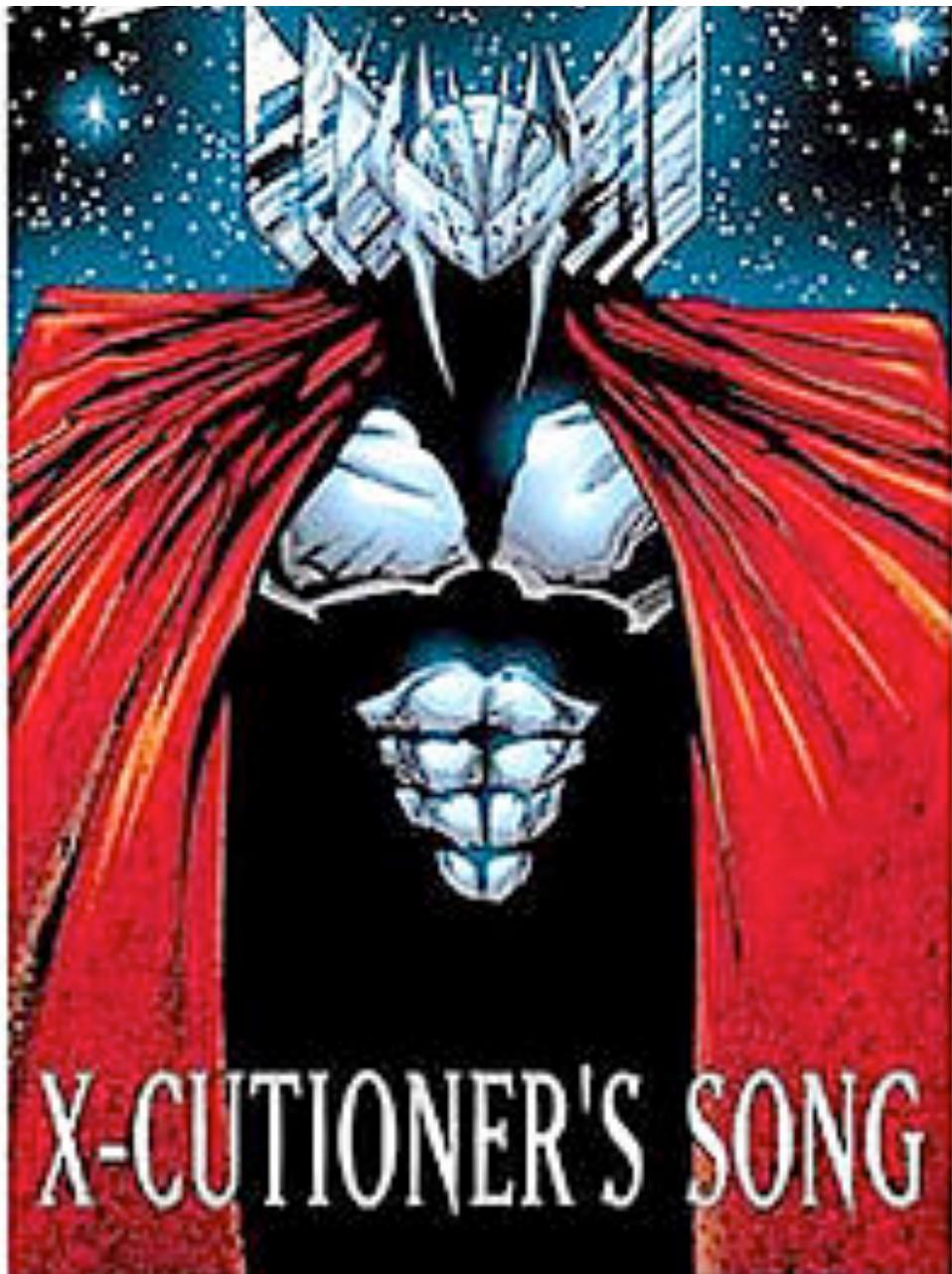


MARVEL



X-CUTIONER'S SONG

A MARVEL HEROIC RPG EVENT
BY JAYSON JOLIN



X-CUTIONER'S SONG

This full-featured Event for **MARVEL HEROIC ROLEPLAYING** is based on the Marvel *X-Cutioner Song* crossover published between November 1992 and January 1993. It ran through four titles featuring Marvel's mighty mutants: Uncanny X-Men 294-296 written by Scott Lobdell, X-Factor 84-86 written by Peter David, X-Men 14-16 written by Fabian Nicieza, and X-Force 16-18 also written by Fabian Nicieza.

This Event is ideally suited for the Trope style of play (see the Civil War Event Book, page CW04, for the rules for Trope play). Have the players select a datafile for each of the X-teams (X-Factor, X-Force, X-Men Blue and X-Men Gold) if they wish to play in this style. This will give them the opportunity to work each side of this conflict, keeping the tension high between the groups even when they come together to fight Stryfe at the Event's climax.

STRUCTURE OF THE EVENT

X-CUTIONER'S SONG is an event in three Acts. The story centers on the mutant villain Stryfe and his mad plot to inflict vengeance upon Jean Grey and Scott Summers, whom he believes are his parents, and his “spiritual” father, Apocalypse. Encompassing two teams of X-Men, X-Factor and X-Force, this Event gives players tremendous opportunity to flex their mutant muscles and allows the Watcher to run an action-packed storyline that touches of subjects ranging from civil liberties to sibling rivalry.

- ⊗ **X-Cutioner's Song Sourcebook** includes extensive background information on many of the important settings and groups that participate in this Event. This chapter also includes a full list of Event Milestones and many Unlockables tied to specific groups.
- ⊗ **Act One** describes how Stryfe, disguised as Cable, sets the various X-Teams against one another by crippling Charles Xavier with a techno-virus that threatens to kill him, and of the disappearance of Cyclops and Jean Grey.
- ⊗ **Act Two** deals with the hunt for Jean and Scott and the alliance the X-Teams form with the villainous Apocalypse.
- ⊗ **Act Three** sets the X-Teams against Stryfe in an attempt to thwart the fiend's revenge plot.

RULES OPTIONS: NEW SFX

This Event introduces a few new Special Effects that characters can use in play.

Enhance

If a pool includes a POWER SET power and one of three SPECIALTIES chosen at the time of character creation, you may step up that SPECIALTY by +1. The Specialty may be split as normal; if stepped to D12, you may split those to 2D10 or 3D8.

Example: Shatterstar's EXTRA-DIMENSIONAL ENGINEERING Power Set has SFX: Enhance bought with Acrobatic Expert D8, Combat Master D10 and Menace Expert D8. If he uses Superhuman Reflexes D10, a part of his EXTRA-DIMENSIONAL ENGINEERING Power Set, in his dice pool, and he chooses to use Combat Master as well, he can use Combat Master at D12. Had he chosen his Acrobatic Expert, he could have used it at D10.

Multiple

Use your appropriate AFFILIATION DICE an additional time for each -1 step you take your POWER TRAIT power, or any SPECIALTY in your dice pool, or both.

Example: Multiple-Man has a power set called MANY OF ME which contains Enhanced Durability D8, Resist Psychic D10 and Enhanced Senses D8 (representing his ability to have extra eyes on a situation). He takes SFX: Multiple. Working "alone," his Solo D10 can become Solo 2D10 by stepping, say, his Enhanced Senses down to D6. He could make that 3D10 by stepping his Enhanced Senses down to D4 or by stepping down his Covert Expert D8 to a D6.

RULES OPTIONS: NEW SPECIALTIES

This Event introduces a new Special Effects that characters can use in play.

Time

You've got knowledge and even experience with other times and alternate time lines. You have some sense of what it takes to alter history and which points in time are fixed or flexible.

- ⊗ A **Time Expert** has experience traveling in time, and can recognize temporal distortions and changes in history. He has an appreciation of how time works on a basic level and can plan out probable means of altering timelines.
- ⊗ A **Time Master** probably spends most of his "personal time" hopping between alternate timelines and can readily undo or prevent meddling in the timeline. He can create "fixed" points in time through careful massaging of events or use his extensive knowledge of causality to ensure that micro-changes in time still lead to the same macro event.
- ⊗ **Time Stunts** are usually information based - useful bits of knowledge about other timelines or futures. Used in concert with a time machine, they can have far greater impact.
- ⊗ **Time Resources** include fellow time travelers ("Kang, you've met the Doctor, right?") contacts in other timelines, technology from the far future or artifacts from the distant past in brand-new condition, classified documents about visitors from other times, and maybe, just maybe, a time vehicle.

X-CUTIONER'S SONG SOUR- CEBOOK

The time-spanning feud between Stryfe and his family tears at the fabric of several individual heroes and teams and covers a large territory, from Central Park to orbital bases to the moon. This chapter provides the Watcher with details on the various X-Teams and their opponents. It includes setting details for the X-Mansion, Cable's satellite base, Stryfe's moon base, and more. The chapter also contains Milestones and unlockables that your characters can use throughout the Event.

THE BACKSTORY: CYCLOPS HAD A SON...

When she was exposed to massive radiation while trying to save the X-Men as they fell to Earth in a crashing space ship, Jean Grey pushed her powers to their limits, attracting the attention of the cosmic entity called the Phoenix Force. Cocooning Jean and imbued with her “essence,” the Phoenix Force assumed Jean’s identity, having become an exact copy of the fallen hero. However, the schizophrenic entity could not reconcile its immense power with “Jean’s” fragile humanity, and became corrupt. After laying waste to whole planets, it returned to Earth to face Professor X in psychic combat, during which “Jean” regained control. However, an attack by the Shi’Ar in vengeance for the Phoenix Force’s actions led “Jean” to become the Dark Phoenix again. In the final battle in the Blue Area of the moon, “Jean” managed to regain control again long enough to commit suicide.

After having apparently lost Jean, Scott Summers left the X-Men for a time. His return to the X-Men was accompanied by a new love interest: Madelyne Pryor, a woman who looked almost exactly like Jean. Together, they got married had a son, Nathaniel. However, when Jean was discovered to be alive, Scott left Madelyne and Nathan to try and reconnect with Jean. Madelyne did not have powers at first, but when the Phoenix Force attempted to bond with the real Jean, unconscious in suspended animation, and was rebuffed, it bonded with Madelyne instead, granting her a portion of its power.

Madelyne continued with the X-men for a time, but driven by jealousy and corrupted by demons, became the Goblyn Queen and sought her revenge upon Scott. Searching for her son, whom was taken from her by Mr. Sinister’s Marauders, Madelyne learns that she is Jean Grey’s clone, created by Mr. Sinister for the sole purpose of mating with Scott and producing an offspring for Mr. Sinister to use against his master, Apocalypse. Madelyne lost the last bit of her sanity and attempted to kill Nathan as a demonic sacrifice. Thwarted, she tried to kill Jean and herself, but the Phoenix Force spared Jean. Nathan survived, and Jean and Scott attempted to raise Nathan together.

During Scott and Jean’s days as members of the original X-Factor, Nathaniel became infected with a techno-organic virus. The virus, inflicted on the child by the villain Apocalypse, threatens to kill Nathan. Unwilling to watch his son die, Scott agrees to hand over Nathan to Askani, a woman from the future whom promises she can cure Nathan. Askani takes Nathan to the future, and Scott fears that he may never see his son again. Unknown to Scott and Jean, Nathan grows up to be Cable, who travels back in time as an adult to fight his clone, Stryfe, whom was raised by a future version of Apocalypse to fight Cable.

Yeah, I’m confused too...

MILESTONES FOR THIS EVENT

A player can choose to pursue one or two of these Milestones in place of the Milestones in the hero's datafile. More than one hero can have the same Milestone, and two characters can take Milestones that refer to one another.

UNSTABLE LOVE

You have a shaky relationship with another character (hero, villain or civilian). You really do want this relationship to work, you think. Hopefully the object of your affection still has feelings for you. With enough work, you feel sure that love will conquer all...right?

1 XP	when you take a moment to take your chosen love aside and attempt to discuss your feelings.
3 XP	when your unstable relationship puts your chosen love or your team in a compromising situation such as an ambush or gives a villain the upper hand.
10 XP	when you either finally make a true and total commitment to your chosen love and receive that commitment back or the two of you finally and forever end the relationship.

FLAT-FOOTED

Lately you can't seem to get out of your own way. Whether it's because of nerves, inexperience, or just bad luck, you just keep fouling up at the worst possible times. If you're not careful, you're going to get someone hurt.

1 XP	when you choose to use the lowest-possible die in your Power Sets when building your dice pool.
3 XP	when you go an entire scene using your Distinctions exclusively as D4 instead of D8.
10 XP	when your ineptitude causes a buddy or a member of your team to receive trauma.

CURE A VIRUS

Stryfe could use the same techno-organic virus on other mutants that he used against Xavier, and Apocalypse may not be around to help next time. You might even need that knowledge if some other killer techno-virus should arise at some future time...

1 XP	when you collect a sample of the techno-virus from the field or from an enemy lab.
3 XP	when you use a Transition Scene to develop a Resource meant to aid in the curing of the techno-virus.
10 XP	when you either cure a character whom has been infected or your cure accelerates the virus and makes the patient worse.

REDEMPTION

You have some horrible misdeed haunting your conscience, and you seek restitution. Or perhaps you feel that you could have done more to save a loved one who has recently died or whom you wronged at some point in the past. Whatever the circumstance, you feel guilty, and strive to make amends.

1 XP	when your guilt forces you to withdraw from a fight.
3 XP	when you make trying to make amends the primary focus of a Scene.
10 XP	when you either gain forgiveness for your past misdeed from the person you wronged or you perform some cleansing act that wipes the red from your ledger.

SHOW ME THE DISTRUST

You just cannot bring yourself to trust one of the members of your team. Perhaps you have a past with that person where he or she betrayed you, or that person has a reputation, or you just have a bad taste in your mouth whenever you see that person. Regardless, you won't turn your back on your chosen "ally."

1 XP	when you get into an argument with your chosen hero over his or her trustworthiness.
3 XP	when you wind up fighting your chosen hero rather than your common enemy.
10 XP	when you either resolve your issues with your chosen hero or you quit the team rather than work with that hero.

X-TEAMS

The X-Cutioner's Song features several groups fighting with or against one another in the quest to determine the fate of Charles Xavier, Jean Grey and Scott Summers. The major teams of mutants and the leagues of enemies pitted against them are discussed here. Heroes will likely interact with them in one form or another, and will be a member of at least one of these teams. The heroes will have to put team differences and personal grudges aside if they are to win the day.

X-MEN

Founded by Professor Charles Xavier, the X-Men have a two-fold mission. First, they seek to enlighten a world that hates and fears them; they struggle to end bigotry against mutants by non-mutants, and vice versa. Second, they act as a fighting force against those mutants whom would seek to terrorize the non-mutant population or destroy it completely.

The X-men are divided into two teams: X-Men Blue and X-Men Gold. The team members for each team are listed below:

X-MEN BLUE: Beast, Cyclops, Gambit, Jubilee, Psylocke, Rogue, Wolverine

X-MEN GOLD: Archangel, Bishop, Colossus, Iceman, Jean Grey, Nightcrawler, Storm

Key locations for the X-Men include: Xavier's Institute for Higher Learning, the X-Men's secret base beneath the Institute, and the Reaver's former hideout in Australia.

TYPICAL X-INSTITUTE STUDENT

EXPERT STUDENT D8

SOLO D8 BUDDY D6 TEAM D4

MUTANT POWER

Enhanced Attack D8 Enhanced Defense D8 Movement D8

SFX: Second Chance: Spend 1 PP to reroll when using any MUTANT POWER power.

Limit: Mutant: Earn 1 PP when affected by mutant-specific Milestones and tech.

DR. MORIA MACTAGGERT

SOLO D4 Smartest Woman In The Room

BUDDY D8 Scottish Temper

TEAM D6 Human X-Man

Psych Expert D8

Science Master D10

Tech Expert D8

Formerly engaged to Charles Xavier whilst both were young, Moria left Charles and remained with her first husband, Joe. Beaten by her husband and left for a week in the hospital, Moria discovered herself with child and swore her husband would never see his son. Estranged from her husband but refusing him divorce, she refocused her energies on becoming one of the foremost expert in genetics in the world, winning a Nobel Prize for her work. Rekindling her friendship with Xavier, she helped him found his school for mutants, becoming his silent partner. Today she works from her mutant research facility on Muir Island, aiding Xavier and his X-Men whenever and however she can.

X-MEN UNLOCKABLES

These unlockables are available to any hero whom are members of the X-Men.

- ⊗ **[5 XP] STUDENT AID:** Charles Xavier has inspired extreme loyalty in his students because he has shielded them from harm and enriched their lives. Likewise, the students admire and care for Scott Summers, Jean Grey, and the other X-Men. For 5 XP, a group of students, each with his or her own powers, shows up to aid you during a single Action Scene, then departs.
- ⊗ **[5 XP / 10 XP] A FRIENDLY-NEIGHBORHOOD HELPING HAND:** The X-Men don't just associate with mutants. Members of the X-Men have been teaming up with Spider-Man for so long they could be the team-up equivalent of an old married couple. Likewise, X-Men like the Beast have served stints on the Avengers, and have allies there. For 5 XP, Spider-Man or an Avenger shows up to help you during a single Action Scene, then departs. For 10 XP, the Avengers from this time period arrive, departing at the end of the Scene.

