time she can hold her breath (5 rounds normally, requires an Endurance FEAT roll for each round afterward). When phasing, Shadowcat cannot be harmed by physical attacks, but she can be stopped by force fields and harmed by attacks that are also out-of-phase or multi-dimensional. Kitty's phasing also disrupts electrical equipment with the following effects: Unprotected electronics are automatically scrambled, while those with an Endurance rank must make a successful Endurance FEAT roll or suffer Stunning for 1-10 rounds and 30 points of damage. Battle-suits and computers are disrupted (may not function) for 10 rounds.

TALENTS: Kitty's reason is Incredible when dealing with computers and other kinds of electronic devices.

BACKGROUND: Kitty is a native of Deerfield, Ill., a suburb of Chicago. She was detected as a mutant by both Professor X (via Cerebro) and Emma Frost, White Queen of the Hellfire Club. Both Xavier and Frost attempted to recruit Kitty for their respective schools. When the Professor, Wolverine, Storm, and Colossus were captured by minions of the White Queen, Kitty first used her phasing powers to help them escape. Soon afterward she joined the X-Men.

As the youngest member of the X-Men, Kitty found herself dealing with team members who had extensive experience. She has worked hard to prove her value to the team, and on several occasions has used her unique abilities to save the others. Except for a brief period when she was "demoted" to the New Mutants, Kitty has remained a valuable member of the X-Men.

Kitty Pryde had the code names Sprite and Ariel before taking on her present identity of Shadowcat.

Kitty's parents, Carmen and Theresa Pryde, are divorced, a fact she blames herself for. She has had a hand-holding relationship with Peter Rasputin (Colossus), who is several years her elder. Peter has broken off that relationship following the X-Men's adventures in the Secret Wars. Kitty is now dating Doug Ramsey of the New Mutants.





SILVER SAMURAI™

Kenuichio Harada
Mutant; criminal; partner of the Viper

Fighting: REMARKABLE
Agility: EXCELLENT
Strength: EXCELLENT
Endurance: INCREDIBLE
Reason: GOOD
Intuition: EXCELLENT
Psyche: EXCELLENT

Health: 110
Karma: 70
Resources: GOOD
Popularity: -20

Powers:

TACHYON FIELD. The Silver Samurai is a mutant who can summon an extremely powerful energy field. The focus for this energy is his katana, a samurai longsword. This sword as a result does Unearthly damage and will cut through materials of less than Unearthly strength in a single round.

BODY ARMOR. Kenuichio wears a light steel alloy suit of plate in the Oriental style that provides Excellent body armor.

MARTIAL ARTS. Kenuichio is trained in several forms of Oriental fighting styles, and can fight with katana, shuriken, and can Slam and Stun opponents of greater strength in unarmed combat.

TELEPORT. The Silver Samurai has a teleportation ring that gives him the power to teleport without error up to three miles away.

BACKGROUND: Kenuichio Harada is the mutant son of former Japanese crime lord Shingen Harada, ruler of the Japanese underworld and head of house Yashida (see Mariko Yashida and Sunfire). Shingen never recognized Kenuichio as his son, and mastery of the clan has passed to Mariko. Kenuichio began the study of samurai martial arts and, once he mastered the disciplines, hired himself out as a modern-day samurai. Binding himself to the Viper, he has become her bodyguard and aide-de-camp ever since. While under the effects of Mastermind, Mariko pardoned Kenuichio Harada for his crimes and made him her heir.

STORM™

Ororo Munroe
Mutant; former leader of the X-Men,
now depowered

Fighting: EXCELLENT
Agility: GOOD (REMARKABLE)
Strength: TYPICAL
Endurance: EXCELLENT (AMAZING)
Reason: TYPICAL
Intuition: EXCELLENT
Psyche: GOOD

Health: 56 (106)
Karma: 36
Resources: POOR
Popularity: 4

Powers:

Ororo has had her powers stripped by a device created by Forge and used by Henry Peter Gyrich. The ability ranks in parentheses represent her past statistics. She has lost all of her powers, but retains her talents.

WEATHER CONTROL. Storm had the power to manipulate existing weather patterns, creating rain, lightning, and fog at will. Her ability in these actions was Amazing, and she could inflict Amazing (50 points) damage per round in weather-based attacks (hail, strong winds, or lightning). If Storm used her power at maximum level for more than four rounds, she would need to make a power FEAT roll for each round following to keep the storm under control. Failing the FEAT roll would indicate the storm goes wild

(Monstrous damage to all in area of effect) and must be brought again under control (Yellow power FEAT roll). If Ororo was knocked unconscious, any weather she had created would dissipate to its normal state. If she was controlling a natural storm, it would return to stormy weather.

FLIGHT. By controlling the wind, Storm could fly at Excellent speed, and could create sufficient wind to carry others. Make a FEAT roll on the weather-control power, shifting one column left for each person over three she carries. Failure indicates that someone is dropped.

TALENTS: Ororo is a skilled lockpicker, thief, and escape artist. Her Agility is Excellent when using these talents. Her Agility is also Excellent in handling guns, training that was given to her by Wolverine.