Avengers Roster During X-Cutioner's Song: Black Knight, Black Widow, Crystal, Hercules, Sersi, Vision (Pale Version)

X-FACTOR

The mutant team known as X-Factor was originally founded by the five founding members of the X-Men: Angel, Beast, Cyclops, Iceman and Marvel Girl. Posing as mutant-hunting humans with no powers, X-Factor secretly trained the mutants it captured in the safe, discrete use of their powers, then re-released them back into society. Simultaneously, the group would go out in costume as the X-Terminators, mutant outlaws that battled against evil mutants. The team's original business manager, Cameron Hodge, was revealed to be an anti-mutant bigot, and was using the team to engender greater hatred of mutants upon society. After the **Inferno** Event, the original team dissolved, and its members rejoined the X-Men.

The second and current X-Factor (at the time of the X-Cutioner's Song), is a government-sponsored mutant team. Their mission is to serve as an official government response to mutant threats. Their liaison with the pentagon is **Valerie Cooper**, former liaison to the mutant government group Freedom Force.

DR. VALERIE COOPER

SOLO D4 Government Liaison

BUDDY D8 Checkered Past

TEAM D6 Double X-Agent

ARMED GOVERNMENT AGENT

Enhanced Reflexes D8 Weapon D8

SFX: Rapid Shot: Split WEAPON into 2D6 or 3D4.

Limit: Gear: Shutdown WEAPON and add a die to the doom pool or step up the smallest doom die. Spend a die from the doom pool to recover.

Combat Expert D8 **Covert Expert D8**

Psych Master D10

Believing that the US is in a superhuman arms race with other nations, Valerie Cooper created Freedom Force from the former Brotherhood of Mutants. When that failed, she created X-Force to ensure that the US had a response team against superhuman threats both domestic and foreign.

The members of X-Factor during this Event are: Havoc, Multiple-Man, Polaris, Quick-Silver, Strong Guy and Wolfsbane.

X-FACTOR MILESTONES

These Milestones are available to any hero whom are members of the X-Factor.

UNEASY ORDERS

Sometimes you feel like your orders conflict with your sense of justice. Sure, on the whole, your work with X-Factor has made the world safer, but can the government always be trusted to have mutantkind's best interests at heart?

1 XP	when you question a direct order that seems morally-questionable.
3 XP	when you try to persuade a member of X-Factor that your orders should be ignored because of their immorality.
10 XP	When you either quit X-Factor over an unresolvable conflict between your orders and your morals or you shun morality and follow your orders like a good soldier.

GOVERNMENT STOOGE

Val Cooper knew what she was doing when she formed X-Factor. There are serious threats to national security that need a response team, and you are it. Sure, things can get messy and not all the choices your commanders make are nice, but nice doesn't always get the job done. You'll follow your orders, and see to it that the rest of X-Factor does, as well.

1 XP	when you first chide a teammate for stepping out of line.
3 XP	when you get into a Stress-inflicting conflict with a teammate because he won't follow orders.
10 XP	When you either arrest a teammate for violation of the chain of command or you sympathize with said teammate and simply dismiss him from the team.

X-FACTOR UNLOCKABLES

These unlockables are available to any hero whom are members of the X-Factor.

- ⊗ **[5 XP / 10 XP] Government Lapdog:** Working for the government has its perks. Aside from a steady paycheck and pension, you can rely on backup from the Department of Defense. Usually. By purchasing this Unlockable during a Transition Scene, you arrange for the government to deliver to you a piece of tech that can aid you during your next Action Scene. The tech can provide you with the following Resource as if you had it as a Specialty: Covert, Science, Tech or Vehicle. For 5 XP treat the resource as though you had an Expert Specialty. For 10 XP, treat it as a Master Specialty.

X-FORCE

They were once the New Mutants; the next generation of X-Men. However, once the New Mutants came under Cable's leadership, he forged them into a proactive fighting force with which he waged a war against those he perceived as threats to mutankind's present and future. His primary target thus far has been the terrorist mutant group known as the Mutant Liberation Front, led by Cable's clone, Stryfe.

The current makeup of X-Force is as follows: Boomer (Boom Boom), Cable, Cannonball, Domino, Feral, Rictor, Siryn, Shatterstar, Sunspot, and Warpath. Although Domino does not feature in the X-Cutioner's Song comic, she is available for use in this Event.

The members of X-Force start this event at the "landing" site of their stolen S.H.I.E.L.D. transport, in the deserts of New Mexico.

X-FORCE MILESTONES

These Milestones are available to any hero whom are members of the X-Force.

OLD NEW MUTANT

Sometimes you wonder if following Cable into this warfront of his was really a good idea. You could have been an X-Man. You could have made a difference without all of this bloodshed. Maybe it is not too late to go home.

1 XP	when you try to persuade a member of X-Force that life was better as an X-Man.
3 XP	when you either take Stress from a member of another X-team rather than fight them or you strike back at a member of another X-team out of resentment for what might have been.
10 XP	When you either quit X-Force over an unresolvable conflict between your orders and your morals or you shun morality and follow your orders like a good soldier.

X-FORCE UNLOCKABLES

These unlockables are available to any hero whom are members of the X-Force.

⊗ **[5 XP / 10 XP] Hidden Weaponry:** X-Force has been on the run from the authorities and its enemies for a while now. Doing so requires places to go to ground; hidden bases where you can regroup, recoup, and reload. For 5 XP, any player can gain Cable's Cashe, gaining a new Power Set. If the limit is ever put into play, it is broken or out of ammo and must be repaired by a Watcher Character with the appropriate skills. For 10 XP, the player's character knows enough about the tech to be able to make repairs himself, making the Power Set a part of his datafile, like any other. The Invisibility Power works against tech-based sensors and Psychic scanners such as portable Cerebro devices.

CABLE'S CASHE

CYBERNETIC SENSES D6

ENHANCED DURABILITY D8

INVISIBILITY D6

WEAPON D8

SFX: *Boost: Shutdown your highest rated CABLE'S CASHE power to step up another CABLE'S CASHE power by +1. Recover power by activating an opportunity or during a transition scene.*

Limit: *Gear: Shutdown a CABLE'S CASHE power and gain 1 PP. If 10XP was spent, may take an action vs. the doom pool to recover.*

MUTANT LIBERATION FRONT

Founded by Stryfe, the Mutant Liberation Front was allegedly a pro-mutant rights group, but with fanatical beliefs that made them willing to engage in terrorist activities to achieve their ends. Given that Stryfe has used mind control technology to ensure the cooperation of two of its members (Skids and Rusty Collins), it is possible that many or even all of the mutants under Stryfe's command are under similar control.

Unbeknownst to all but himself, Stryfe founded the MLF to prepare for this Event. Everything Stryfe has done, and everything he has had his MLF do, was geared towards his scheme of revenge against Apocalypse, Jean, Scott, Cable, the X-Teams, and mutantkind in general.

Members of the MLF at the time of this Event include: Stryfe, Draggoness, Forearm, Kamikaze, Reaper, Strobe, Slab, Skids, Tempo, Thumbelina, Wildside, Zero, Rusty Collins

DRAGONESS

SOLO D8 Child of Hiroshima

BUDDY D4 Field Leader

TEAM D6 Mutants First

BIOELECTRIC ENERGY

BLAST D10

SFX: *Atmospheric Combustion:* Add a D6 to your dice pool for an attack action and step back the highest die in the dice pool by -1. Step up Physical Stress inflicted by +1.

Limit: *Mutant:* Earn a dice to the doom pool or step up one dice in the doom pool when affected by mutant-specific Milestones and tech.

MECHANICAL WINGS

SUBSONIC FLIGHT D8

ENHANCED DURABILITY D8

Limit: *Gear:* Shutdown WEAPON and add a dice to the doom pool or step up the smallest doom die. Spend a die from the doom pool to recover.

Combat Expert D8

Covert Expert D8

Tech Expert D8

Found by Stryfe living in Madrid, Tamara Kurtz joined the MLF and became one of its field leaders. She is known to have romantic feelings for Cannonball of X-Factor, but that has not stopped her from attacking him in the past.

FOREARM

SOLO D6 Devoted Soldier

BUDDY D8 Multi-Armed Mutant

TEAM D4 Charge Right In

EXTRA LIMBS

ENHANCED REFLEXES D8 SUPERHUMAN DURABILITY D10

SUPERHUMAN STAMINA D10 SUPERHUMAN STRENGTH D10

SFX: Bearhug: Add a D6 and step up your effect die by +1 when inflicting the Grapple complication on a target.

SFX: Healing: Spend a die from the doom pool to recover your Physical Stress or step back your Physical Trauma by -1.

Limit: Mutant: Earn a die for the doom pool or step up one dice in the doom pool when affected by mutant-specific Milestones and tech.

Combat Expert D8

Forearm is a devoted soldier in the army of the MLF. On behalf of Stryfe, he made the original arrangement with Mr. Sinister to trade the Summers' family genetic code for Jean and Scott.

Kamikaze

SOLO D8 Mutant Supremacist

BUDDY D6 Headlong Into Danger

TEAM D4 Rocket Man

LIVING MISSILE

BLAST D12 ENHANCED DURABILITY D8

ENHANCED REFLEXES D8 ENHANCED STAMINA D8

ENHANCED STRENGTH D8 SUBSONIC FLIGHT D8

SFX: Area Attack: Add a D6 and keep an additional effect die for each additional target.

SFX: Dangerous Explosion: Add a D6 to your dice pool for an attack action and step back the highest die in the pool by -1. Step up Physical Stress inflicted by +1.

Limit: Conscious Activation: If stressed out, asleep or unconscious, shutdown LIVING MISSILE. Recover LIVING MISSILE when stress is recovered or you awake. If PHYSICAL TRAUMA is taken, shutdown LIVING MISSILE until trauma is recovered.

Limit: Mutant: Earn a die for the doom pool or step up one dice in the doom pool when affected by mutant-specific Milestones and tech.

Combat Expert D8

Kamakaze's history prior to joining the MLF is unknown. He has assisted the MLF in collecting artifacts meant to prematurely awaken Apocalypse from his slumber.

Note: In the comics, Kamikaze loses his life (and his head) when he attacks Archangel from behind as Warren flexes his wings.

REAPER

SOLO D6	Limb From Limb
BUDDY D8	Mutant Terrorist
TEAM D4	X-Scythable

NEUROSYNAPTIC SYCHES

BLAST D12

SFX: *Afflict:* Add a D6 and step up your effect die by +1 when inflicting *PARALYZE* complication on a target.

SFX: *Versatile:* Split *BLAST* into 2D10 or 3D8.

Limit: *Mutant:* Earn a die for the doom pool or step up one dice in the doom pool when affected by mutant-specific Milestones and tech.

Limit: *Gets In His Own Way:* Both 1 and 2 on your dice count as opportunities for the players when using *NEUROSYNAPTIC SYCHES*.

Limit: *Gear:* Shutdown *WEAPON* and add a die to the doom pool or step up the smallest doom die. Spend a die from the doom pool to recover.

Combat Master D10

Menace Expert D8

Reaper has a habit of getting his limbs cut off in battle, forcing him to get cybernetic replacements each time. He only has one of his organic legs left. Despite, or perhaps because, of his bad fortune, he delights in taunting his foes when they fall, and spends far too little time on keeping his eye on the battle at hand as a result.

STROBE

SOLO D6	Radicalized Idealist
BUDDY D6	Blinded By Stryfe
TEAM D4	Burning Fury

HIGH-TEMPERATURE LIGHT BLASTS

BLAST D10

ENHANCED REFLEXES D8

SFX: *Dangerous:* Add a D6 to your dice pool for an attack action and step back the highest die in the pool by -1. Step up Physical Stress inflicted by +1.

SFX: *Versatile:* Split *BLAST* into 2D8 or 3D6.

LIMIT: *Exhausted:* Shutdown any *HIGH-TEMPERATURE LIGHT BLASTS* power to gain a die to the doom pool or step up one dice in the doom pool. Recover power by activating an opportunity or during a Transition Scene.

Limit: *Mutant:* Earn a die for the doom pool or step up one dice in the doom pool when affected by mutant-specific Milestones and tech.

Combat Expert D8

Psych Expert D8

Strobe truly believes that mutants should not suffer for their birth-right at society's hand. When Skids and Rusty were imprisoned by the government, Strobe and her fellow teammates demanded their release. Living under Stryfe's leadership has radicalized her, making her a dangerous foe.

SKIDS [Sally Blevins]

SOLO D6	Brainwashed By Stryfe
BUDDY D8	X-New Mutant
TEAM D4	Protector of The Innocent

FRICTIONLESS FORCE FIELD

SUPERHUMAN DURABILITY D10 **ENHANCED SKATING (RUNNING) D8**

SFX: *Immunity: Spend a D6 from the doom pool to avoid stress, trauma or complications from Grabs, Entangles or any effect that requires either of those conditions.*

SFX: *Second Chance: Spend a D6 from the doom pool to reroll when using any FRICTIONLESS FORCE FIELD power.*

Limit: *Mutant: Earn a die for the doom pool or step up one dice in the doom pool when affected by mutant-specific Milestones and tech.*

Limit: *Uncontrollable: change any FRICTIONLESS FORCE FIELD power to a complication and gain a die to the doom pool or step up a die from the doom pool by +1. Activate an opportunity or remove the complication to recover the power.*

Combat Expert D8

Sally ran away from her abusive stepfather after the manifestation of her mutant powers. Rejected by the Morlocks due to her power preventing Masque from altering her appearance, she aided mutant fugitive Rusty Collins in escaping the government mutant team Freedom Force. The two became wards of the first X-Factor, but were eventually captured by the US government. They were freed by the MLF, and implanted with neurotransmitters that brainwashed them into Stryfe's service.

RUSTY COLLINS

SOLO D6	Military Mindset
BUDDY D8	Horrible Past
TEAM D4	Brainwashed By Stryfe

MUTANT INFERNO

BLAST D10

SFX: *Body Of Flame: On a reaction against Physical Stress attack actions, inflict Physical Stress with your effect die at no die cost, or spend a D6 to step it up by +1.*

SFX: *Variable: Split BLAST into 2D8 or 3D6.*

LIMIT: *Exhausted: Shutdown BLAST power to gain a die to the doom pool or step up one dice in the doom pool. Recover power by activating an opportunity or during a Transition Scene.*

Limit: *Mutant: Earn a die for the doom pool or step up one dice in the doom pool when affected by mutant-specific Milestones and tech.*

Combat Expert D8

Rusty joined the Navy at age 16, but wound up arrested when his fire powers manifested, severely burning not only an innocent woman but the arresting officer. Escaping with the help of Skids, he became a ward of the original X-Factor. Eventually the government caught and arrested him and Skids. He was freed by the MLF, and brainwashed by Stryfe using a neural implant.

TEMPO

SOLO D8 Mayhem for Mutant Rights

BUDDY D6 Terrorist With A Conscience

TEAM D4 Youthful Exuberance

TEMPORAL MANIPULATION

TIME CONTROL* D12

SUBSONIC FLIGHT D8

SFX: Freeze Time: Add a D6 and step up your effect die by +1 when inflicting Freeze complication on a target.

SFX: Temporal Aid: Add a D6 and step up your effect die by +1 when using TEMPORAL MANIPULATION to create assets.

Limit: Exhausted: Shutdown any TEMPORAL MANIPULATION power to add a die to the doom pool or step up a doom pool die by +1. Recover by activating an opportunity or during a Transition Scene.

Limit: Mutant: Earn a die for the doom pool or step up one dice in the doom pool when affected by mutant-specific Milestones and tech.

Psych Expert D8 Science Expert D8

***Speeds up or slows down time, cause time to stop, paralyzing her enemies, or accelerating them too fast for them to control.**

THUMBELINA

SOLO D6 Large And Lonely

BUDDY D8 Fiercely Family Loyal

TEAM D4 Hide And Seek

REALLY BIGLY TINY

SHRINKING D10

SUPERHUMAN STRENGTH D10

SFX: Concentrated Strength: Step up or double SUPERHUMAN STRENGTH for one action. If the action fails, add 1 PP to the player you attacked or affected.

Limit: Exhausted: Shutdown any *REALLY BIGLY TINY* power to add a die to the doom pool or step up a doom pool die by +1. Recover by activating an opportunity or during a Transition Scene.

Limit: Mutant: Earn a die for the doom pool or step up one dice in the doom pool when affected by mutant-specific Milestones and tech.

Covert Expert D8 **Tech Expert D8**

Shunned and unappreciated by her fellow MLF (apart from Dragoness), Thumbelina overcame her weight issues and became the team's covert expert

WILDSIDE [Richard Gill]

SOLO D8 Sadist

BUDDY D4 Pining For Leadership

TEAM D6 Feral Hunter

HALLUCINATION INFILCTION

MIND CONTROL D12

SFX: Area Attack: Add a D6 and keep an additional effect die for each additional target.

Limit: Mutant: Earn a die for the doom pool or step up one dice in the doom pool when affected by mutant-specific Milestones and tech.

SADISTIC TRAINING

CLAWS D8 ENHANCED REFLEXES D8

ENHANCED STAMINA D8 ENHANCED STRENGTH D8

SFX: Intense Training: Spend a D6 from the doom pool to reroll when using any SADISTIC TRAINING power.

Limit: Mutually Exclusive: Shut down HALLUCINATION INFILCTION to use SADISTIC TRAINING, and vice versa.

A bestial (no offense to the Beast) sadist, Richard Gill cares less for mutant rights and more for the sheer joy of chaos and torment. He rarely uses his own mutant powers, relying heavily on his long sharp nails, and his tremendous physical training, to cause suffering and mayhem.

ZERO

SOLO D4 Mute Communicator

BUDDY D8 Future Knowledge

TEAM D6 Owner Loyalty

ANDROID FROM THE FUTURE

SUPERHUMAN SENSES D10 WEAPON D10

SUPERHUMAN DURABILITY D10 TELEPORT D10

SFX: Dampen: Add a D6 and step up your effect die by +1 when inflicting DAMPEN ENERGY complication on a target.