BACKGROUND: Ororo was born in New York City but moved to Cairo with her parents as a child. Her parents were killed in an air raid, and the orphaned Ororo grew up on the streets of Cairo, learning her thieving abilities from Achmed El-Gibar, master thief of the city. As her power matured, Ororo left Cairo and wandered the African continent, finally settling in Kenya, where she was worshiped as a goddess. It was there Professor X found her, as he was assembling his second team of X-Men. Ororo remained with the X-Men, first as a member, then as team leader when Cyclops departed. She has since lost her powers and temporarily left the team.





SUNFIRE™

Shiro Yashida
Mutant; former member of the X-Men

Fighting: EXCELLENT
Agility: EXCELLENT
Strength: GOOD
Endurance: AMAZING
Reason: GOOD
Intuition: GOOD
Psyche: GOOD

Health: 100
Karma: 30
Resources: REMARKABLE
Popularity: 25

Powers:

FIRE GENERATION. Sunfire has the mutant ability to generate ionized plasma similar to the sun's. He does this with Unearthly ability, and can inflict up to Monstrous damage at line-of-sight range. He can inflict Unearthly damage, but must make an Endurance FEAT roll to remain conscious after doing so.

FLIGHT. Sunfire can fly 10 areas in a single round, ionizing the air around him with his plasma to provide lift and propelling it behind him to give him thrust.

FORCE FIELD. When using his nuclear powers (plasma bolts and flight), Sunfire has a force field generated about him providing Amazing protection from energy attacks. It is not known whether the force field protects him from all en-

ergy attacks, but it is effective against (for example) Cyclops' eye-beams. The force field also provides Sunfire with Good protection from physical damage.

TALENTS: Sunfire has trained in the Oriental martial arts and the weaponry related to that skill. He has Remarkable Fighting ability to hit with the katana, the shuriken, and other Japanese weapons.

BACKGROUND: Shiro Yashida is the son of Saburo Yashida, a respected post-war Japanese diplomat. Shiro's mother was crippled in the bombing of Hiroshima, and her eventual death and the urging of his anti-American uncle Tomo led Shiro to first use his newfound mutant powers in an attack on the United States — an attack that ended in death of both Tomo and Saburo (who was shot by Tomo).

Sunfire was recruited by Professor X into the second team of X-Men, but soon resigned after it became clear to him that he would rather be in Japan. Since that time, Sunfire has served as a helping hand to the X-Men when they are in Japan. While he is no longer anti-American, Sunfire's national and personal pride is still quite strong.

Shiro Yashida is the second cousin of Mariko Yashida, head of the clan, and second half-cousin of Kenuichio Harada, the Silver Samurai. The late Shingen Harada, crimelord of Japan, was his first cousin.

SUNSPOT™

Roberto Da Costa
Mutant; member of the New Mutants

Fighting: GOOD
Agility: TYPICAL
Strength: TYPICAL (REMARKABLE)
Endurance: REMARKABLE
Reason: TYPICAL
Intuition: POOR
Psyche: GOOD

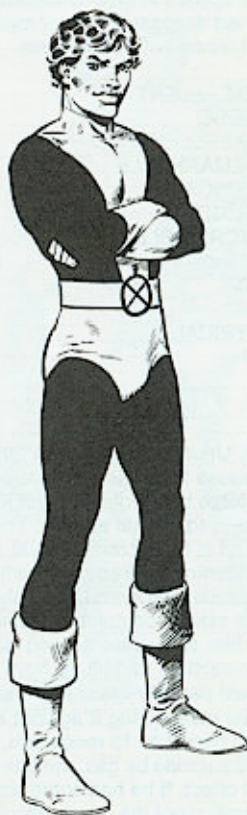
Health: 52
Karma: 20
Resources: EXCELLENT
Popularity: 3

Powers:

ENHANCED STRENGTH. Sunspot has the mutant power to absorb solar energy and convert it into strength. (When he does this, his Strength increases to the rank in parentheses. When using this energy, he turns fully black, with motes of dust in the air also turning black. He may operate for an unlimited number of rounds in direct sunlight without serious effect on his strength, but when in shade, underground, or at night, he may only use his power for 5 rounds. On the sixth round of use without recharging, he must make an Endurance FEAT roll. Failure indicates that his enhanced strength is diminishing, and he will return to normal the next round. If a second Endurance FEAT roll is failed, Roberto will go unconscious.

BACKGROUND: Roberto Da Costa is the halfbreed son of Brazilian millionaire Emmanuel Da Costa and archaeologist Nina Da Costa. He first exhibited his mutant powers in a soccer match when he was brutally beaten by a member of opposing team. After this display, Roberto and his girlfriend Juliana Sandoval were captured by Donald Pierce, a renegade member of the Hellfire Club's Inner Circle. Juliana died in the attack, and Roberto joined Danielle Moonstar, Rahne Sinclair, and Xi'an Coy Manh to hunt Pierce down. Following Pierce's capture, Roberto and the others formed the third team of mutants to be instructed by Professor X, called the New Mutants.