SFX: Sensors: Spend a D6 doom die to add SUPERHUMAN SENSES (or step up if you already have it in the pool) and reroll all dice on a reaction.

Limit: Electromagnetic Organism: Earn a die for the doom pool or step up one dice in the doom pool when affected by electromagnetic-specific Milestones and tech.

Science Expert D8

Tech Master D10

Ambient-Energy Dampening Actualization Model (A.D.A.M.) was built by the Askani as a peace-keeping android, but was captured and reprogrammed by Stryfe. Now he serves as Stryfe's mute companion, to whom Stryfe monologues without fear of an answer.

SLAB [Christopher Anderson]

SOLO D6 Nasty Boy

BUDDY D8 Family First

TEAM D4 Brutish Thug

SLAB OF A MAN

GROWTH D8 SUPERHUMAN DURABILITY D10

SUPERHUMAN STAMINA D10 SUPERHUMAN STRENGTH D10

SFX: *Area Attack: Add a D6 and keep an additional effect die for each additional target.*

SFX: *Versatile: Split SUPERHUMAN STRENGTH into 2D8 or 3D6.*

Limit: *Mutant: Earn a die for the doom pool or step up one dice in the doom pool when affected by mutant-specific Milestones and tech.*

Menace Expert D8

A member of Mr. Sinister's Nasty Boys, Slab was captured by the current X-Factor, but freed by the MLF. At the time of this Event, Slab is still with his sister and has not yet returned to Mr. Sinister's side.

DARK RIDERS

The group known as the Dark Riders, or Riders of the Dark, are the modern incarnation of Apocalypse's ancient Egyptian army. Hand-picked by Apocalypse from survivors of his attack on the Inhuman city of Attilan, the Dark Riders believe in a perversion of the evolutionary mandate of survival of the fittest. They follow Apocalypse because they consider him the most fit of all living things, but if that is ever disproven, they will flock behind the person whom bests Apocalypse.

As you can see from the individual entries, Marvel's writers revealed precious little about the Dark Riders as individuals. This is a golden opportunity for Watchers; you have clean slates with which to create new and compelling characters from these essentially empty stats. It is conceivable (indeed probable) that the members of the Dark Riders were brainwashed by Apocalypse. Who they really are underneath all that conditioning, and what they used to hope and dream for, can be a source of a whole set of side Scenes that the Watcher can supply. It is even possible that the Watcher can devise some Action Scenes where the heroes attempt to break Apocalypse's conditioning, as Archangel managed to do with Iceman's help. If so, while some of the Riders may prove to be villains even free from Apocalypse's conditioning, some these fallen Inhumans may rise again, as allies for the heroes and possibly even as playable characters the player can unlock...

The current members of the Dark Riders are: Gauntlet, HardDrive, Tusk, Foxbat, Psynapse and Barrage.

FOXBAT

SOLO D4 Inhuman Traitor

BUDDY D8 Survivor

TEAM D6 Terror Of The Skies

INHUMAN ABILITIES

TALONS D8 ENHANCED DURABILITY D8

ENHANCED SENSES D8 ENHANCED REFLEXES D8

ENHANCED STRENGTH D8 WINGED FLIGHT D6

SFX: *Dangerous: Add a D6 to your dice pool for an attack action and step back highest die in pool by -1. Step up Physical Stress inflicted by +1*

Limit: *Exhausted: Shutdown any INHUMAN ABILITIES power to gain a D6 doom die or step up an existing doom die by +1. Recover by giving a player who rolls an opportunity 1 PP and do not increase the doom pool, or during a Transition scene.*

Acrobatic Expert D8

Combat Expert D8

Menace Expert D8

Little is known about Foxbat prior to his joining the Dark Riders. He is a devotee of a branch of the discredited science of Social Darwinism, which he and his fellow Riders have made into a religion.

GAUNTLET

SOLO D8 Inhuman Traitor

BUDDY D4 Devotee of The Fittest

TEAM D6 Coward At Heart

INHUMAN ABILITIES

ENHANCED DURABILITY D8 ENHANCED STRENGTH D8

SFX: *Second Wind:* Before you make an action including an INHUMAN ABILITIES power, you may move your Physical Stress to the create an Asset for a player character and step up the INHUMAN ABILITIES power by +1 for this action.

Limit: *Exhausted:* Shutdown any INHUMAN ABILITIES power to gain a D6 doom die or step up an existing doom die by +1. Recover by giving a player who rolls an opportunity 1 PP and do not increase the doom pool, or during a Transition scene.

PRIVATE ARSENAL

CYBERNETIC SENSES D10 WEAPON D8

SFX: *Burst:* Step Up or Double a PRIVATE ARSENAL power die against a single target. Remove the highest rolling die and add three dice for your total.

Limit: *Gear:* Shutdown WEAPON and add a die to the doom pool or step up the smallest doom die. Spend a die from the doom pool to recover.

Combat Expert D8 **Covert Expert D8**

Menace Expert D8

Not much is known about Gauntlet prior to his joining the Dark Riders. From his past actions, we can deduce that he is not above abandoning his teammates if it will preserve his own life. Perhaps his personal philosophy could be summed up as "the fit know when to flee."

TUSK

SOLO D4 Inhuman Traitor

BUDDY D6 Tower Of Terror

TEAM D8 Tiny Tusks Everywhere

INHUMAN ABILITIES

TALONS D8 SUPERHUMAN DURABILITY D10

SENSES D6 SUPERHUMAN STRENGTH D10

SFX: *Multiple:* Use your appropriate AFFILIATION DICE an additional time for each -1 step you take your INHUMAN ABILITIES power, or any SPECIALTY in your dice pool, or both.

SFX: *Dangerous:* Add a D6 to your dice pool for an attack action and step back highest die in pool by -1. Step up Physical Stress inflicted by +1

Limit: *Exhausted:* Shutdown any INHUMAN ABILITIES power to gain a D6 doom die or step up an existing doom die by +1. Recover by giving a player who rolls an opportunity 1 PP and do not increase the doom pool, or during a Transition scene.

Combat Expert D8

Menace Master D10

Nothing is known about Tusk apart from his abilities.

Hard-Drive [Mainframe]

SOLO D8 Inhuman Traitor

BUDDY D4 Merge With Tech

TEAM D6 High-Tech Horror

INHUMAN ABILITIES

CYBERNETIC SENSES D8 CYBERNETIC CONTROL D8

TELEPORTATION D12 WEAPON D10

SFX: *Healing: Spend a doom die to recover your own Physical Stress or step back your own Physical Trauma by -1.*

SFX: *Versatile: Split WEAPON power into 2D8 or 3D6*

Limit: *Exhausted: Shutdown any INHUMAN ABILITIES power to gain a D6 doom die or step up an existing doom die by +1. Recover by giving a player who rolls an opportunity 1 PP and do not increase the doom pool, or during a Transition scene.*

Combat Expert D8

Science Master D10

Tech Master D10

Vehicle Expert D8

Hard-Drive serves as the field officer for the Riders, and often makes the determination as to whether or not a particular target is "fit" by the ideology of the group.

BARRAGE

SOLO D4 Inhuman Traitor

BUDDY D6 Ambient Energy Enemy

TEAM D8 Follower Of The Fittest

INHUMAN ABILITIES

BLAST D10 SUPERHUMAN DURABILITY D10

SFX: *Burst: Step up or double BLAST against a single target. Remove the highest rolling die and add three dice to your total.*

SFX: *Dangerous: Add a D6 to your dice pool for an attack action and step back highest die in pool by -1. Step up Physical Stress inflicted by +1*

Limit: *Exhausted: Shutdown any INHUMAN ABILITIES power to gain a D6 doom die or step up an existing doom die by +1. Recover by giving a player who rolls an opportunity 1 PP and do not increase the doom pool, or during a Transition scene.*

Combat Master D10

Menace Expert D8

Nothing is known about Barrage apart from his abilities.

PSYNAPSE

SOLO D6 Inhuman Traitor

BUDDY D4 Devotee of The Fittest

TEAM D8 Psychic Manipulator

INHUMAN ABILITIES

PSYCHIC BLAST D10

PSYCHIC CONTROL D10

ASTRAL TELEPORT D10

SFX: *Counterattack: On a reaction against a Mental Stress attack action, inflict Emotional Stress with your effect die at no doom pool cost or spend D6 from the doom pool to step it up by +1.*

Limit: *Exhausted: Shutdown any INHUMAN ABILITIES power to gain a D6 doom die or step up an existing doom die by +1. Recover by giving a player who rolls an opportunity 1 PP and do not increase the doom pool, or during a Transition scene.*

ENERGY MONSTERS

SUPERHUMAN DURABILITY D10

SUPERHUMAN STRENGTH D10

SFX: *Unleashed: Step Up or Double an ENERGY MONSTER power die for one action. If the action fails, give a player who rolls an opportunity 1 PP and do not increase the doom pool.*

Limit: *Psychic Shock: Shutdown WEAPON and add a D6 to the doom pool or step up the smallest doom die. Spend D6 from the doom pool to recover.*

Combat Expert D8

Covert Expert D8

Menace Expert D8

It is rumored that Psynapse is a cousin of the Inhumans Medusa and Crystal. Beyond that, not much is known.

HORSEMEN OF APOCALYPSE

The four horsemen serve as the elite warriors of Apocalypse's army. They are chosen for supposedly being the most fit to survive. Apocalypse cares not if his chosen horseman desires the post; if necessary he will brainwash and / or augment his chosen horseman so that he will fulfill his or her duty. The horsemen always claim the names of War, Pestilence, Famine and Death. If they have no movement powers of their own, they ride mechanical horses with the power of flight.

At the time of X-Cutioner's Song, the horsemen are as follows:

- ⊗ **War:** Abraham Kieros
- ⊗ **Famine:** Autumn Rolfson
- ⊗ **Pestilence:** The mutant Caliban
- ⊗ **Death:** Vacant (formerly Archangel).

WAR [ABRAHAM KIEROS]

SOLO D4 War Veteran

BUDDY D6 Fit To Survive

TEAM D8 Paralyzing Fear of Immobility

EXPLOSIVE APPLAUSE

BLAST D10 ENHANCED STAMINA D8

SFX: *Burst: Step up or double BLAST against a single target. Remove the highest rolling die and add three dice to your total.*

Limit: *Mutant: Earn a D6 or step up one dice in the doom pool when affected by mutant-specific Milestones and tech.*

MECHANICAL FLYING HORSE

Enhanced Flight D8 **Teleport D10**

SFX: *Area: Target multiple opponents. For every additional target, add D6 and keep +1 effect die.*

Limit: *Gear: Shutdown WEAPON and add a D6 to the doom pool or step up the smallest doom die. Spend D6 from the doom pool to recover.*

Combat Expert D8 **Menace Expert D8**

Recruited as the new War and healed of paralyzing war injuries, Abraham embraced his new role as a horseman. He battled the original X-Factor but lost when Death (Arachangel) changed sides. He now serves Mr. Sinister, awaiting Apocalypse's return.

FAMINE [AUTUMN ROLFSON]

SOLO D4 Spoiled Little Rich Girl

BUDDY D6 Devoted Horesman

TEAM D8 Unloved and Unlovable

EMACIATION

BLAST D10

TRANSMUTATION D10

SFX: *Dangerous:* Add a D6 to your dice pool for an attack action and step back the highest die in the pool by -1. Step up Physical Stress by +1

Limit: *Blocked:* If the target of an attack with an EMACIATION power in the dice pool has an applicable Immunity or Invulnerability, the target may add that EMACIATION power's die to his die pool.

MECHANICAL FLYING HORSE

Enhanced Flight D8

Teleport D10

SFX: *Area:* Target multiple opponents. For every additional target, add D6 and keep +1 effect die.

Limit: *Gear:* Shutdown WEAPON and add a D6 to the doom pool or step up the smallest doom die. Spend D6 from the doom pool to recover.

Menace Expert D8

A spoiled young brat whose parents were concerned about her anorexia, Autumn felt her parents cared more about appearances than about her. Apocalypse exploited this feeling, and convinced Autumn to become his new horseman, Famine.

PESTILENCE [CALIBAN]

SOLO D8 Loveless and Lonely

BUDDY D4 Maddened By Massacre

TEAM D6 Morlock Outcast

MUTANT HORSEMAN

SUPERHUMAN DURABILITY D10 **ENHANCED SENSE D8**

SUPERHUMAN STAMINA D10 **SUPERHUMAN STRENGTH D10**

SFX: *Emotion Absorption:* Add any Emotional Stress from a single target to your dice pool or step up your SUPERHUMAN STRENGTH to D12, then give that player an opportunity.

Limit: *Mutant:* Earn a D6 or step up one dice in the doom pool when affected by mutant-specific Milestones and tech.

MECHANICAL FLYING HORSE

Enhanced Flight D8

Teleport D10

SFX: *Area:* Target multiple opponents. For every additional target, add D6 and keep +1 effect die.

Limit: *Gear:* Shutdown WEAPON and add a D6 to the doom pool or step up the smallest doom die. Spend D6 from the doom pool to recover.

Covert Expert D8

Menace Expert D8

Feeling alone and apart even among the Morlocks, Caliban began his “career” as a mutant hunter for Callisto. When his fellow Morlocks were massacred by the Mauraders, Caliban sought out Apocalypse and asked for the strength to avenge his Morlock family. Now the new Pestilence, Caliban is totally loyal to his new master.

X-PATRIOTS

A group of Genoshan refugees, the X-Patriots came to America by boat looking for a new home. Already turned away from four other countries, they were unwilling to leave harbor in Manhattan. As a result, the US Government sent in X-Factor to deal with them. X-Factor arranged to have the X-Patriots stay in the US temporarily while their status was worked out; as things in Genosha had stabilized since the X-Patriots had departed, the US wanted to return them to Genosha, but the X-Patriots did not believe that the government was being truthful. During an escorted outing in the city, the X-Patriot Taylor was severely beaten in Central Park. As of the X-Cutioner's song, he is receiving treatment at a Manhattan hospital.

The members of X-Patriots are Lukas, Pirouette, Prodigal and Taylor. As Taylor is in a coma during this Event, we have not provided his datafile.

LUKAS

SOLO D4 Refugee

BUDDY D6 Tough-Minded

TEAM D8 Mistrustful of Government

FEAR FORMS

SHAPESHIFTING D10 TELEPATHY D8

SFX: *Afflict: Add a D6 and step up your effect die by +1 when inflicting a FEAR complication on a target.*

Limit: *Mutant: Earn a D6 or step up one dice in the doom pool when affected by mutant-specific Milestones and tech.*

PIROUETTE [JOBETH]

SOLO D4 Refugee

BUDDY D6 Sweet On Strong Guy

TEAM D8 Mistrustful Of Government

LIVING TORNADO

BLAST D8 WHIRLWIND FLIGHT D8

SFX: *Area Attack: Add a D6 and keep an additional effect die for every additional target.*

Limit: *Mutant: Earn a D6 or step up one dice in the doom pool when affected by mutant-specific Milestones and tech.*

PRODIGAL

SOLO D4 Refugee

BUDDY D6 A Head For Leadership

TEAM D8 Mistrustful of Government

ANTIMAGNETIC FIELD

BLAST D10 METAL KINESIS D8

SFX: *Versatile: Split Blast into 2D8 or 3D6.*

Limit: *Mutant: Earn a D6 or step up one dice in the doom pool when affected by mutant-specific Milestones and tech.*

OPTIONS FOR THE X-PATRIOTS

- ⊗ Instead of them trying to escape, they could try to ingratiate themselves with X-Factor, attempting to join their team and thus stay in the United States.
- ⊗ Stryfe could send a few members of the MLF (perhaps Zero) to infect the X-Patriots with nanotech implants, making them loyal to him, and thus have spies in the enemy's camp.
- ⊗ The X-Patriots escape as described in the comic, but instead of fleeing they go after Stryfe themselves to try and prove their worth to X-Factor. They are captured or killed; if the former, rescuing them could prove an interesting side Scene.

KEY MARVEL UNIVERSE LOCATIONS

The battle against Stryfe crosses the United States, spans the globe and goes all the way to the moon. The following locations serve as inspiration for scenes set in any of these locations and provide example Scene Distinctions to offer your players.

XAVIER MANSION

Having stayed in the Xavier family for ten generations, X-Mansion is the home of Professor Charles Xavier and serves as the campus of the Xavier School For Gifted Youngsters. Standing two stories tall and consisting of three connected sections, the mansion contains student and teacher quarters, a large formal dining room, and a library. It is full of **Heavy Furniture**.

Beneath the surface, the mansion hides the underground headquarters of the X-Men. It has facilities such as Cerebro, the Danger Room, a hanger bay with the **Blackbird** available for teams to use to fly to any location in the world. It also contains a link to the Morlock tunnels, which is **Securely Locked and Reinforced**. The underground facility has **Shi'Ar Technology** as well as a databank full of information gathered by the team over the years. It also has a fully-equipped medical bay.

CENTRAL PARK

A place of recreation for all New Yorkers, the Bandstand area where the action takes place is often used for concerts. During such events it is **Densely Packed with Bystanders**. During normal days the park is unevenly distributed with pedestrians and vehicles.

GRAYMALKIN

Hidden in Earth orbit, Cable's satellite base has an artificial intelligence called Professor. It also has untold amounts of weapons. This is a good place to pick up the **Cable's Cache** unlockable.

MLF BASE: DUST BOWL, ARKANSAS

What looks like a sleepy southern town is actually a cover for an underground base. All of the "residents" are actually grunt members of the MLF. These grunts do not display any powers, and may in fact be brainwashed citizens. The base below is full of **Dark Corridors**. It is swarming with grunts and minor mutants.