Roberto Da Costa is a natural charmer with young ladies (and a few older ones as well). His cosmopolitan style and self-assured attitude covers the true nature of a boy who is bitter about the death of his Juliana and angry with his father's recent decision to join the Hellfire Club's Inner Circle.



TOAD™

Mortimer Toynbee
Mutant; member of the original
Brotherhood of Evil Mutants;
former amusement park operator



Fighting: POOR
Agility: REMARKABLE
Strength: TYPICAL
Endurance: EXCELLENT
Reason: EXCELLENT
Intuition: TYPICAL
Psyche: POOR

Health: 60
Karma: 30
Resources: POOR
Popularity: -5

Powers:

LEAPING. Toad's mutant ability revolves around his elastic cartilage structure and well-developed legs. By leaping he can clear 2 areas in a single bound, and reach the top of a three-story building in a single leap. His ability also gives him a Remarkable Endurance for charge attacks when he bounces into combat.

TALENTS: While not extremely skilled at building new items (Reason - Poor for kit-bashing), Toad has helped build and maintained the machines of such luminaries as Magneto, Arcade, and the Stranger. He has a Reason of Remarkable in electronic maintenance and rewiring.

BACKGROUND: Mortimer Toynbee's mutations were obvious at birth, and his odd stature, homely features, and curious power made him a subject for ridicule at an early age. This deeply affected his personality such that he would be slavishly subservient to anyone who shows him concern or interest. The first such person was Magneto, who enlisted the Toad into his original Brotherhood with Mastermind, Scarlet Witch, and Quicksilver. Toad served Magneto with unquestioning loyalty, and Magneto found it to his advantage to have a lackey who would serve him with such complete devotion.

But, Magneto's continual verbal and physical abuse of his servant eventually caused resentment, and Toad abandoned Magneto when the Mutant Master of Magnetism was defeated by the X-Men and the Avengers. Toad wandered for some time, until he came upon an abandoned castle in upstate New York. Commissioning the construction of some death-traps by the master assassin Arcade, Toad turned the castle into his own kingdom, where he hoped to lure and destroy those who had hurt him and made fun of him. He failed in his first attempt (against Angel), and when threatened by Arcade to make payment for services rendered, Toad fell into despair. Angel footed the bill for Toad to convert his castle into an amusement park. This was a huge success — until the park's previous owner, Doctor Doom, returned to claim it. Toad was forcibly removed from the premises, and has not been seen since.

UNUS™

Gunther Bain (originally Angelo Unuscione)
Mutant, presumed deceased; former member
of the Brotherhood of Evil Mutants

Fighting: EXCELLENT
Agility: GOOD
Strength: EXCELLENT
Endurance: REMARKABLE
Reason: TYPICAL
Intuition: GOOD
Psyche: INCREDIBLE

Health: 80
Karma: 56
Resources: TYPICAL
Popularity: -5

Powers:

FORCE FIELD. Unus was known as "the Untouchable" because he continually projected a field of psionic force that protected him from all physical, energy, and mental attacks. This field was constantly on at the Incredible level, but as Unus would concentrate, he could raise it to the Amazing, Monstrous, and even Unearthly level. This field would extend completely around his body, allowing him to levitate if need be, and provide full protection in falling from great heights. He could partially lower his field to let him attack, while maintaining it against attackers. His field did permit air to reach him, and if he was taken by surprise by gas, the gas would have its normal effect. If he had some warning, Unus could merely repel the gas molecules.

BACKGROUND: Unus' mutant ability did not surface until adolescence, by which time he was a school bully and small-time criminal. Immigrating to America with his family, Gunther became a costumed wrestler, using his mutant ability of repulsion to defeat his opponents. He was contacted by Mastermind of the original Brotherhood of Evil Mutants at this time, but did not join Magneto's group until after first attempting to use his powers on his own, and being defeated by Hank McCoy (Beast) and the other X-Men. Hank devised a machine that would increase Unus' power to the point that he repelled everything, including food, and only agreed to diminish that power when Unus surrendered.

Later, Unus joined both the Brotherhood and the subversive mutant organization called Factor Three. He met with defeat in both cases, and gave up ideas for world domination in favor of schemes for getting rich. At this point his powers became erratic, his force field growing to the levels temporarily created by the X-Men and beyond. An encounter with the Incredible Hulk™, who smashed through his barrier, reduced his power temporarily, but it soon began growing again, slowly starving and asphyxiating himself. He apparently perished in Madison Square Garden, and the only witness to his passing (indeed, the only one who could get close enough) was his friend from the Brotherhood, Fred J. Dukes (the Blob).





VANISHER™
Telford Porter
Mutant; criminal

Fighting: POOR
Agility: GOOD
Strength: POOR
Endurance: EXCELLENT
Reason: REMARKABLE
Intuition: POOR
Psyche: GOOD

Health: 38
Karma: 46
Resources: GOOD
Popularity: -10

Powers:

TELEPORTATION. Vanisher has Unearthly teleportation powers. His teleportation ability is entirely psionic, unlike Nightcrawler's biophysical ability, and allows Vanisher to survey the area before teleporting, with no chance of teleporting into a wall or floor. He can therefore teleport into areas he has never seen before. Vanisher's teleportation power is so swift in effect that he seems to disappear into thin air instantaneously, hence his name.

WEAPONS: Vanisher has in the past carried guns which fire sleeping gas of Incredible potency and energy beams of Incredible damage. At one point Vanisher reprogrammed several Mark III Sentinels to do his bidding.

BACKGROUND: Vanisher first made his appearance soon after the original X-Men were formed, using his teleportation powers to rapidly build a criminal empire. He stole Defense Department plans from the Pentagon without interference, and escaped the X-Men's attempts to capture him. It was only when he showed up (on the White House lawn) to collect his ransom for those plans that the X-Men could stop him, Professor X reaching into Vanisher's mind and causing him to forget his name and abilities (an early resolution of many X-Men missions, until Xavier learned to curb his mind-erasing impulses). The Vanisher was taken into custody, but escaped when his memory returned. He fought and lost against the Champions of Los Angeles, and later was defeated in the darkforce dimension by Nightcrawler, who teleported there with him. He is currently underground again, his location unknown.

WARLOCK™

Alien; member of the New Mutants

Fighting: GOOD
Agility: EXCELLENT
Strength: REMARKABLE
Endurance: INCREDIBLE
Reason: INCREDIBLE
Intuition: GOOD
Psyche: GOOD

Health: 100
Karma: 60
Resources: None
Popularity: 5

Powers:

SHAPECHANGING. Warlock is a "techno-organic" metamorph, able to alter his shape and form into discrete forms as desired. He can extend any portion of his body two areas away from his main trunk, including his optic sensors. He can modify his body to form plugs, supports (of Remarkable strength), even a fully operative spaceship for six with life support — in short, he can turn himself into *anything*. He seems to have Unearthly control over these changes, but when under stress will resort to his natural shape. Portions of his body can be separated or shredded (Excellent material), and Warlock will merely regrow that part in normal healing.

FORM CHANGE. Because Warlock is both organic and mechanical in nature, he can also assume the shape and appearance of anything organic as well as anything mechanical. His

preferred form in society is that of a tall, brown-haired young man, but he can imitate the form of any humanoid being with Excellent ability.

CONVERSION AND DRAINING. Warlock can immediately heal damage by converting living material to a crystalline matrix and then draining the matrix. The amount of healing gained depends on the source (Health of living creatures, material strength rank for objects such as plants and food, or judge's option). Warlock loses all Karma if he drains a sentient being. He does this conversion as a Monstrous FEAT roll, Green if his target's Endurance is lower than his own, Yellow if they are equal, and Red if Warlock's Endurance is the lower of the two. Warlock can take nourishment from the Shi'ar computers without ill effect to either side.

BACKGROUND: Warlock's home planet has evolved a combination man/machine as its dominant life form. Young are produced on a genetic production line, with the elders weeding out the weak and unsuitable in a battle to the death. Warlock fled from his confrontation with his "father," heading into outer space. This "father," called *Magus*, has followed Warlock from planet to planet, leaving a wake of destruction behind him. He has now located his "son" on Earth among the membership of the New Mutants.



VERY IMPORTANT PEOPLE

In addition to such major crimefighters and criminals as the X-Men and the Brotherhood of Evil Mutants, there are others important to the X-Men "family." These are not costumed adventurers for the most part (though several are mutants in their own right), but their stories are interwoven with those of the others presented in this book.



DOUG RAMSEY™

Mutant; member of the New Mutants

F	A	S	E	R	I	P
Pr	Ty	Ty	Gd	Rm	Gd	Ty
Health: 26			Karma: 46			
Resources: Pr			Popularity: 3			

Doug's mutant ability is the understanding of languages, both human and machine. He can learn any language by making a Reason FEAT roll, including written and non-spoken communication. He has already used that power to crack several computer codes, and he is a hacker par excellence (Amazing ability with computers). He and Kitty Pryde (Shadowcat) have been seeing a great deal of each other since her break-up with Peter Rasputin. Although Doug was formerly a student of Emma Frost's Massachusetts Academy, he is now a member of the New Mutants.

PETER HENRY GYRICH™

Agent of the National Security Council

F	A	S	E	R	I	P
Gd	Gd	Ty	Ty	Gd	Gd	Gd
Health: 32			Karma: 30			
Resources: Am			Popularity: 10			

Henry's most publicized actions to date revolve around his former position as liaison to the Avengers, a New York-based group of heroes. His investigation of Avengers security resulted in that group losing its government sanction and access to the government information net. This decision was later overturned in court. Henry

was switched from this position to that of director of Project: Wideawake, a technically illegal government operation concerned with the location and (if possible) neutralization of mutants that threaten the security of the United States. His authorization comes from the office of the President, and he answers only to the Oval Office. Both Senator Robert Kelly and Sebastian Shaw of the Hellfire Club are consultants in this project, and Shaw Industries has the contract to build the latest-model Sentinels for this new operation.