HARRY'S HIDEAWAY [THE DANGER PUB]

Located in Salem Center, Westchester, this is a regular hangout for the students at Xavier's School for Gifted Youngsters. It is not crowded at the time of the adventure, but there are still **Innocent Bystanders** in the pub, including the staff.

CENTRAL PARK HOSPITAL

This multi-floor hospital is minutes from Central Park, and has **Medical Equipment** and **Cramped Quarters**.

CHESAPEAKE BAY WAREHOUSE

Site of Mr. Sinister's ambush of the X-Men via the Horsemen. He draws them here so he can infiltrate the Mansion. It has some **Large Wood Crates**, but little else.

CABLE'S SWITZERLAND SAFE-HOSUE

This **Secluded Location** outside of Davosdorf contains lots of over-sized and high-tech weapons, a computer link to Graymalkin, and little else.

DEPARTMENT K - CANADIAN DEPARTMENT OF SECURITY

A secret Canadian government organization that, amongst other things, developed the Weapon X program that fused adamantium to Wolverine's skeleton. The heroes come here to gain information that will help them track down Cable. Cable also comes here at the same time to get data to track down Stryfe and the MLF.

APOCALYPSE'S EGYPTIAN BASE, TWENTY-FIVE MILES NORTHWEST OF BANI- MANZA

Apocalypse comes here to rejuvenate, to heal and to rest. He leaves his Dark Riders on guard in his convalescence. It is the ruins of an ancient Egyptian temple, a step-pyramid built into **Rugged Terrain** with **Sparse Cover**.

MR. SINISTER'S HIDDEN LAIR

The X-Men do not visit this location in the comic, but during the Event you can have the heroes attempt to locate it and pry more info from Mr. Sinister about Stryfe or Apocalypse. The comic doesn't show much detail, but you can be sure the location is full of **Confusing Corridors** and has **Advanced Defenses**. You might even encounter the **Nasty Boys** here.

BOCA DEL TORO, PANAMA

The exchange between the MLF and Mr. Sinister takes place here. The MLF trades "the gene code of the Summers' family" (actually the Legacy Virus) for Jean and Scott.

THE TEXAS / NEW MEXICO BORDER

Crash site of X-Force's transport and field of battle between X-Force and X-Factor. The area is full of places to find cover, and is far from any sign of civilization.

STRYFE'S MOON LAIR

This vast complex has artificial gravity generators to match Earth standard gravity. It is full of **Confusing Corridors**, **Dizzying Heights**, and has **Advanced Defenses**. The area outside the base is **Devoid Of Oxygen**, **Barren**, and has **Lower Than Normal Gravity**, so stay away from there, if possible.

ACT ONE

ALLEGRO AND ADAGIO

Living in a world that hates and fears them has splintered and polarized the mutant community. The students of Professor Charles Xavier have not proven immune to this division. The X-Men have spawned two splinter groups; the government-run X-Factor and the renegade outlaws known as X-Force. This division has, from their perspective, diluted the positive impact the children of the atom could have on the world and its people. However, their actions have in fact had an impact that they do not and could not foresee.

SCENE STRUCTURE

Act one covers the inciting movement of the X-Cutioner's song; the abduction of Jean Grey and Scott Summers from Harry's Hideaway, and the assassination attempt upon Professor Charles Xavier, supposedly by Cable. It then follows the shattering effect these two events have on the various X-teams, setting them against one another and thus buying their real enemy time to put all of the pieces of his plan against them.

Buildup

- ☒ Action: Concert In The Park
- ☒ Action: The Danger Pub (Jean Grey and Scott Summers)
- ☒ Action: Horsing Around In Salem Center
- ☒ Transition: Investigate Central Park Bandstand
- ☒ Action: X Vs. X

Key Scenes

- ☒ Transition: Hovering Over Xavier
- ☒ Action: Escape From New York (X-Force)
- ☒ Transition: Prepare For Battle
- ☒ Action: Search for X-Force
- ☒ Transition: Search For A Cure
- ☒ Action: Hunting For Horsemen
- ☒ Action: Protecting Xavier
- ☒ Transition: Captured By Stryfe (Jean and Scott)

Don't forget that you can add additional Transitions scenes as needed for the heroes to recuperate from Action Scenes, unlock new heroes, or develop new Resources. You can also insert other Action Scenes if you want to further the scope of the Event, perhaps taking time to track down the X-Patriots or deal with interference by agents of S.H.I.E.L.D.

PLAYING CABLE

Cable is not available as a playable hero during this Act. He will become unlockable as a playable hero during Act Two. Until then, he is either still between timelines, or preparing for his recon mission to Department K.

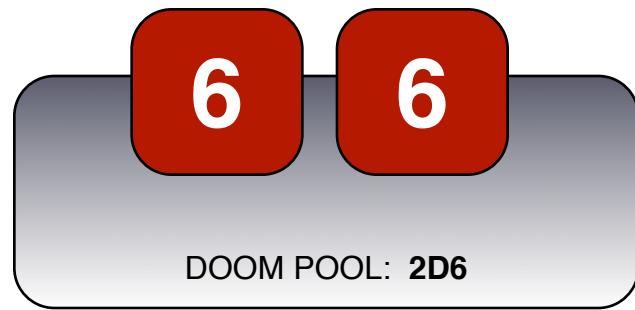
HOOKS

Each X-team starts Act One in a different location. Fortunately for the Watcher, most of them are paying close attention to the Lila Cheney concert, where Professor Xavier, known to the public only as a geneticist and mutant rights activist, is giving a surprise speech on brotherhood between normal humans and mutants. The event is televised, and thus both X-Factor and X-Force have means to view this event.

- ⊗ **X-Factor:** The government mutant team is staying at the Grand Hyatt Hotel in Manhattan. They can watch the speech from the penthouse common room. A few of the team, including a duplicate of Multiple Man, are with the X-Patriots at the hospital, watching over the fallen X-Patriot Taylor.
- ⊗ **X-Force:** Cable is, at this time, sliding between points on the timeline. The rest of X-Force is at the “landing” site of the “borrowed” S.H.I.E.L.D. transport, in the deserts of New Mexico.
- ⊗ **X-Men:** Jean and Scott are at Harry’s Hideaway, affectionately referred to by the X-Men as “the Danger Pub.” Iceman and Colossus are in their civilian identities grocery shopping nearby. Professor Xavier is in Central Park preparing to give his speech. Attending as security in civilian garb are Bishop, Storm, Archangel and his date Sergeant Charlotte Jones, Rogue, and Gambit. The rest of the X-Men are either at the mansion or engaged in their private lives.

DOOM POOL

The doom pool begins at **2D6** for this Act.



ACTION: CONCERT IN THE PARK

This Scene focuses on the concert given by international (secretly intergalactic) music star Lila Cheny, specifically the pre-concert speech given by Professor Charles Xavier. The concert, an event meant to celebrate and foster brotherhood amongst all humanity, gives Xavier a perfect opportunity to promote his dream of peaceful co-existence between normal humans and mutants. Unfortunately, his surprise appearance on stage has prompted many of these “enlightened” concert goers to heckle him and show their anti-mutant bigotry.

There are actually two threats to Xavier's life in the crowd today. The first is a pair of anti-mutant terrorists whom got tipped off by Lila Cheny's make-up woman that Xavier would be present. Since the public does not know that Xavier is a mutant, these two amateur terrorists are not here to kill him for his genetic heritage; rather, they want to silence his message of brotherhood. They plan to use **Explosives** to blow up the stage. They plant their dynamite sticks, with a timer, beneath the stage, and depart if not stopped. In the comics, Stryfe kills them before they have a chance to set the timer on the bomb (one wonders if, in the original timeline, this attack on Xavier succeeded, and Stryfe's desire to be the one to kill him actually saved Xavier's life). However, if the heroes locate the attackers, they can defeat the attempt at assassination.

The second threat is Stryfe himself, dressed as Cable. Since he is Cable's clone, he looks identical to Cable in every respect; only a detailed psychic probe or DNA growth analysis will show he is the clone. He carries two oversized guns; the one in his left hand is a normal plasma weapon, while the other contains the techno-organic virus slug. Stryfe wears a long coat over his Cable disguise, hiding his weapons from view until the critical moment.

If the heroes manage to spot “Cable,” they can attempt to talk to or apprehend him. However, the Watcher should make sure that Stryfe gets to act first. Give Cable multiple shots and use every possible trick to make sure that Xavier gets hit by the virus slug. As soon as he manages to hit Xavier, he will take his next turn to teleport (bodyslide) back to his hidden lair on the moon. This action ends the scene, so will require spending a D12 from the doom pool.

Although Stryfe has superhuman powers, he will not use them in this Scene. To do so would blow his cover, and he does not need to use them anyhow. He just needs to hit his target, and then depart.

OPTIONS WITH STRYFE

- ☒ What if Xavier gets through this scene without becoming infected by the techno-organic virus? The Watcher may have to devise some other way to keep the world's most powerful telepath from unbalancing the adventure. Perhaps a second attack, this time on Cerebro, that will infect Xavier with the virus when he first uses it to find “Cable.” Zero could teleport someone in to sabotage Cerebro during Stryfe's attack at the concert. This could be Stryfe's backup plan.

ACTION: THE DANGER PUB

[Jean Grey and Scott Summers]

Scott Summers and Jean Grey have met at Harry's Hideaway, affectionately referred to by the X-Men as "the Danger Pub," to have a quiet meal together. Unfortunately, Scott starts daydreaming about Psylocke before Jean arrives, and Jean catches him in the act (she's a telepath, and detects his fantasy). This leads to an argument about whether or not Jean and Scott should remain a couple, but just as they start to mend fences, Caliban attacks.

The brief encounter between Jean and Scott before Caliban's arrival might make a nice Transition Scene, if the players have any interest. If so, use the Scene to explore the dynamics of the couple's very strange relationship, from Jean's various "deaths" to Scott's son via Jean's clone Madelyn Pryor to Scott's attraction to Psylocke, whom operates under Scott's command on the Blue Team.

Once Caliban attacks (the Watcher should elect to let him go first), Jean and Scott are on their own. The only other X-Men nearby are under attack by War and Famine (see Action: Horsing Around In Salem Center).

The pub has **Furniture And A Bar** that can be used as cover or weapons. There are a few **Innocent Bystanders**, including other patrons and the staff. There is also **Glass and Debris** from where Caliban crashed through the skylight.

OPTIONS FOR THE DANGER PUB

- ⊗ Some players may wish to try and reach the other X-Men who are battling War and Famine, so that they can coordinate strategy. The Watcher must take care if the players try this; a lot hinges on Caliban abducting Jean and Scott. End the Scene with the doom pool if you must, or have some of the Nasty Boys arrive to overwhelm the heroes. This will serve as a clue that Mr. Sinister, not Apocalypse, is controlling the Horsemen, though the heroes might not jump to that conclusion as at this time Sinister allegedly serves Apocalypse.
- ⊗ Some of the patrons of the pub might be **Anti-Mutant Hotheads**, and see it as their civic duty to put all three of these mutants down.

EXPERT BIGOT D8

SOLO 3D8 BUDDY D6 TEAM D4

IMPROVISED WEAPONS

Enhanced Reflexes D8 Weapon D8

SFX: Wild Swinging: Split WEAPON into 2D6 or 3D4.

ACTION: HORsing AROUND IN SALEM CENTER

Even the world's foremost mutant rights superhero team needs to buy groceries! You have come to Salem Center in Westchester to do some shopping for the mansion, and spied Scott through the window of Harry's Hideaway as you walked down the street. Now that you've finished your shopping, you see people running from Harry's in a panic, and the silhouettes of Jean and Scott and something huge fighting inside. Let's move, X-Men!

The X-Men can shed their civilian identities safely, since the commotion at Harry's is drawing all of the attention. However, they don't make it even a few steps before they themselves come under attack. The Watcher should allow the Horsemen to make their move first, attacking the heroes.

The Horsemen have an **Unwavering Loyalty** to their master, Apocalypse, though they are unwittingly acting on behalf of Mr. Sinister in their master's absence (Mr. Sinister disguised himself as Apocalypse to get the Horsemen to do his bidding). They attack for as long as it takes for Caliban to capture Jean and Scott, then depart. Any Horseman knocked unconscious gets teleported away.

OPTIONS

- ⊗ As with Action: The Danger Pub, it may prove necessary to have some of the Nasty Boys arrive to even the odds. Do this especially if you have a large number of players and are making short work of the Horsemen.
- ⊗ Recruit a new Death to take the place of Archangel. This could be a modification of an existing member of any of the various mutant teams listed here, or perhaps a new character entirely that Apocalypse held in reserve and activated prior to his current slumber. If the Watcher creates a new Death from scratch he should put a little thought into the origin and history of the character prior to his (or her) becoming Death, and why Apocalypse would have chosen this character as his new Horseman. Otherwise, bump up the Power Set powers of an existing character to D12 and/or add a new Power Set to make that person more deadly.
- ⊗ Use the **Anti-Mutant Hotheads** described in Action: The Danger Pub to create complications for the heroes, or as additional adversaries.

TRANSITION: INVESTIGATE CENTRAL PARK BANDSTAND

Professor Xavier lies in critical condition in the local hospital, and Cable has escaped. While some of the heroes stand vigil over Xavier, your team has returned to the scene of the crime to ferret out clues to Cable's current location.

This scene, which takes place at night, will probably feature X-Factor exclusively as it did in the comics, though it is appropriate to include X-Men in this scene as well. Alternatively, you could have X-Force arrive before the other X-Teams. If that is the case, at least a few members of X-Force should stay behind in Arizona, in case the team in New York gets into trouble and needs rescue. In either case, as soon as X-Force and the other X-Teams meet, move on to Action: XVX.

This Transition offers some opportunities for characters to gain some Resources that they can use in later Scenes. It is also an opportunity for the heroes to reflect on the seriousness of Xavier's condition and the questionable tactics Cable and X-Force have used to fight for mutant rights. Heroes might openly wonder if Cable is really the hero he has painted himself to be, or is just another terrorist.

If the players are playing members of X-Force, their heroes should be on edge; they are wanted by the government as mutant radicals, and do not want a confrontation with any of the other X-teams or the government. They should go out of their way to be covert.

- ⊗ **Crime Resource:** Talking to witnesses yields only that Cable seemed extremely pleased with himself and never stopped smiling; Cable is nothing if not serious, so this behavior is out of character for him.
- ⊗ **Science Resource:** The plasma scoring from Cable's energy cannon indicates that the plasma discharged was hotter than the one he normally uses. While it is true that Cable has a variety of weapons to choose from, this could suggest a copycat or shapeshifter posing as Cable, rather than Cable himself, attacked Xavier.
- ⊗ **Tech Resource:** Reviewing film footage of the attack will show that the "bodyslide by one" that Cable used to escape is visually similar but not the same as his normal bodyslide teleports. It might operate on a different frequency or might not be a true bodyslide at all, but some other means of teleport. This again might suggest to the heroes that someone is impersonating Cable.

ACTION: XVX

X-Force and either X-Factor or the X-Men have met one another at Central Park. Both parties are looking for Cable, and that for X-Factor means taking X-Force into custody for questioning. Since X-Force really wants to stay free, this meeting of the X's is sure to lead to a fight...

This battle features X-Factor (and perhaps the X-Men) attempting to arrest X-Force, and X-Force trying to flee to their transport and escape from Manhattan. In general, the heroes should want to resolve this with as little injury to the other team as possible (though Feral, Shatterstar and Wolverine are obvious exceptions to this tendency). Heroes should not go for the kill, and if one does their teammates should intervene and/or chastise him or her for their unnecessary violence.

At this time of night, there are no innocent bystanders to harm. There are plenty of **Police Barricades**, abandoned **Musical Equipment**, and **Scattered Trees and Shrubs**, as well as **Lamp Posts** and **Open Reservoirs** that the heroes can take advantage of in their fights.

X-Force arrived here in a **Busted-up S.H.I.E.L.D. Transport**. That is a D8 Distinction that the Watcher can turn into a complication. If hit and damaged by one of the other X-teams, the attacking character can use the effect die to step up the Distinction. If stepped up beyond D12, the transport cannot fly; X-Force is stranded. If already airborne, it crashes. The craft has **Supersonic Flight D10**, so if it gets off the ground, non-fliers only have one Panel in which to make an attack. Anyone with movement powers that can keep up with the transport can continue the attack.

OPTIONS FOR XVX

- ☒ Maybe X-Force comes in quietly. They may feel totally betrayed by Cable, and their guilt that Cable attacked their former teacher may prompt them to surrender and cooperate with the other teams. If so, this may prompt the other teams to show lenience, although X-Force will still be under X-Factor custody even if X-Force participates in any missions.
- ☒ There may be police in the area; after all, this is a crime scene, and even though X-Force has claimed jurisdiction, the NYPD may still have patrols in the area to keep an eye on these government mutants, or just to keep crime-scene thieves at bay. These police can lend a hand to X-Factor in attempting to capture X-Force. They will attack both X-Force and the X-Men if X-Factor is not present.

EXPERT POLICE OFFICER D8

SOLO D4 BUDDY D8 TEAM D6

POLICE REVOLVER AND KEVLAR VEST

Enhanced Durability D8 Weapon D8

Limit: Gear: Shutdown a POLICE REVOLVER AND KEVLAR VEST power and gain a die for the doom pool. May take an action vs. the doom pool to recover.

TRANSITION: HOVERING OVER XAVIER

*Doctors have worked tirelessly trying to save Professor Xavier's life. Their best efforts have not even slowed his decline. The slug from Cable's gun contained a **Techno-organic Virus** that is slowly killing him. The decision has been made to move Xavier back to the mansion, where Beast will coordinate with Dr. Moria McTaggart to come up with some kind of cure, hopefully before the virus completely turns Xavier into a dead lump of metal.*

The X-Mansion has alien **Shi'Ar Technology** and extensive **Medical Facilities**, and yet this **Techno-Organic Virus*** stumps Beast's best attempts to cure Xavier. Despite Moria's cautious optimism, things look grim for Professor X.

At this point, the X-Teams have three things that need addressing: Xavier's deteriorating condition and vulnerability to future attack, the whereabouts of Cable (and possibly X-Force) and bringing him in for questioning and punishment, and finding and rescuing Jean Grey and Scott Summers. There are certainly enough heroes available for the teams to split up in their own quests simultaneously. One team can stay behind and guard Xavier from any future attempt by Cable on his life. Another team can go in search of X-Force to bring them in for questioning. The third team can go hunting for Jean and Scott.

- ☒ **Combat Resource:** Before leaving to pursue their missions, any members of any of the teams may use the **Danger Room** to practice sparing with holographic duplicates of X-Force and/or the Horsemen.
- ☒ **Tech Resource:** The heroes pursuing Jean and Scott will have to track them down by using the portable **Cerebro Scanners** to follow Caliban's mutant power signature. Something is blocking Jean and Scott's own signature.
- ☒ **Vehicle Resource:** Both outgoing teams of heroes will have to use one of the **Blackbird Jets** in the X-Men's hanger to travel to their destinations.

*See **Xavier Worsens** in Act Two for the **Techno-Organic Virus's** datafile.

ACTION: ESCAPE FROM NEW YORK [X-FORCE]

The other X-teams mean to imprison you. You just barely escaped from Central Park, and you know that the X-Factor will soon be in pursuit of your team. However, you're not entirely sure that you're going to make it back to Arizona in this dilapidated old S.H.I.E.L.D. transport.

The members of X-Force are currently using a stolen S.H.I.E.L.D. transport to get around. They want to make it back to their temporary base of operations, pick up their remaining teammates, and go to ground. They might not make it back.

The ship is already barely functional. The trip to New York and back has strained it to the breaking point. The ship starts with whatever damage it sustained during the last Scene. If the ship took any damage during the escape from Central Park, use that starting damage instead. Every Panel in which the Watcher acts, the ship automatically takes a +1 Step up in physical damage. When the ship becomes "stressed out," the ship crashes.

The heroes can work to "aid" the crashing ship the way they normally do an injured hero. If they make it ten Panels without the ship "stressing out," they make it to their teammates in Arizona. If they fail on the 10th Panel, they crash within jogging distance of their temporary base. Otherwise, they crash just on the border between Texas and New Mexico.

The crash will cause damage to those on board unless the hero piloting the ship rolls successfully against the doom pool. If the roll fails, the Watcher's reaction effect die applies as though an area attack, inflicting damage to everyone on board.

Once on the ground, X-Force has no means of escaping again; the ship, even if it lands safely, blows a gasket and cannot fly again. If they didn't get to Arizona, the team will have to radio the remaining members of X-Force for assistance, and the latter will have to use the **Transition: Prepare For Battle** to find a means to reach their crashed companions. Meanwhile, the team at the crash site had best prepare, because they can bet that X-Factor will soon arrive to arrest them.

OPTIONS FOR ESCAPE FROM NEW YORK

- ☒ While flying, this Scene is mainly focused on the hero piloting the transport. If you want to get the others involved, you can have them man other stations that lend aid to the pilot. Or you could, as X-Men #14 writer Fabian Nicieza did, have Rictor use his vibrational powers to help the pilot bring the ship in for a safer landing.

TRANSITION: PREPARE FOR BATTLE

[X-FORCE]

You've landed/crashed, and now you're stranded. X-Factor is on the way, you're sure of it. There's no way you'll escape on foot. You need to prepare for a fight. When X-Factor gets here, you'll either convince them to let you go, or you'll beat them down, then take their jet and escape.

X-Force needs to get a plan of action before X-Factor arrives. Either the temporary base or the crash site has plenty of **Wild Vegetation** or **Large Boulders** with which to provide cover. There is a **Strong Breeze**, allowing smart heroes to stay downwind of their adversaries when they arrive.

Now is a good time to recover from any damage the heroes sustained during the previous scenes. They can also develop Resources to use against X-Factor (as that team probably has done to use against the heroes). Some of the possibilities include:

- ⊗ **Combat Resource:** If any of the heroes want to turn some of the wrecked ship or other local materials into some kind of **Improvised Weapons**, they might fair better in the upcoming fight. They can also set up **Hidden Traps** which they can spring on their foes.
- ⊗ **Covert Resource:** Should X-Force plan to sneak aboard the X-Factor transport jet, they need to create a well-hidden **Camouflaged Hiding Place** to stay until X-Factor passes by, then make for the jet.
- ⊗ **Medical Resource:** The crashed S.H.I.E.L.D. transport probably has **Field Medical Packs** on board.
- ⊗ **Tech Resource:** X-Force has maintained their freedom for a long time. They have managed to do so for so long because they have **Psychic Jammers** which block telepaths and portable Cerebro devices.
- ⊗ **Vehicle Resource:** Any members of X-Force not at the landing / crash site must get there once called by their teammates. They will have to come up with an **Improvised Means of Transport**, whether that be getting a ride from a kind stranger, stealing a vehicle, or something similar. On a D8 Resource, they arrive after the Action: Search For X-Force fight begins, on a D10, they get there before X-Factor arrives, and can coordinate with their teammates.

ACTION: SEARCH FOR X-FORCE [X-MEN AND X-FACTOR]

You've tracked X-Factor's stolen transport to its landing or crash site. From the air, there is no sign of your quarry. Get ready, heroes, because this whole thing smells of an ambush.

It may take a few Panels for X-Factor to sniff out X-Force. If X-Force manages to steal X-Factor's Jet, they get away, leaving X-Factor stranded until they can get aid from their teammates at the mansion or elsewhere. X-Force can then proceed to find a safe place to hide and plan out their next move in trying to track down Cable.

If the two groups do encounter one another, they can attempt to sway one another to some kind of agreement, or they can let slip the dogs of war. Again, neither side really wants to hurt the other, so no kill shots. If X-Factor and / or the X-Men win, X-Force is captured and brought back to the mansion, where they will be imprisoned in the Danger Room in **Holo-Force Field Cells** that have **Mutant Power Nullifiers** until they are cleared of any wrongdoing. If X-Force wins, they take the Blackbird and run.

OPTIONS FOR SERACH FOR X-FORCE

- ⊗ With the various X-teams at each others throats, this might be a good time for some common foe to attack. Perhaps a mutant-hunting group comes after them. Perhaps the ship crashed near a hidden **Sentinel Stronghold**. Maybe the crash site happens to be right on top of one of Arcade's **Funhouses of Doom** and he springs his trap when everyone has arrived.
- ⊗ The S.H.I.E.L.D. transport may be in worse shape than anyone realizes. It could explode at any moment. Give the heroes an opportunity to detect the slowly-increasing whine of the engines. Five Panels after the whine begins, the transport explodes, forcing everyone to roll reaction against the doom pool.

ACTION: HUNTING FOR HORSEMEN

You've tracked Caliban to a warehouse complex off the Chesapeake Bay. Bringing the Blackbird to a silent touchdown, you follow the signal to a larger warehouse. Will you find Jean and Scott, or will something find you..?

In this Scene, the X-Men search a warehouse for their missing teammates, only to suffer an ambush by all three Horsemen. Jean and Scott are long gone. And if they defeat the Horsemen, they find themselves facing none other than Mr. Sinister (or rather, his holographic image).

This time, the Horsemen are out for blood. Dropping down from the rafters, they attack relentlessly, and will only stop if knocked out or killed. They have no idea that Mr. Sinister expects the Horsemen to lose. Of course, it won't hurt Sinister's feelings if a few X-Men go down in the process.

The warehouse is **Poorly Lit** with little cover. It is a vast, wide open area, with a manager's office on a platform at the far end, reachable by stairs. The upper section of the warehouse is ringed with **Fogged Windows** that let in very little light. The **Sliding Metal Garage Door** at one end allows freight to be trucked inside by big rigs during regular hours.

Should the X-Men prevail in this fight, they are treated to a holographic message from Mr. Sinister, standing 4 to 5 times their size. Taunting them, the giant villain admits to having abducted Jean and Scott. He then says that his part of the game the X-Men play is now over, but that they should continue their hunt. He says that although Apocalypse does not even know it, he is the cause of all that now vex the X-Men. Sinister's image vanishes, as do the unconscious bodies of the Horsemen. And thus, the team of heroes reaches a dead end, for now.

OPTIONS

- ☒ This is another good place for the Watcher to drop in the Nasty Boys, if the heroes are having too easy a time of it. Although the Nasty Boys did not appear in the original comic, the presence of Mr. Sinister makes them a natural source of extra muscle.
- ☒ What is stored in that warehouse, anyway? Crates of toys? Machine guns? Inflatable dancing man advertising balloons? Surely there's at least some **Wooden Palates** or a **Forklift** to toss around.
- ☒ Super-villains like to use places like abandoned warehouses for bases, and occasionally two villains might have their eye on the same place. Another villain might be scouting for a new lair to call home and come upon the warehouse right in the middle of the fight. Just imagine the surprise on everyone's faces if the warehouse doors open to reveal the Sinister Six standing there. Or perhaps there's a Hydra operation in a warehouse right next door, and they come running to see what all the commotion is about.

ACTION: PROTECTING XAVIER

While the other X-teams have gone searching for answers, you have elected to remain at the mansion. Cable is still out there, and may have further designs in place to kill Professor Xavier. Not to mention that Professor X has a myriad of other enemies that might try to take advantage of his weakened state and try to finish the job. Val Cooper has elected to remain behind to watch Xavier, but she alone cannot provide sufficient protection. You will make sure that any such attempt against Charles fails.

The Shi'Ar medical technology has slowed but not impeded the progress of the techno-organic virus. Moria McTaggart is monitoring Xavier's health remotely from Muir Island, studying the virus from afar in hopes of finding a cure. In the meantime, with the other teams away, the heroes must secure the grounds and ensure that Xavier's convalescence is not disturbed.

The mansion and grounds have **Automated Security Measures** which can assist the heroes in establishing and maintaining a security perimeter. The grounds are surrounded by **Thick Forests** which can provide cover for both the heroes and their enemies. The rear grounds contains an **Olympic-Sized Pool**.

Let the heroes get comfortable and let their guard down. At their most relaxed moment, the alarms sound. Someone has infiltrated the mansion. When they arrive within, they find Mr. Sinister has Val Cooper by the neck. He claims to have come here to witness Xavier's demise.

In fact, Sinister is here for more than that. Although he gave Jean and Scott to Stryfe (in exchange for the key to the Summers' genetic code, though he does not say so), he wants Stryfe eliminated. Stryfe poses a threat to Sinister's goals, and Sinister wishes the heroes to take Stryfe out. Since they cannot do so if they are wasting their time hunting down Cable and looking for Jean and Scott, Sinister comes clean. He tells them that Stryfe, the leader of the MLF, has Jean and Scott. Sinister then departs.

OPTIONS

- ☒ Depending on how many heroes are present, you may need to provide support for Sinister. Give him a few of his Nasty Boys, or perhaps some mindless **Jean Grey Clones**, or treat him as a Large Scale Threat, giving him extra Solo Affiliation die.
- ☒ Sinister can inflict emotional stress by targeting Val Cooper instead of the heroes. If the heroes have other friends or Watcher-controlled heroes present, he can use them to the same effect.

MR. SINISTER

SOLO D10 Obsession With The Summers Family

BUDDY D8 Genius Of A Higher Order

TEAM D6 Sadistic Manipulator

MUTANT PSYHIC

MIND CONTROL D10

TELEPATHY D10

TELEKINETIC BLAST D10

TELEKINETIC CONTROL D10

SFX: *Second Chance:* Spend a D6 from the doom pool to reroll when using any MUTANT PSYCHIC power.

Limit: *Mutant:* Earn a D6 or step up one dice in the doom pool when affected by mutant-specific Milestones and tech.

COMPLETE CELLULAR CONTROL

SUPERHUMAN DURABILITY D10 SUPERHUMAN REFLEXES D10

SUPERHUMAN STAMINA D10 SUPERHUMAN STRENGTH D10

SHAPESHIFTING D10

SFX: *Invulnerable:* Spend a D6 from the doom pool to ignore Physical Stress or Physical Trauma unless caused by the mutant powers of Scott Summers or his brother Alex.

SFX: *Regeneration:* Spend a D6 from the doom pool to recover your own Physical Stress or step back your own Physical Trauma by -1.

Limit: *Exhausted:* Shut down any COMPLETE CELLULAR CONTROL power to gain a D6 to the doom pool or step up any doom die by +1. Recover power by activating an opportunity or during a Transition Scene.

Combat Expert D8

Covert Master D10

Menace Master D10

Science Master D10

Tech Master D10

The vile Mr. Sinister has spent considerable time manipulating Scott Summers ever since the latter was a boy at an orphanage. Sinister believes that the genetic heir to Scott and Jean will produce a mutant capable of killing Apocalypse, to whom Sinister is an unwilling servant. Sinister cloned Jean Grey, and when Jean was believed dead used that clone, Madelyin Pryor, to romance Scott and sire a son. Sinister was unable to protect the child from Apocalypse, whom infected the boy with a techno-organic virus. When Scott sent the boy to the far future for treatment and safety, Sinister was forced to start his plans from scratch.

TRANSITION: CAPTURED BY STRYFE [JEAN GREY AND SCOTT SUMMERS]

Waking up on the floor of a cell, Jean and Scott expect to see Apocalypse standing over them, but are surprised to find that their captor is actually a stranger; the mutant leader of the MLF known as Stryfe.

This is Jean and Scott's first encounter with Stryfe. He and Zero stand on either side of the couple as they awaken. Although they were in their civilian clothing when they fought Caliban, they are in full uniform now; Mr. Sinister dressed them up before handing them over to the MLF.

After introducing himself, and briefly taunting them and chiding them with veiled hints of their unworthiness as people (and several choices of words that involve parenting metaphors), he departs, leaving them alone in their cell.

There is no real option to set up Resources in this Scene (unless the players are *very* creative), so use this Scene to allow the heroes to recover from their wounds and plan their next course of action.

OPTIONS

- ☒ This can become an Action Scene if the players desire, though the Watcher should make sure to use the doom pool to end the scene if Jean and Scott appear to be making headway. He can also introduce members of the MLF as needed to stop the pair from escaping.

ACT TWO

SCHERZO

Xavier's condition continues to worsen, and neither Jean Grey nor Scott Summers have been found, the only lead to their current location vanishing with Mr. Sinister's holographic image. With Sinister's subsequent infiltration of the mansion, the safety of home has proven illusory. The heroes need new leads, and none seem forthcoming, save the one from Sinister himself, indicating that the leader of the Mutant Liberation Front, Stryfe, now has possession of Jean and Scott, though for what reason Sinister did not imply.

SCENE STRUCTURE

Act two finds the X-Cutioner's song in full swing; the X-teams are scrambling, Xavier is dying, and the teams are no closer to finding Jean or Scott. Worse, now they must face off against their old foe, Apocalypse.

Buildup

- ⊗ Transition: The Abode Of Apocalypse
- ⊗ Action: Apocalypse!
- ⊗ Transition: War Room Briefing

Key Scenes

- ⊗ Action: Surviving Stryfe's Attentions (Jean And Scott)
- ⊗ Action: Assault On Department K
- ⊗ Action: Confronting Cable
- ⊗ Transition: Talking to Cable
- ⊗ Action: Escape From Department K
- ⊗ Transition: Prisoners X
- ⊗ Transition: Gathering At Graymalkin
- ⊗ Action: Tensions Within X-Force
- ⊗ Action: Xavier Worsens
- ⊗ Action: Escape Of The X-Patriots
- ⊗ Action: Attack On The MLF
- ⊗ Action: Breakout (Jean and Scott)
- ⊗ Action: Arrival of Apocalypse

Don't forget that you can add additional Transitions scenes as needed for the heroes to recuperate from Action Scenes, unlock new heroes, or develop new Resources. You can also insert other Action Scenes if you want to further the scope of the Event, perhaps taking time to track down the X-Patriots or deal with interference by agents of S.H.I.E.L.D.

PLAYING CABLE

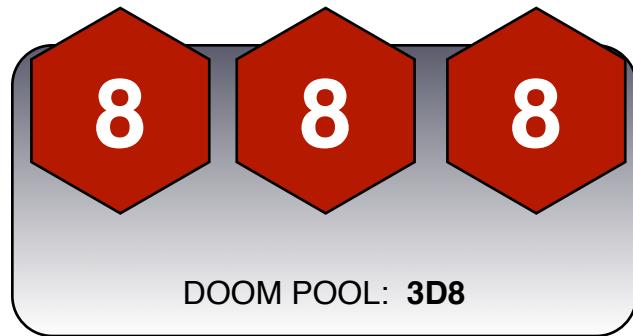
If the players choose, they can unlock Cable during this Act, at the end of **Gathering At Graymalkin**. Cable wants to stop Stryfe as much as anyone, and will prove a valuable asset to the team.

HOOKS

The teams are now racing to track down both Stryfe and Cable, but still believe the abduction of Jean and Scott and the assassination attempt on Charles Xavier are unrelated woes. As Xavier's condition worsens, hope for a cure begins to wane, and the real possibility that they will have to bury their mentor begins to rear its ugly head. The heroes will be desperate to find Cable so that they can force from him a cure.

DOOM POOL

Since the events about to unfold have such **HIGH STAKES** and operate on a **GLOBAL SCALE**, the doom pool begins at **3D8** for this Act.