MOIRA MACTAGGERT™

Genetic researcher

F	A	S	E	R	I	P
Ty	Gd	Ty	Gd	Rm	Ex	Gd
Health: 32			Karma: 60			
Resources: Ex			Popularity: 13			

Moira is a noted geneticist who maintains a research facility on Muir Island, off the coast of Scotland. She is the daughter of the Scots Lord Kinross, and was the wife of Joseph MacTaggart, a member of the British Parliament. She has won a Nobel Prize for her work in genetics, and is a close personal friend and professional associate of Charles Xavier. She and Charles were very close before the war, but drifted apart in the years that followed. Moira and Joe had a son, the mutant *Proteus*™, who killed his father and led a spree of terror before having his form totally dissipated by Colossus. Moira has fallen in love with Sean Cassidy, and splits her time between her research station and Cassidy Keep.

DR. VALERIE COOPER™

Assistant to the President's National Security Advisor

F	A	S	E	R	I	P
Ty	Gd	Ty	Gd	Gd	Gd	Ex
Health: 32			Karma: 40			
Resources: Gd			Popularity: 5			

Valerie is an assistant to Judge Richard Petrie, and is assigned to Project: Wideawake. Despite her personal doubts about the project (and its leader), this is her first major assignment, and she wants to make good.

AMANDA SEFTON™

(JEMAIN SZARDOS™)

Sorceress; airline stewardess

F	A	S	E	R	I	P
Gd	Gd	Ty	Rm	Gd	Ex	Am
Health: 56			Karma: 80			
Resources: Gd			Popularity: 10			

Amanda and Kurt Wagner (Nightcrawler) began dating soon after the young German joined the X-Men, and she was not put off by Kurt's demonic appearance. This is because Amanda is really the Sorceress Jemaine, Kurt's childhood sweetheart in Germany. Amanda claims that her powers are derived from her mother, Margali of the Winding Road, but she retained her powers when her mother's were removed by Doctor Strange. Amanda has Amazing magical powers, and can use all three types of energy, with one limitation: she cannot affect solid, non-living matter.



GYRICH

MARIKO



STEVIE



CANDY



AMANDA

STEVIE HUNTER™

Dance instructor

F	A	S	E	R	I	P
Ty	Ex	Gd	Ex	Gd	Gd	Gd
Health: 56			Karma: 30			
Resources: Ty			Popularity: 10			

Stevie Hunter was a world-class dancer before an accident severely injured her legs. While she regained her ability to walk, she would never dance as she had before. She became a teacher of dance to pass her training on to others. One of her students was Katherine Pryde (then called Ariel, now known as Shadowcat), and as a result of that contact, Stevie soon became a friend of Charles Xavier and an instructor in dance and exercise for the New Mutants.

EMPRESS LILANDRA NERAMANI™

Exiled Empress of the Shi'ar Galaxy

F	A	S	E	R	I	P
Gd	Gd	Rm	Rm	Gd	Ty	Gd
Health: 80			Karma: 26			
Resources: Un			Popularity: 0			

Lilandra was the ruler of the Shi'ar galaxy, a multi-species government held under the strict control of the Shi'ar, a race of avian/humanoid aliens. She has been forced into exile twice, first by her brother D'ken, then by her sister Deathbird™. D'ken was insane, and threatened to destroy the universe; his mad plan would have succeeded if not for Phoenix and the X-Men. After a brief rule, Lilandra was deposed by

her older sister Deathbird, and again had to flee. During her time on Earth, Lilandra sought the protection of Charles Xavier, and the pair quickly fell in love. Lilandra has left earth with Corsair and his Starjammers to recapture her lost throne. Xavier has remained behind to tend to his responsibilities as mentor and teacher of the New Mutants.

MARIKO YASHIDA™

Head of Clan Yashida

F	A	S	E	R	I	P
Pr	Gd	Pr	Ex	Gd	Ex	Gd
Health: 38			Karma: 40			
Resources: Rm			Popularity: 20			

Mariko is the daughter of Shingen Harada, former head of Clan Yashida and crime lord of the Tokyo underground. She first met the X-Men when they visited the house of her cousin, Shiro Yashida (Sunfire). She soon fell deeply in love with Wolverine, an affection that was returned by him. Her father, however, dictated her marriage to someone else, to cement his plans with another crime organization, and in an ensuing conflict both her husband and her father were slain. Mariko's plans to wed Wolverine were interrupted, first by a plot by Mastermind, and later by her own sense of duty to deal with her father's legacy of crime. As head of Clan Yashida, Mariko has proved a reasonable, competent leader. She has taken in the child Akiko, whose mother perished in a dragon attack on Japan that the X-Men turned aside.