TRANSITION: THE ABODE OF APOCALYPSE

Thanks to an unwelcome intrusion upon the privacy of ailing Charles Xavier by Mr. Sinister, you now know that, at least indirectly, Apocalypse has some connection to the disappearance of Jean and Scott. Traveling to one of his known old bases of operation, you hope to uncover just what connection he has, and force him to help you find your friends.

Apocalypse maintained a chateau in southern California, where he fought the original X-Factor. The chateau is located next to a **Shear Cliffside** near the ocean. The heroes can wind up here by a few different means. They can track Caliban's signal again, or they can review the mansion's **Computer Database** for Apocalypse's last known bases. In either case, when they arrive, they find the chateau has not seen any visitors for a long time, apart from the cleaning staff, whom are not present at this time.

Search as they might, they find no sign of Jean or Scott, nor of any active plans that Apocalypse may have for the heroes. Perhaps Mr. Sinister has sent the team on a wild goose chase.

If the heroes go to the basement level, they will find the unconscious Horsemen recovering in sealed vats [a departure from the comic, but we must ensure that they are here; Apocalypse must track them here. He is hunting for his Horsemen to find out why they are acting without his permission, and can track them anywhere on the globe].

Just as the heroes are about to give up on the chateau yielding any new clues, they hear the shattering of glass from the sliding glass doors in the living room, overlooking the ocean. They arrive in the living room to find **Apocalypse**, weakened and staggering, standing in the broken door frame amongst the **Shattered Glass**.

If given the chance (should the heroes not simply attack him on the spot) Apocalypse can explain that he is trying to find his Horsemen to discover whom has been controlling their agenda. He wants to punish the Horsemen and their secret handler. He has no idea why they targeted the X-Men, or where to find Jean or Scott.

The moment any combat starts, move to Action: Apocalypse!

⊗ **Combat Resource:** The heroes find a stash of weapons that can give them an edge for the upcoming scene.

ACTION: APOCALYPSE!

Apocalypse has arrived, and though he seems fairly weak, he is still a real threat. You don't know if he has any connection to Jean and Scott's disappearance, but for what he's done to you and your friends in the past, Apocalypse must go down!

Apocalypse starts the scene with D6 Physical Stress. However, he is also a **Large Scale Threat**, so the heroes should not underestimate him. Worse, the chateau has a hidden surprise; the floor hides a **Power Source** that, once activated by Apocalypse, will release a surge of power throughout the entire area at D12 strength. It will heal Apocalypse, but will damage everyone else present. The Watcher should allow the Scene to run for a few panels before allowing Apocalypse to activate the power source.

Apocalypse thrills at the fight; even in his weakened state, he feels he is the fittest, and that this battle is a justification of his beliefs that all life must struggle to survive at the expense of those weaker than themselves. He takes joy even in the painful blows he receives; they make him feel alive.

If he renders a foe merely unconscious, Apocalypse will not kill that hero; to him killing someone who cannot defend himself is "unseemly." As soon as he has dispatched the last hero, or if he seems on the verge of losing, he will depart via a hidden **Teleport Control**. He feels drained, and having learned from the heroes the answers for which he had sought the Horsemen he returns to Egypt to resume his regenerative rest under the guard of his Dark Riders.

OPTIONS

- ☒ The Horsemen can awaken, and assist their master. They have not fully healed from their last encounter with the heroes, and all start with D4 Physical Stress and D6 Emotional Stress.

APOCALYPSE [En Sabah Nur]

SOLO 5D10 Social Darwinism Devotee

BUDDY D8 Egyptian Noble

TEAM D6 Master Of Celestial Technology

EVOLVED MIND

ENERGY ABSORPTION D10

TELEPATHY D10

TELEKINETIC BLAST D10

TELEKINETIC CONTROL D10

TECHNOLOGY CONTROL D10

SFX: *Energy Absorption: On a successful reaction against Energy Attack actions, convert your opponent's effect die into a TOTAL MOLECULAR CONTROL power stunt or step up a TOTAL MOLECULAR CONTROL power by +1 for your next action. Spend a D6 from the doom pool to use this stunt if your opponent's action succeeds.*

Limit: Mutant: Earn a D6 or step up one dice in the doom pool when affected by mutant-specific Milestones and tech.

TOTAL MOLECULAR CONTROL

GROWTH D10

SHRINKING D10

MIMIC D10

GODLIKE DURABILITY D12

SHAPESHIFTING D10

SUPERHUMAN REFLEXES D10

GODLIKE STAMINA D12

GODLIKE STRENGTH D12

SFX: *Immunity: Spend a D6 from the doom pool to ignore stress, trauma or complications from Disease, Poisons or Aging.*

SFX: *Healing: Add SUPERHUMAN STAMINA to your dice pool when helping mutants recover from stress. Spend a D6 from the doom pool to recover your own or another's Physical Stress or step back your own or other's Physical Trauma by -1.*

Limit: Mutant: Earn a D6 or step up one dice in the doom pool when affected by mutant-specific Milestones and tech.

Combat Master D10

Menace Master D10

Psycn Master D10

Science Master D10

Tech Master D10

En Sabah Nur was born 5000 years ago in Akkaba, and abandoned by his parents as an infant due to his mutant appearance. Rescued by Baal of the Sandstormers in hopes that the young mutant would give him power, En Sabah Nur was taught that only the fittest will survive. Rejected by the woman he loved, his mutant powers fully emerged, and he renamed himself Apocalypse. In 1150 AD he conquered the possessor of a crashed Celestial ship and learned its secrets from a telepathic link with a Celestial. Infected with a techno-organic virus by "the Traveller" (Cable from the future), Apocalypse gained immortality. In 1859 he enslaved Mr. Sinister, who used his clone of Jean Grey to ensure the birth of Cable, whom he hoped would kill Apocalypse once and for all. Threatened by this child, Apocalypse infected the infant with a techno-organic virus. Scott Summers sent the child to the future, under the care of the Askani.

TRANSITION: WAR ROOM BRIEFING

*Valerie Cooper, X-Factor's government liaison, has called every available member of the X-Men and X-Factor to the Mansion's **War Room** for a briefing on Stryfe. Unfortunately, apart from his image (shrouded by his armored uniform and helmet) and a few tidbits of data, Val doesn't have much about which to brief the assembled heroes. The heroes know next to nothing about the man's powers, nor his motivation for assuming leadership of the Mutant Liberation Front. What is certain is that the man has no qualms about going to extremes to get his way, and if he does have Jean and Scott, the heroes need to find him, and quickly.*

Val will inform the heroes that, until recently, Stryfe's tactics have been hit-and-run attacks against human-run facilities such as a genetic imaging plant in France. At this point heroes might suspect that Stryfe is in fact Cable, which is in fact not far from the truth. There are lots of theories as to Stryfe's true identity and motivations, but the only way to find the truth is to confront the Mutant Liberation Front.

Heroes can spend some time preparing for this confrontation and develop the following Resources if they desire:

- ⊗ **Combat Resource:** Now is a good time to train, but with the Danger Room currently in use as a make-shift prison (if X-Factor is in custody), the team will have to settle with sparring with each other rather than with simulations of the MLF members.
- ⊗ **Covert Resource:** Heroes with ties to government and spy agencies can get information similar to that in Tech Resource, below. They can also learn that Department K has a file on Stryfe.
- ⊗ **Menace Resource:** If the team has X-Force in custody, the heroes can pull a member of the renegade mutant team aside and threaten him in order to find out where the Mutant Liberation Front likely has their current base.
- ⊗ **Psych Resource:** The same as Menace, above, except the heroes use reason and understanding to try and convince the former New Mutants to cooperate.
- ⊗ **Tech Resource:** X-Factor's access to the government's **Crime Database** should help them come up with a number of possible locations where the MLF might hide, though they'll need someone with intimate knowledge of the MLF to narrow the search sufficiently to make that useful (see above).
- ⊗ **Vehicle Resource:** The X-Men have two Blackbirds at their disposal.

ACTION: SURVIVING STRYFE'S ATTENTIONS [JEAN AND SCOTT]

Stryfe has separated Jean and Scott from one another. They are kept just barely conscious, until Stryfe is ready to “play” with them.

This Action Scene is actually several Scenes, with the same theme; Stryfe attempts to make Jean and Scott feel the way he felt as an infant rejected by his parents. The following mini-Scenes should take place in between other Scenes.

- ⊗ **At A Stranger's Mercy:** In order to simulate the feeling of being left at the mercy of total strangers and bereft of a parent's love, Stryfe has placed Jean in the grip of hundreds of gripping, clawed mechanical arms similar to those of Dr. Octopus but with human-shaped hands. The hands push and pull at her, groping and pawing.
- ⊗ **Cold And Heartless In The Dark:** To “prove” that Scott doesn't care about the unforeseen consequences of his actions hurting those he should love, he leaves Scott in a room in total darkness, and has him attacked. When Scott lashes out at his attackers, Stryfe lights up the room, to show that Scott has just killed dozens of little children and his own wife Jean (actually constructs created by Stryfe out of techno-organic structures).
- ⊗ **Here Comes The Airplane Into The Hangar:** Blocking their powers with his own, Stryfe brings his prisoners together and presents them a meal of warm milk and baby food. Paralyzing them in his telekinetic grip, he force-feeds them, parodying the way a parent feeds his children. He then asks them, since he wouldn't know, if that is how you nurse a child. He gets fairly manic about it here, and in his rage he departs, slamming his captives to the ground as the door closes behind him.

OPTIONS

- ⊗ The Watcher can use the above scenarios to come up with his own mini-Scenes to put Jean and Scott through. Perhaps simulating nap time or getting burped...
- ⊗ It is entirely possible that Jean and Scott might be able to overpower Stryfe. However, the Watcher should treat him as a High Powered Threat, giving him multiple D10 in his Solo Affiliation in order to keep the heroes in check. Plus, Zero is never too far away, and can simply relocate Jean and Scott to a new cell if things get too dicey.

ACTION: ASSAULT ON DEPARTMENT K

The more respectable X-Men are taking too long in finding the information necessary to track Cable down. You feel sure that he's the key to everything, and that Stryfe is at best a red herring or at worst Cable himself. Either way, you're done waiting. Val Cooper has already shown that US Intelligence on the MLF is too slight to be of use. Canadian Intelligence, specifically Department K, might know things their US cousins don't. You mean to find out, whether Department K wants to talk or not.

This is a mission most likely taken up by the more rough-and-tumble heroes, such as Bishop and Wolverine (and maybe Shatterstar, if X-Force is on equal footing with the rest of the X-teams). It is likely done without the knowledge or consent of the larger group. There is reason to think that Department K might know some seedier secrets than Val can bring to bear; after all, this is the group that developed the Weapon X Program.

Upon reaching the main branch of Department K, the heroes can, if they choose, ask nicely for the files. Department K will prove uncooperative. If emotionally traumatized the head agent will reluctantly take the heroes to the records room under heavy guard; the agent has the guards there to watch the heroes, and take them out if they prove troublesome.

If the heroes fight, they must contend with **Heavily Armed Agents** in large numbers. The agents are well-trained, but not likely a match for the heroes. Fighting their way through the complex, they will eventually make their way to the records room. Just before they get there, the agents withdraw, hoping to trap the heroes in the records area until reinforcements arrive.

However they get there, when they reach the records room, they are in for a surprise. They just wanted intel so they could find Cable. Instead, standing in the room with all the files, they find Cable himself.

OPTIONS

- ⊗ The heroes might try to sneak inside, but they will encounter an **Advanced Security System** that the Watcher should use against them every time he gets a Panel.
- ⊗ Maybe Department K is also looking for the MLF, and is more than happy to share its intel with the heroes, but at a cost (which we leave to the Watcher's devious designs).

EXPERT DEPARTMENT K AGENT D8

SOLO D4 BUDDY D6 TEAM 5D8

ARMED AND ARMORED

Enhanced Durability D8 Weapon D10

Limit: Gear: Shutdown a ARMED AND ARMORED power and gain +1 PP. If 10XP was spent, may take an action vs. the doom pool to recover.

ACTION: CONFRONTING CABLE

You came to Department K to gather intel that would help lead you to Cable. You have arrived in the records room only to find Cable himself waiting for you. Well, isn't that just convenient.

Depending on which heroes are in play, this scene could go one of two ways. First, the characters attempt to hold Cable at gunpoint and demand answers. The second, more likely scenario involves an immediate and vicious attack on the renegade mutant from the future.

Cable prefers to not fight but will defend himself vigorously if attacked. He will spend the entire fight trying to convince the heroes that he had nothing to do with the attack on Charles Xavier. If asked how he then knows about the attack, he will point out that the attack was all over the news. He knows that the only person that who could have pulled off the attack was Stryfe. No matter how the heroes press him, Cable will insist on his innocence and claim that Stryfe is the man the heroes should be after.

During the fight, if Cable looks like he's losing too quickly, the Watcher can have Cable stumble upon a **Weapons Locker** that gives him an extra D8 in the form of various weapons. Cable should focus on inflicting Mental and Emotional Stress, firing around rather than at the heroes. Should he Stress Out a hero, that hero believes Cable's story, at least provisionally, rather than taking Trauma.

If you came here with a "friendly" agent and his guards, they fall back immediately and summon aid, deciding that the heroes are allies of Cable's and attempting to steal data. The agents will seal off the records room area and call for backup. As soon as the heroes attempt to leave, the agents will open fire.

OPTIONS

- ☒ The Department K Agents have sealed off the records room and are awaiting backup, giving time for the heroes to deal with Cable. Perhaps that backup arrives early, and forces the heroes and Cable to team up temporarily in order to escape.
- ☒ It is possible that the heroes will actually kill Cable in this encounter in vengeance for Xavier's pending death. Make sure to warn them that even if Cable is the attacker, they need him to provide a cure for the techno-organic virus, and if he's innocent they will have murdered the wrong man. If they do kill him, when they find out they killed an innocent man the Watcher should make the heroes involved roll reaction against the doom pool; any effect die should be applied as a **Guilt** complication against all rolls for the rest of the Event.

TRANSITION: TALKING TO CABLE

You have Cable cornered in the records room of Department K. Cable isn't resisting, but neither is he putting down his many, many, MANY weapons. He is insisting that he is innocent and looking for the man really responsible for Xavier's current illness; the leader of the MLF, Stryfe. Whether he is telling the truth you just don't know.

Cable is willing to provide the heroes with everything he knows about Stryfe, but not here. He wants to collect the data he was originally after, then coordinate with the X-teams to deal with Stryfe directly. Cable doesn't want to stay at Department K any longer than he absolutely needs to, and will probably "thank" the heroes for completely boxing them in the records room with the entire Department K agent pool assembling outside.

The heroes can develop the following Resources to either determine if Cable is telling the truth or prepare for their escape.

- ⊗ **Combat Resource:** Cable has stumbled into a Department K weapons cache.
- ⊗ **Menace Resource:** Threatening Cable just results in him brushing off the threats; this alone means nothing, but normally a liar at least sweats a little if called on a lie in a menacing manner, and Cable shows no signs of lying.
- ⊗ **Psych Resource:** A careful analysis of Cable's body posture, steadiness of voice and general conviction in his story can show that Cable believes what he is saying about himself and Stryfe.

ACTION: ESCAPE FROM DEPARTMENT K

You've got Cable, either as a prisoner or as an uneasy ally. You've got the data that Cable came here for. Now you just have to get past the several hundred Department K agents standing between you and freedom.

The **Heavily Armed Agents** have support from agents riding **Armed Flying Cars** that fire on the heroes from above as they run from the complex. Cable needs five panels for the Professor to calibrate and ready the teleport from the moment the fight starts. If the heroes indicate any desire to wait in hiding for Cable's teleport to be ready rather than fight their way out, have the agents run out of patience and move in for the attack.

Make it clear to the heroes that standing and fighting is suicide. The agents attack as a mob and will overwhelm the heroes unless they make a run for it. Since they are moving targets, the Watcher can allow the heroes use effect die to add to their reaction rolls against attacks.

Once Cable's teleport is ready, he orders a "bodyslide by three" (or however many heroes are present). A second later, the heroes find themselves in orbit over Earth on Graymalkin. Now, are the heroes Cable's allies, or his prisoners?

OPTIONS

- ⊗ Maybe the heroes discover some more clever means of escape. Perhaps they find a **Ventilation Shaft** large enough to accommodate them and escape undetected. Maybe they pull a ruse, pretending that they "captured" Cable, then stall long enough for Cable to teleport them elsewhere.
- ⊗ Sure, your heroes are trying to break out, but what if someone else is trying to break in? Maybe **Deadpool** wants his records expunged, and the Merc With A Mouth attacks the agents from behind. Or maybe **Silver Sable** had planned an infiltration of Department K for months only to have the heroes stir things up at the critical moment.

TRANSITION: PRISONERS X [X-FORCE]

For no more reason than your association with Cable, you are in X-Factor custody. You have been imprisoned in force-field cells within the Danger Room within Xavier's mansion, where you know that Professor X currently fights for his life nearby. You want nothing more than to help find and capture the would-be assassin, even if it does turn out to be Cable, but until the rest of the X-teams trust you, you are not going anywhere.

The purpose of this scene is to show the extreme tensions between X-Force and the other X-teams. Have arguments break out between an X-Man such as Jubilee and a member of X-Force, or have a member of X-Force that has already made a deal with X-Factor to provide information in exchange for greater freedom get a cold shoulder from the rest of his team.

X-Force may have injuries from the prior battles, so now is a good time to heal back stress or trauma. They can also earn Resources in a limited number of circumstances.

- ⊗ **Psych Resource:** A member of X-Force might have an old friend on the other teams, or perhaps an old flame. Reconnecting with that person might give the hero an edge in negotiating the release of X-Force and convincing the rest of the X-teams that the former New Mutants can be trusted.