FORGE™ (real name unrevealed)
Mutant; inventor

F	A	S	E	R	I	P
Gd	Gd	Gd	Ex	In	Gd	Am
Health: 50			Karma: 100			
Resources: In			Popularity: 3			

Forge is a mutant with the power to invent. His Reason is Incredible in kit-bashing, and Amazing in electronics. Using his own abilities, he literally rebuilt himself when a bombing raid in Vietnam cost him his right leg and seriously injured his right hand and side. He works freelance for the Department of Defense. He designed his own headquarters in Eagle Plaza in Dallas, and lives in the top five floors in a multi-level suite with holograms of Unearthly reality (but harmless). He has also designed a detector that can identify mutants and aliens within three areas, and a gun that can neutralize any super-powered being. (This gun has since been destroyed by *Iron Man II™*, Jim Rhodes.) The gun had Amazing potency, and if successful (hits and target fails to make a Psyche FEAT roll) would reduce that being to a normal person (ability-rank maximums of Excellent, all mutant powers stripped). This gun was used once, by Henry Peter Gyrich while he was pursuing Rogue. He hit Storm instead, stripping her of her powers. Forge feels responsible for Storm's loss of power, and cares very much for her.

CANDY SOUTHERN™

Millionaire businesswoman;
leader of the Defenders

F	A	S	E	R	I	P
Gd	Ty	Ty	Gd	Ex	Gd	Gd
Health: 32			Karma: 40			
Resources: Ex			Popularity: 6			

Candy Southern is the long-time love of Warren Worthington III, better known as Angel. They first met when Angel was a member of the original X-Men, and have been together off and on since then, finally setting up housekeeping in Warren's New Mexico "Aerie." Warren volunteered his place as a headquarters for the new Defenders, and Candy's skills at management made her the choice for official leader of that team.

LOCKHEED THE DRAGON™

Alien; pet of Shadowcat

F	A	S	E	R	I	P
Gd	Rm	Fb	Gd	Ex	Ex	Ex
Health: 56			Karma: 30			
Resources and Popularity: Not applicable						

Lockheed is a type of dragon, an alien creature that the X-Men discovered on the Brood's homeworld, where he hunted the Brood for food. Lockheed followed the X-Men home and adopted Kitty Pryde (Shadowcat) as his owner. Lockheed can fly up to 6 areas a round, and can hover in place. He can breathe fire up to one area away, doing Remarkable damage. His mind is of a type that not even Professor X can penetrate, so that no one is really sure what the creature is thinking. It has been proved that Lockheed has a great love for eating and for his owner Kitty Pryde (though not in that order).



WOLFSBANE™

Rahne Sinclair
Mutant; member of the New Mutants

Fighting: TYPICAL
Agility: GOOD
Strength: TYPICAL
Endurance: EXCELLENT
Reason: POOR
Intuition: GOOD
Psyche: GOOD

Health: 50
Karma: 24
Resources: POOR
Popularity: 5

Powers:

SHAPECHANGE. Rahne is a specific metamorph, able to change into two other forms, one a large red wolf and the other a wolf/humanoid (wolffoid) creature. Each shape has advantages and disadvantages. The Health rating given is for her most powerful form.

WOLF — In this form, Rahne's statistics are:

F	A	S	E	R	I	P
Gd	Gd	Gd	Ex	Pr	Rm	Gd

She has claws that do Excellent damage on the Hack & Slash column. She may track other creatures with Remarkable ability. She cannot speak or communicate, but has a rough mindlink with Danielle Moonstar in this form, and can transmit base feelings and information.

WOLFOID — In this transitional state, Rahne's statistics are:

F	A	S	E	R	I	P
Gd	Gd	Ty	Ex	Pr	Ex	Gd

Rahne has claws in this form as well, doing Good damage on the Hack & Slash column. She may track with Excellent ability. She may communicate with her fellow teammates when in this form. She maintains her mindlink with Danielle, but her images are more complex, such that Danielle must make a Psyche FEAT roll to understand them.

BACKGROUND: Rahne Sinclair was rescued by a pursuing mob of angry Scotsmen by Moira MacTaggart, daughter of a powerful Scots Lord and a researcher in genetic mutations. Rahne became Moira's ward, and the scientist brought the girl to America, where Rahne was enlisted in the New Mutants.

Rahne is a shy, temperamental young lady whose deeply religious background has caused her to regard her "werewolf" form as a curse. She is not a werewolf in the standard sense. Hers is a mutant ability, not related to the supernatural curse of the Russoff family.

WOLVERINE™

Logan
Mutant; former Captain in the Canadian Armed Forces; current member of the X-Men

Fighting: INCREDIBLE
Agility: REMARKABLE
Strength: GOOD
Endurance: REMARKABLE
Reason: TYPICAL
Intuition: MONSTROUS
Psyche: INCREDIBLE

Health: 110
Karma: 121
Resources: EXCELLENT
Popularity: 0

Powers:

RAPID HEALING. Wolverine has Unearthly Endurance for healing and for FEAT rolls against poison, gases, drugs, and disease.