TRANSITION: GATHERING AT GRAYMALKIN

You have “bodyslid” to Cable’s secret orbital base, where Cable has promised to brief you on everything he has learned about Stryfe. What you learn here could mean life or death for Jean, Scott and Professor X.

Cable provides all of the information he has thus far acquired about Stryfe, including the fact that, during a prior battle, Cable managed to get Stryfe’s helmet off. Underneath, Stryfe wore Cable’s face. He was Cable’s exact twin.

Working with Cable, the heroes can try to narrow down the possible places where Stryfe may have hidden his base. Using one or more of the Resources below, or just on their own, they will eventually deduce that Stryfe has taken over Apocalypse’s old lunar base.

At this point, the players can spend 10 XP to make Cable a playable character.

- ⊗ **Combat Resource:** If they choose to, the heroes can raid Cable’s store of weapons, gaining either a resource or, by spending XP, gain **Cable’s Cache** as a new Power Set.
- ⊗ **Covert Resource:** The heroes develop a means of bodysliding into the base that will have a reduced risk of being detected by Stryfe’s futuristic sensors.
- ⊗ **Tech Resource:** To more easily navigate Stryfe’s base, the heroes can download a schematic of Apocalypse’s lunar base. There will of course be changes made by Stryfe, but the general layout will remain the same.

ACTION: TENSIONS WITHIN X-FORCE [X-FORCE]

Morale on the team has hit an all-time low. Even if he didn't pull the trigger on Xavier or abduct Jean and Scott, Cable's abandonment of the team for extended periods has made it difficult for X-Force to continue to harbor him. His absence made it easy for Stryfe to impersonate him, if indeed it was Stryfe and not Cable himself. Should X-Force stay loyal to him? Should they strike off on their own? Should they disband altogether?

Now comes a critical moment for X-Force. Their leader, Cable, has effectively left them in a lurch. They are prisoners of the other X-Teams, and may face prison time. A few members of the team may have already cut deals with X-Factor in order to reduce the penalties to them personally, creating a rift within X-Factor's team. The team has to decide whether staying on the run is worth the effort. Will they disband, and try to rejoin Xavier's school? Will they remain a team, but kick Cable out? Will they stay loyal to Cable?

If X-Factor is split between player and Watcher control, and all of the player heroes are on the same side of the issue, they should try to sway the Watcher controlled team mates to their side. Stressing out a hero emotionally turns that hero to your side. Once all of X-Force is on the same side, the scene ends.

Should all of the X-Factor members be player-controlled and no one is on the same side, play the scene as an argument between player heroes, with each hero arguing with another. Treat good arguments made by the players as D8 Distinctions that the player's hero can add to his roll that Action Round for 1 PP or an opportunity for the other player. When the group has either reached a decision or has splintered so hopelessly that the group must disband, the scene ends.

OPTIONS

- ⊗ If you don't care about homogeny, you can let the team splinter into two or more sub-teams. Maybe half the team decides they want to be New Mutants again, while the other half wants to strike out on their own, abandoning Cable and forging their own destiny. In this instance, run the above discussion until a clear division has been reached, then end the scene.
- ⊗ Although their presence would undoubtedly cause friction in what is essentially a "family" discussion, X-Factor or the X-Men could interject their opinions on this matter. If so, any Watcher-controlled characters can lend aid to a character from a particular side of the question. They can also roll independently and make full use of the doom pool.
- ⊗ If Cable has joined the group at this point, he will make an appeal for the team to stay just as it is, with him in charge. The team will no doubt be charged against this option; at the very least, now is a good time to negotiate a change in how Cable leads the team, and possibly a change in the overall power structure.

ACTION: XAVIER WORSENS

Nothing that the heroes has done to fight the techno-organic virus has had any impact. It seems almost sentient; certainly it is adaptive, as it has incorporated into itself every antigen contagion you have introduced into Xavier's system to fight it. You continue to fight on, but you are running out of ideas.

The techno-organic virus is not a standard Large Scale Threat. It has 9D10 in Solo, far higher than normal, to reflect the difficulty the heroes will face in purging the virus from Xavier. The Watcher can also spend a die from the doom pool to prevent area attacks from affecting the virus. Watchers should activate every opportunity they can to keep Xavier infected. Finally, the Watcher is encouraged to spend a D12 from the doom pool to End The Scene and give the virus a chance to recover. If the heroes manage to kill the virus, they still must heal back any Trauma from Xavier before he can wake up.

Xavier starts out as having D6 Physical Trauma when he arrives at the mansion. Every Act, have the techno-organic virus make an attack against Xavier, using the effect die to inflict Physical Trauma. Make sure that Xavier spends a die from the doom pool to take Mental or Emotional Stress rather than Physical Trauma.

If the heroes manage to bring Xavier down to D8 Physical Stress or below, or the virus takes any Physical Trauma, it attempts to infect other heroes. Use the doom pool and any opportunities; we want the virus to remain a threat.

TECHNO-ORGANIC VIRUS

SOLO 9D10 Feeds On Flesh
 Far Future Tech

FUTURISTIC VIRUS

GODLIKE DURABILITY D12 GODLIKE STAMINA D12
TRANSMUTATION D10

SFX: *Power Jamming: Add a D6 and step up your effect die by +1 when inflicting POWERS JAMMED complication on a target.*

SFX: *Immunity: Spend a die from the Doom Pool to ignore attacks with the Area Effect SFX.*

Limit: *Large Scale Threat. Defeat an Affiliation die for each d12 physical stress effect die applied to TECHNO-ORGANIC VIRUS or step back a power trait for each d8 applied.*

Combat Master D10 **Science Master D10**

Tech Master D10

The **Powers Jammed** complication attacks a Power Set, preventing any power in that Power Set from functioning if it is equal to or less than the effect die. If a power in the Power Set is higher than the effect die, it steps down by -1.

ACTION: ESCAPE OF THE X-PATRIOTS

[X-FACTOR]

Yeah, you need this. On top of everything else, the X-Patriots have escaped. You left them in the care of one of Multiple-Man's duplicates, but the Genoshan refugees got the jump on him. Now they are on the run. Do you really have the time and manpower to hunt them down before some other, less mutant-friendly branch of the government catches up with them?

This is an entirely optional Scene that the heroes can embark on either during or after the events of X-Cutioner's Song. It has three components, Investigation, The Hunt, and Incarcerate.

- ⊗ **Investigation:** The heroes use this time to hunt for clues at the hospital, and possibly on the boat the refugees originally came in on, to determine where they might go now and what motivates them. Heroes roll against the doom pool to find the clues that will tell them that the group is seeking medical help for Taylor that will not also attract government attention. Perhaps they intend to find a free clinic doctor, or someone more underground (and perhaps less scrupulous) than a normal doctor.
- ⊗ **The Hunt:** The heroes visit different locations where the refugees may have travelled, asking questions and searching out further clues. This can be handled as a combination of Action and Transition Scenes.
- ⊗ **Incarceration:** Once the heroes track down the X-Patriots, the refugees will not come quietly. They fiercely protect Taylor and will attack if threatened. It will take some careful negotiations to get the group to surrender peacefully. Otherwise, X-Factor will have a fight on their hands that could have international repercussions.

The heroes will find the X-Patriots at a “hospital” that caters to the underground, the criminal and the otherwise illegal. The hospital, a **Run Down Brownstone** is located in the Bronx and defended by **Thugs With Guns**. Any sign of a government presence will get the thugs firing and send hospital personnel scrambling for hidden exits. The unscrupulous staff has no problem abandoning their patients in order to avoid jail. Also, the thugs fire in retreat; they will make for exits as they fire on the heroes. Only the X-Patriots will hold their ground, defending Taylor and refusing to let his doctor leave.

OPTIONS

- ⊗ You can follow the comics more closely and have the X-Patriots turn up in upstate New York, holding an entire hospital hostage while trying to get treatment for Taylor. X-Factor will have to not only stop the X-Patriots, but also defend them from Random.
- ⊗ Taylor is not the only patient in this hospital. Perhaps some important criminal is also receiving treatment there. You could use anyone with criminal ties, from Hammerhead to (less likely) Kingpin. If this is the case, the thugs will not retreat, but defend their boss vigilantly. Whether the boss will retreat or not depends on the villain chosen and any schemes the Watcher may devise for him.
- ⊗ Maybe the X-Patriots are given an early rendition of Mutant Growth Hormone while at the hospital. This will make them a much more serious threat to the heroes. Boost every Power Trait by +1 Step, and give one of their Affiliations an extra die.

ACTION: ATTACK ON THE MLF

You've arrived in the small town of Dust Bowl, Arkansas, one of the possible locations of the Mutant Liberation Front. The town looks rustic to the extreme; there are barely five homes along the town's Main Street, all of them single-story wood cabins. The city hall is a converted barn. You doubt if the town has a population of over two hundred people. None of them look even remotely friendly.

The people of this town are human, but are under the control of the MLF through nanotech implants. It is entirely possible that they can be restored to normal, but only with surgery. Heroes with mental powers can attempt to block the implant's control by inflicting a **Control Overload** complication on the person. If the town attacks as a mob, such a complication applies to the whole mob.

The townspeople merely stand with threatening glares unless the heroes mention the MLF; then they attack with plasma rifles. They attack until they are subdued.

The actual MLF base is under the town. It is full of **Armed Grunts** and **Minor Mutants** that attack without mercy, swarming out like bees from a broken hive. The major players of the MLF, apart from Zero and Stryfe, are all here, and ready to attack. Thumbelina and Slab fight until Dragoness falls, then attempt to flee. The others fight until unconscious.

Skids and Rusty are also present, and under nanotech implant control. You can use the same **Control Overload** complication on them as the townspeople. Otherwise, they fight as hard for the MLF as any other member, dismissing any personal connections they may have with members of the heroes' team.

OPTIONS

- ⊗ The sheer number of enemies here may overwhelm the heroes. If so, allow a hero to find the control interface (but not the transmission tower) for the nanotech implants. They can disable one person at a time by rolling against the doom pool. In this way, they can free Skids and Rusty. They can become unlockable player characters at that point, costing 10 XP each.
- ⊗ Another way to handle this Scene is to deal with the bad guys in waves; first the heroes deal with the townspeople, then they face a wave of minor mutants and armed grunts, then finally they face the MLF members themselves. This will give heroes time to regroup between waves and plan strategy.

EXPERT ARMED GRUNT D8

SOLO D4 **BUDDY D6** **TEAM 4D8**

WEAPONS AND BATTLE ARMOR

SUPERHUMAN DURABILITY D10 WEAPON D10

Limit: Gear: Shutdown a WEAPONS AND BATTLE ARMOR power and gain +1 PP. If 10XP was spent, may take an action vs. the doom pool to recover.

EXPERT MINOR MUTANT D8

SOLO 5D8 **BUDDY 2D4** **TEAM 3D6**

MUTANT POWERS

BLAST D10 SUPERHUMAN REFLEXES D10

Limit: Mutant: Earn a D6 or step up one dice in the doom pool when affected by mutant-specific Milestones and tech.

ACTION: BREAKOUT [JEAN AND SCOTT]

Note: This Scene ends the Act.

After careful examination of your situation, you have deduced that Stryfe has used his telekinetic powers to hold back your powers. However, now he's tending to other matters, and you have your chance. It's time to make your escape.

The heroes make their way from their cell through a **Maze Of Corridors** and bridges over **Dizzying Heights** in a massive base that seems to go on forever. As they make their way through the base, they may encounter members of the Dark Riders, whom Stryfe has conquered by awakening and defeating Apocalypse in battle before he could heal from his last battle, forcing him to flee for safety.

At some point, they encounter a final insult from Stryfe. It turns out, Stryfe allowed them to escape so they would encounter his masterpiece of parental torment: a baby resembling young Nathan Summers evidently wired into the computer systems of the base. From a loudspeaker, Stryfe tells the heroes that the baby is directly wired into the base's life support systems. All they have to do in order to kill Stryfe and his allies is kill the baby.

There is no way to free the baby from the systems; it appears to be cybernetically interwoven into the base (it is, in fact, a techno-organic construct, not a real baby at all). Jean can detect a living mind inside it, but it is only Stryfe projecting his mental image into the pretend child. Unaware that the child is not real, the heroes must decide what they will do.

Pressing matter, Stryfe sends his Dark Riders to attack the heroes. He thinks the heroes will kill the baby without hesitation, proving to everyone that they are horrible people deserving their punishment. If the heroes defend the baby or merely refuse to kill it, this will confuse and enrage Stryfe. He will give up on the ruse and simply order the Dark Riders to press the attack, dissolving the child back into the structure of the base.

Eventually, let the heroes realize they've reached an outside wall, and perhaps a hatch. If the heroes breach this wall or open the hatch, they are in for a surprise. A sudden rush of air sucks them through to the vacuum beyond. Gravity suddenly lessens as they pass outside. They suddenly realize, to their horror, they aren't on Earth anymore at all. They are on the surface of the moon!

OPTIONS

- ☒ Stryfe has a very large complex, and probably has a few caches of weapons that the heroes can stumble upon if they want to develop a Resource during the Scene.
- ☒ If the heroes do kill the child before discovering it is a fake (a major breach of their characters' morality, by the way), this vindicates Stryfe's opinion of the heroes. Give him an additional die on his Solo Affiliation to represent this boost in his confidence.

ACTION: ARRIVAL OF APOCALYPSE

You have teams scouring the globe for any sign of Jean and Scott, as well as searching for Stryfe. You have your best minds working on a cure for Xavier's condition. The last thing you need right now is a further distraction. Yet the sudden explosion that has rocked the mansion's entrance doesn't appear to care for your needs.

In an act of desperation, Apocalypse has teleported to Xavier's School for Gifted Youngsters seeking the aid of the X-Men. Stryfe has awakened Apocalypse from his recuperative slumber before he was fully healed, attacked him, and beaten him badly. The Dark Riders now serve Stryfe, considering him more fit than Apocalypse. Now that Stryfe has proved such a threat, Apocalypse wants to ally with the X-Men to take him down.

Due to his weakness and haste in teleporting away from Stryfe, Apocalypse had little control over his teleport, and barely made it to the mansion. The sheer power of the reentry caused significant damage to the entrance to the mansion as Apocalypse smashed into the building. This creates **Structural Instability** in the mansion's main hall, as well as **Piles of Rubble** that can obstruct the heroes' movement.

Apocalypse has not come to fight, though he will defend himself if attacked. The heroes may consider his presence here and the damage done evidence that Apocalypse has come for blood, but anyone paying attention to his posture and his sickly appearance can probably deduce that he's not up for fighting. As soon as he can, Apocalypse proposes his alliance with the X-Men. It is up to the heroes whether or not they accept it.

OPTIONS

- ⊗ In the comics, Apocalypse does not get into what he can offer the X-Men in exchange for their aid until Act Three. If the heroes seem unwilling to even consider speaking with Apocalypse, you can let it slip early that Apocalypse is perfectly capable of curing the techno-organic virus.
- ⊗ In the off chance that the heroes have managed to cure Xavier and not managed to get infected themselves, Apocalypse can bring some other high-technology offering. Perhaps a new Power Set that the heroes can use to augment their own abilities. If the heroes want to keep the augmentation permanently, they will have to pay XP for it.
- ⊗ Maybe the damage done by the teleport causes a power fluctuation throughout the mansion, causing the cells and nullifiers holding X-Force to fail...

ACT THREE

FINAL SONATA

Jean and Scott struggle to survive on the lunar surface, with Stryfe in pursuit, while the X-teams search unceasingly for them on Earth. Xavier struggles on for his life, and the heroes work in vain to cure him. Apocalypse, weak and injured, has come to the X-Men with an appeal for an alliance. But what can their old enemy offer them that will entice them to ally with him, and can he be trusted to deliver on his bargain?

SCENE STRUCTURE

Act three draws the X-Cutioner's song to a close.

Buildup

- ☒ Action: Lost In Space
- ☒ Transition: A Healthy Apocalypse
- ☒ Action: A Cure Worse Than The Disease

Key Scenes

- ☒ Transition: Preparing For War
- ☒ Action: Begging For Mercy
- ☒ Action: Infiltration [Cable and Crew]
- ☒ Action: Lunar Assault
- ☒ Transition: Apocalypse No More
- ☒ Transition: Secret Revealed
- ☒ Action: Family Feud
- ☒ Transition: Legacy

Don't forget that you can add additional Transitions scenes as needed for the heroes to recuperate from Action Scenes, unlock new heroes, or develop new Resources. You can also insert other Action Scenes if you want to further the scope of the Event, perhaps taking time to track down the X-Patriots or deal with interference by agents of S.H.I.E.L.D.

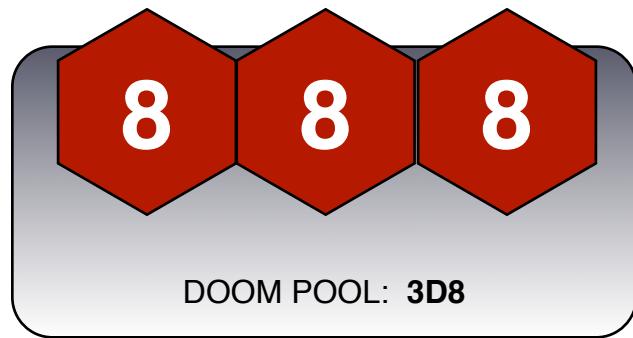
As a side note, even if the heroes defeat Stryfe, they will still have to deal with his little gift to Mr. Sinister; the deadly mutant-slaying Legacy Virus! Although only mentioned briefly in this Event, the search for a cure for that virus can make for a whole string of new adventures.