ADAMANTIUM SKELETON. Adamantium is the strongest substance known to man. Strips of this material have been surgically integrated into Logan's skeleton. As a result, his bare fists do Excellent damage in Slugfest combat, and he can Stun or Slam opponents of a higher Endurance than his Strength. If Wolverine is used as a weapon (a "fastball special," thrown at someone), he should be treated as an Unearthly material. Nothing can cut through his bones, since Adamantium is a Class 1000 material.

CLAWS. Wolverine has three Adamantium claws mounted into the back of each hand. He can pop them out individually or as a group for combat. In combat, these claws do Excellent damage on the Hack & Slash column, and they are made of Class 1000 material.

TRACKING. Wolverine can track by smell, much like a wolf. He does this with Monstrous ability, and can remember previous scents.

TALENTS: Wolverine receives an UP ONE shift when using guns, bows, and edged weapons.

BACKGROUND: Wolverine's story begins with his being discovered in the Canadian Rockies, barely alive, by James MacDonald Hudson. At this time he already had his claws, but it was only through the care of James and his wife Heather that Wolverine fully recovered. Logan went to work for Hudson and the Canadian government, first as a secret agent, then as the first of Canada's super-heroes. He proved himself valuable in this capacity until approached by Professor X to join the second group of X-Men. Wolverine resigned from the Canadian armed forces, a resignation the Canadian government did not recognize until recently, after several attempts to bring him back.

As an X-Man, Wolverine's wild, brutal style of fighting created great friction within the new team. As time passed, Logan learned to control himself around his new "family." A mellowing influence on him has been Mariko Yashida, head of Clan Yashida and Wolverine's love in life.



ATTIC:

1) Roof overhang, 2) Head clearance, 3) Communications repeater equipment room, 4) North elevator, 5) Large playroom, 6) Stairwell, 7) Furniture storage, 8) South elevator, 9) Storage, 10) Ororo's roost.

SECOND FLOOR:

1) X-Men Wing: living quarters, 2) Full bathrooms, 3) Guest room, 4) Multi-mode workshop, 5) Playroom, 6) Stairs to attic, 7) Main Staircase landings, 8) Xavier's chambers: upstairs bedroom, bath, 9) Guest room, 10) Storage, Laundry room, 11) Studio, 12) Full bathrooms, 13) New Mutant Wing: living quarters.

GROUND FLOOR:

1) Day room (living room), 2) Main Dining Hall, 3) Informal dining room, 4) Kitchen, 5) Deep freeze, 6) Foyer, main entrance, 7) Grand staircase, 8) Xavier's office, 9) Xavier's chambers: downstairs, bathroom, closet space, and dressing room, 10) Informal sitting room, 11) Xavier's study, 12) Cerebro, main terminal, 13) Main computer room, 14) Library.

BASEMENT:

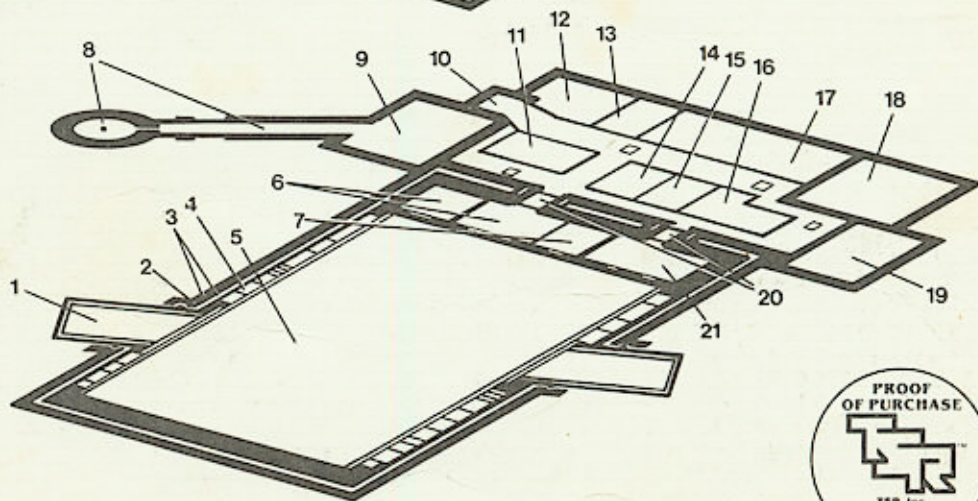
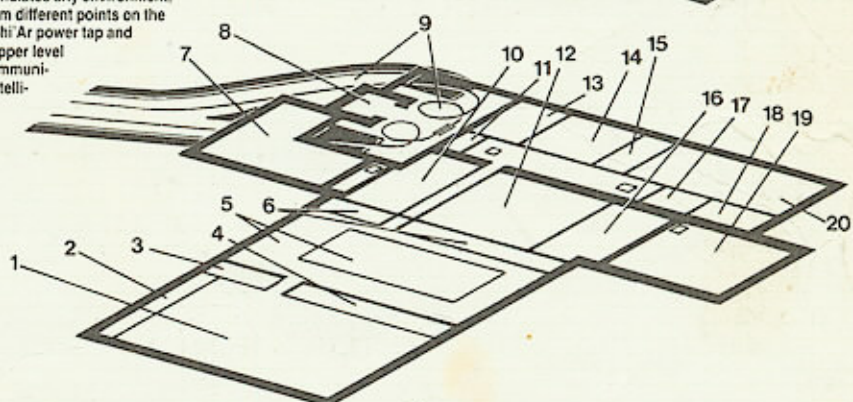
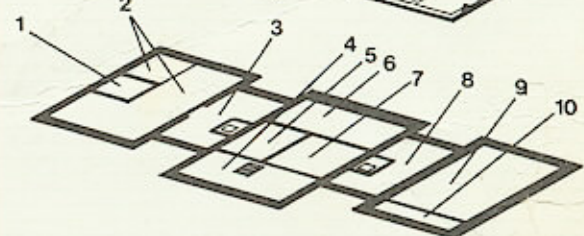
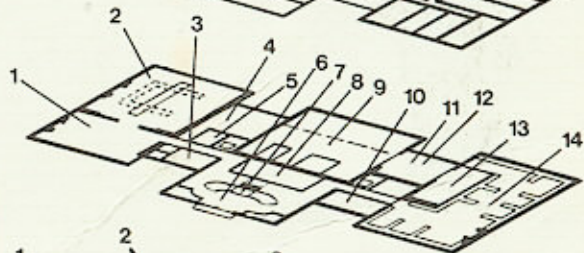
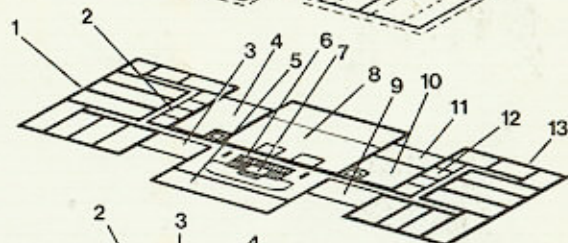
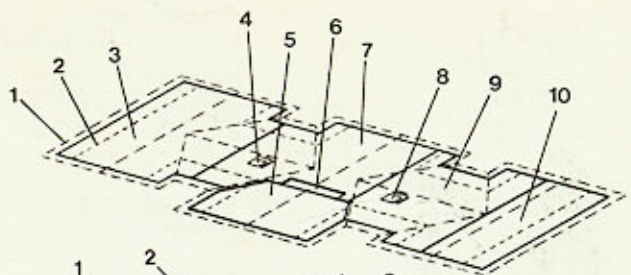
1) Secret passageway pathway, 2) Furniture storage, 3) Auxiliary generator and fuel, 4) Laundry room, 5) Wine cellar, 6) Book storage, 7) Hot water heater, water pump, 8) Oil heater and fuel, 9) Computer Main Memory, 10) Shi'Ar back-up power supply.

SUB-BASEMENT, MEDICAL LEVEL:

1) Gymnasium, 2) Equipment storage, 3) Sauna, whirlpool, 4) Steam room, bath-rooms, showers, 5) Artificial sun deck, pool, 6) Lockers, showers, bathrooms, massage, Scott shower, 7) Back-up computer memory array and Shi'Ar power supply, 8) People catcher, for those who need it, 9) High speed personnel trans-port (magnetic rail cars; reach peak speeds of 200 miles per hour) loops, 10) Robotics research & development, 11) Below ground security, 12) Practical physics laboratory, 13) Post-operative de-briefing, 14) Operating theatre, 15) Trauma room, Auto-Doc, 16) Electronic laboratory, 17) Waiting room, 18) Medical level offices, 19) Chemical laboratory, 20) Recovery room (25 beds).

DANGER ROOM LEVEL:

1) Shi'Ar gravitic projector array, 2) Outside wall, gravity generator support bush-ings, 3) Mechanical isolation damper / support space, 4) Shi'Ar holographic projectors which operate in conjunction with the gravitic projectors to simulate reality, 5) Danger Room where the advanced Shi'Ar technology generates a moebius strip around which people walk surrounded by imagery that simulates any environment, even taking into account two views of the same image from different points on the moebius strip, 6) Control rooms, 7) Debriefing room, 8) Shi'Ar power tap and isolation sleeve, 9) Shi'Ar power transducing room, 10) Upper level secret passageway landing pad and egress, 11) World commu-nications watch room, 12) Library, 13) Reading room, 14) Intelli-gence gathering room, 15) Mission debriefing room, 16) Mission planning room, 17) Reserve living quarters, with independent food storage and galley, 18) Cerebro and crime-files back-up computers, 19) Super high-density Shi'Ar computer support for Danger Room reality projectors, 20) Motion isolation airlocks, for entrance into isolated Danger Room, 21) Ready room.



MARVEL SUPER HEROES™

PROJECT: WIDEAWAKE

Jeff Grubb

Official Game Accessory

They are the children of the atom, the next step in human evolution. They are mutants, hated and feared by mere humans. Some, like the X-Men™ and the New Mutants™, are protectors of humanity. Others, such as the Hellfire Club™ and the Brotherhood of Evil Mutants™, want to be the masters of humanity.

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