HOOKS

This is a good time to recap the events of the last two Acts for your players, as it has probably taken some time for them to reach this point. Figure out which heroes are on Earth, which on Graymalkin, and which are elsewhere. The stakes should be clear to everyone; this is the Act where we either rescue Jean and Scott and save Professor X, or they die at Stryfe's hands.

DOOM POOL

Since the events about to unfold have such **HIGH STAKES** and operate on a **GLOBAL SCALE**, the doom pool begins at **3D8** for this Act. Remember to refresh all Plot Points for player heroes and have the players settle on any new Milestones if any were closed out in the last Act.



ACTION: LOST IN SPACE

Jean and Scott, you have accidentally ventured out onto the surface of the moon. The sudden rush of vacuum sent you dozens of yards from the base, and hundreds of yards from the nearest airlock. You have only the air in your lungs. Can you hold your breath long enough to reach the base?

The heroes start this Scene in dire peril. They are in **Total Vacuum** on the lunar surface, which has **Low Gravity**. The path to the nearest airlock requires them to traverse **Rocky Terrain** with many **Deep Craters**. The heroes must roll a reaction against the doom pool each round to avoid stress and trauma from the lack of oxygen. If they can avoid dying for 12 Action Turns, they reach the airlock.

During the first Action Round, Jean may attempt to gather up in a telekinetic force field the little remaining oxygen that blew out the hatch or breach with them by rolling against the doom pool. This gives them a little extra time to reach the nearest hatch, but Jean can do nothing else with her Power Sets but maintain the force field. This provides them with an asset they can use in their reaction rolls for 4 Action Turns.

If they reach the hatch, it opens automatically, revealing Stryfe, who stands in their path with a smug grin on his face. On the other hand, if they run the risk of dying on the lunar surface, Stryfe appears before them. In either case, he wraps them in a telekinetic force bubble, with enough air for them to survive for 4 more Action Rounds.

OPTIONS

- ☒ The Inhumans still live in the blue area of the moon. If Jean sends out a psychic scream as she does in the comics, it is possible that some of the Inhumans feel it, and go looking for them. The Inhumans will not reach the couple before Stryfe, but will be available as Watcher-controlled heroes beginning in **Action: Lunar Assault**.

TRANSITION: A HEALTHY APOCALYPSE

Apocalypse rests in a cell in the Danger Room. He has spent his time here healing, and now offers to resume “negotiations;” he wishes to gain the aid of the X-Men, and in exchange, he offers to heal Professor Xavier. But can he do it, and more, can the X-Men trust him?

This Scene is fairly straightforward, but heavy in its consequences. The heroes must decide amongst themselves whether or not to team up with Apocalypse. With his aid, they could not only save Xavier but Jean and Scott as well, but it is well known that Apocalypse has nothing but contempt for the X-Men, and could betray them at a critical moment.

Archangel, despite his hatred for Apocalypse, knows that the villain is capable of saving Xavier. In spite of himself, he will realize that En Sabah Nur is the only hope Xavier has of survival. He will most likely argue in favor of letting Apocalypse proceed with the operation.

Should the X-Men refuse his aid, but not let him go, Apocalypse will allow himself to remain in the cell until he has fully recovered (which will be long after the Event has ended). At that point, he will fight his way out, killing with delight any hero that gets in his way.

On the other hand, if the heroes accept Apocalypse’s offer, he will request more time to rest, and to prepare mentally for the upcoming “surgery” on Xavier. This is a good time for the heroes to prepare Resources for that surgery as well, and to heal any injuries sustained thus far.

- ⊗ **Medical Resource:** To assist in the surgery, the X-Men prepare the medical room according to Apocalypse’s specifications.
- ⊗ **Science Resource:** In order to ensure that Apocalypse doesn’t do something “additional” to Xavier besides cure him, the heroes might call in experts in cybernetics, virology, or similar fields to observe the procedure.
- ⊗ **Tech Resource:** Similar to Medical Resource above, but with an emphasis on readying the Shi’Ar tech for the surgery.

ACTION: A CURSE WORSE THAN THE DISEASE

Apocalypse has made his preparations, and has recovered his health sufficiently to proceed. All the heroes gather in the observation room to watch as their fearsome enemy prepares to operate on their greatest mentor. Archangel has assured the heroes that Apocalypse can do what he claims. However, Apocalypse has controlled Archangel before; is he doing so again?

By this point, Xavier is more than two thirds converted by the virus. The heroes will no doubt watch Apocalypse closely as he prepares for the surgery. Archangel, if a Watcher Character, will stand between Apocalypse and the heroes, wings spread wide, facing his former master.

The surgery will commence when Apocalypse produces a small piece of technology and presses it against Xavier's bare chest. At this point, have Apocalypse attempt to do damage to the Techno Organic Virus directly, trying to inflict Physical Trauma. All of the heroes with a Medical Specialty can assist, albeit from stations outside of the operating chamber. The first time the virus takes Stress, Xavier convulses, and from his mouth a torrent of techno-organic strands issue forth. As the heroes watch horrified, the virus will accelerate in growth, and completely envelop Xavier.

If any of the heroes act to stop Apocalypse, Archangel will intervene (if Archangel is a player-controlled hero, Apocalypse will direct the virus to move between him and the heroes, making attack on him impossible) by spending a doom die to interrupt the initiative order. In any case, any hero who makes a roll against the doom pool will realize that Apocalypse is still trying to cure Xavier, not harm him. At that point, they can attempt to sway their allies to not attack. Any hero assisting with the surgery may continue to do so.

Finally, when it first experiences Trauma, the virus envelops both Xavier and Apocalypse. There is a tense moment where the virus pulses and groans and nearly fills the surgery room. Then, at last, the virus' Trauma exceeds D12, and it burns away, leaving Xavier on the floor, Apocalypse standing proud, and a little techno-organic scorpion wriggling out from Xavier's ear. Apocalypse stomps the scorpion into bits, declaring the operation over. Xavier still needs to heal, which will require rest and attention. The virus, Apocalypse explains, was made to grow too fast to sustain itself, so took to Apocalypse himself as a new source of nourishment. It found him...unpalatable.

OPTIONS

- ☒ Have Apocalypse take advantage of the situation. He can leave a controlled techno-organic infection hidden within Xavier. At a time of his choosing after the Event, he triggers the virus, unleashing his next fiendish plan. The heroes should, of course, get an opportunity to spot this subterfuge (Archangel especially would notice). If caught, Apocalypse sighs and abandons this scheme.
- ☒ The virus might prove too strong for Apocalypse in his weakened condition. When it envelops him, it takes control if it inflicts any Mental Trauma, and he goes on a rampage, forcing the X-Men to stop him. Attacks on him do trauma to the Virus or him; the Watcher should roll 1d6, giving the damage to the virus on an even result and to Apocalypse on an odd result. Once he receives sufficient Physical Trauma to kill either him or the virus, the fight is over.

TRANSITION: PREPARING FOR WAR

The heroes on Earth have secured passage to the moon via a ship provided by Apocalypse. The heroes on Graymalkin have reconfigured the teleport to the Moon's gravity. With Xavier safe and recovering, the time has almost come to take the fight to the Moon.

The heroes need to get ready, because the main battles of this Act are about to commence. Any Resources they can gain will be of benefit. Any damage they can heal they should heal now.

- ⊗ **Combat Resource:** Any heroes can prepare for this trip by sharpening blades, grabbing extra weapons, or meditating in their martial art of preference to prepare their mind for battle.
- ⊗ **Covert Resource:** By preparing Apocalypse's ship, they can activate its stealth technology, improving their chance of arriving on Stryfe's base's docking platform unseen. Similarly, Cable and his allies can covertly teleport to the base, allowing them to take the enemy by surprise.
- ⊗ **Tech Resource:** If the heroes scrounge through their data records, they discover that they have stored from the files of the original X-Factor a **Map of Apocalypse's Moon Base** that allows them to carefully plan a place to "bodyslide" in without detection.
- ⊗ **Vehicle Resource:** Earth-bound heroes must make a Resource to gain access to Apocalypse's ship. Those on Graymalkin can further refine the teleport (Cable's power) to increase its accuracy.

ACTION: BEGGING FOR MERCY

[Jean and Scott]

Stryfe has Jean and Scott trapped on the lunar surface in a telekinetic force bubble with a limited supply of air. He offers them a chance to live. All they have to do...is beg him.

Stryfe has spent the last Act tormenting his “parents” for their lack of love towards him, never telling them that they are his parents. His rage at them is only eclipsed by his need for them to claim him as their own. He wants them on their knees, crying, like a child pleading a parent. He wants them to need him as he needed them, to beg for his love. Then, only then, will he deny them that love and kill them.

It is up to the heroes whether or not they will beg. If they do, Stryfe revels in it, then chides them, asking why he should answer their cries when they turned a deaf ear to his. Then he drops his force field. Jean can erect one of her own to grasp whatever air is left, but that puts her out of the fight until she drops the field again.

If the heroes refuse to beg, Stryfe grows angry. He refuses to take no for an answer, shouting at them to beg for his love. If attacked, he lashes out, still screaming at them. Any attacks made from within the bubble suffer a **Reflected Back** Distinction. He’ll attack until they receive Trauma enough to knock them out. At that point, not satisfied, he returns them to the safety of their cells.

Should the heroes manage to hurt Stryfe, Zero teleports them to their cell before they can cause Trauma. Stryfe returns to his throne room, angry and bitter.

OPTIONS

- ☒ Jean and Scott might make it past Stryfe to the “safety” of the base. They can wander about looking for an escape; a teleport or a ship, but Stryfe will make sure that they cannot leave. He will have Zero teleport them back to their cells if they manage to get close to the landing bays.
- ☒ Should either Jean or Scott make the connection and figure out that Stryfe believes himself to be Nathan Summers, they can try to reach out to him, offer their love, understanding, acceptance, etc. In other words, they can show empathy, and offer to try and make things right. This tempting offer will confuse Stryfe, which only makes him angrier. He wants to be mad at them, he feels they deserve punishment. He’ll attack them, then order Zero to return them to their cells. However, any emotional Stress or Trauma not healed back during the interim will carry over to the final Scenes.

ACTION: INFILTRATION [CABLE AND CREW]

You're tired of waiting for the other X-Men to give the go-ahead. You're itching to save your friends, and you're bored, to boot. You'll just sneak aboard, subtly, find your friends and sneak out. If you're lucky, no one will even notice you.

The heroes will arrive at a random location in Stryfe's base, unless they used a Transition Scene to map out Apocalypse's base. They have to roll against the doom pool to arrive undetected. Stryfe has **Extensive Security Measures** for detecting intruders. There are several locations into which the heroes can teleport to avoid detection. For instance, there are some storage facilities on the upper levels, on the opposite side of the base from the holding cells, and close to the docking bays. The cell blocks on the map, if the heroes choose to target that area, are not the modern cells; they are now additional storage. The new cell block is adjacent to Stryfe's own quarters, for his ease of "entertainment."

Any time the heroes move from one area to another, they must roll against the doom pool and the security measures to avoid detection. If detected, about half the Dark Riders arrive along with a mob of Mutant Liberation Front soldiers.

If this Action Scene is taking place at the same time during game play as Action: Lunar Assault, the Watcher should make every effort to bring the heroes together at this point. Half of the Dark Riders will be attacking the infiltration team, while the others will attack the landing party.

When the soldiers are all defeated, the Dark Riders will flee, making for a ship in the docking bay. Unless the heroes have disabled all ships, the Dark Riders will attempt to escape. If the heroes are intent on searching the entire base, it will take some time; this place is huge. The Action Scene becomes a Transition Scene only when every last bit of opposition on board the base is defeated. The Watcher can feel free to introduce new mobs of soldiers any time the heroes enter a new wing of the base. If the heroes manage to find Stryfe's control room, they will have to contend with Zero. Zero will flee if he takes any Trauma. From here, the heroes can determine that Jean and Scott were on the base, but are no longer here. They are at a massive, isolated shield generator a short moon walk away.

OPTIONS

- ☒ The original holding cells still function. If the infiltration party is defeated, have them imprisoned here. The Dark Riders don't bother to empty the cells of storage items, so the heroes can find items to use to improvise an escape.
- ☒ Any heroes getting the "bright idea" to breach the exterior walls and sending their foes out into space must also contend with the **Sudden Vacuum** that they created. The section of the base will automatically seal itself off from the rest of the base, trapping the heroes if they are not careful.

ACTION: LUNAR ASSAULT

Cable and his “strike team” have gone ahead of you to rescue your friends, and may be in trouble. You are approaching the lunar base, and if you can just catch a break, you can dock with the station before anyone knows you are there.

This Scene is similar to Action: Infiltration, but from the perspective of the landing party. However, it has one vital difference; they must land without attracting attention to their craft. The same **Extreme Security Measures** from the previous Act plague the heroes in this one, plus the base has **Automated Defenses** against incoming ships. Of course, this is Apocalypse’s ship, so it has **Thick Hull Plates** to help protect the ship.

Once docked, they will have to continue to elude the base’s defenses. If they fail, about half the Dark Riders show up with a mob of MLF soldiers. Have the heroes fight until the enemy either falls or retreats.

Almost immediately upon arrival, Apocalypse, if present, will strike off on his own, attempting to get his Dark Riders to follow. He wants to deal with their betrayal of him, and do so on his own terms. He recognizes that he will probably lose the fight, but if so, he will die by his creed of survival of the fittest.

The first priority of the landing party is to meet up with the infiltration team. Then, they must find Jean & Scott, and deal with Stryfe. This Scene ends when the heroes meet up with the infiltration team. See Action: Infiltration for how to end that scene.

OPTIONS

- ⊗ If the Inhumans heard Jean’s psychic scream, they arrive during this scene. The Watcher should make their arrival coincide with some dramatic moment, perhaps when the heroes are losing and all looks lost.
- ⊗ If the heroes are having too easy a time of it, spend a D12 from the doom pool to add another mob. If that won’t be enough, Stryfe has taken out an insurance policy; he’s implanted a nanotech implant into the Juggernaut! Since Cain Marko can survive in an airless environment, he can breach any walls he likes, leaving the heroes gasping for air while trying to stop the unstoppable. Juggernaut’s helmet prevents psychic tampering with the nanotech implant.

TRANSITION: APOCALYPSE NO MORE

During your purge of the lunar base of enemy soldiers and your search for your friends, you have come across Apocalypse. He is barely alive and, it seems, he couldn't be happier.

Apocalypse has taken on his Dark Riders in combat alone. They defeated him, and left him for dead, but the ancient warrior still lives, and seeks death's embrace. He will not accept a peaceful death, however; he wants to die fighting. He asks the heroes to end his life and prove that they are fit to survive.

It is up to the heroes whether or not to kill Apocalypse. If they chose to try and heal him he will reject their aid, and attack. If they leave him there to live or die as his body chooses, he will scream after them to kill him, but will be too weak to pursue them. He is at D12 Physical Trauma; any attack will kill him.

There are no resources available during this Scene. Injured heroes may attempt to recover as normal. This Scene can interrupt Action: Infiltration, breaking it into two mini-Scenes.

TRANSITION: SECRET REVEALED

You have travelled the world, and left it altogether. You have battled Apocalypse, Mr. Sinister, the MLF and the Dark Riders. You've saved Xavier, and made an ally out of a hated foe. And you still don't know why Stryfe is doing all of this. What does he hope to accomplish by striking at Xavier and kidnapping Jean and Scott? Who is Stryfe? What connection do he and Cable share?

There are a number of ways that the heroes can determine Stryfe's motivation. Some of the most likely to succeed include the following:

- ⊗ **Stryfe's Database:** If the heroes take the command center, they can attempt to hack his computer network. He has no special security here, as he considered his base untouchable. If they beat the doom pool, they learn Stryfe's version of events.
- ⊗ **Xavier Wakes Up:** For every Scene of any type you play after **Action: A Cure Worse Than The Disease**, give Xavier a chance to recover Physical Trauma. The moment he recovers all Physical Trauma, he wakes up. He will tell any Watcher-controlled X-Men still at the mansion that he has seen into Stryfe's mind, as well as into Cable's and Jean's and Scott's. He now knows the whole story; that Stryfe believes he is Nathan Summers, and blames Jean and Scott for abandoning him to be raised by Apocalypse in the far future. More, however, he has seen into their psychic infancies, and knows that Cable is Nathan, and Stryfe is the clone.
- ⊗ **Ask Stryfe:** Stryfe has alluded to the truth (as he sees it) for some time, and continues to do so. He won't come right out and say the truth, but if the heroes roll against the doom pool they can figure it out based on what he's said and done in the past. He'll confirm the truth if they guess right.

ACTION: FAMILY FEUD

You've tracked Stryfe to a massive shield generator a short moon walk from the base; one of several that protect the base from meteor impacts and cosmic rays. This one looks heavily modified. From a distance, you can see two figures held suspended in air near the generator's central tower. It's Jean and Scott!

The modifications to the shield generator create a secondary force field around the generator itself. It is an osmotic field that allows anyone with Summers DNA to pass through. Stryfe did this to allow Cable to enter, as he wants to kill Cable without outside interference. However, since Alex is Scott's brother, it will let him through as well.

Heroes stuck outside the field can still try to get inside by other means. Nightcrawler can teleport himself and possibly another hero inside, for example. The shield should provide some resistance, though; it is temporal as well as physical, providing **Dimensional Turbulence** each time Nightcrawler teleports. Tech-savvy heroes can try to reprogram one of the ring of external towers to allow them entry. Or they could just attempt to destroy one of the exterior towers and bring the field down.

SHIELD GENERATOR TOWERS

TEAM 4D10 **KEEP OUT NON-SUMMERS**

RESIST TAMPERING

FORCE FIELD

GODLIKE DURABILITY D12

SFX: *Power Jamming:* Add a D6 and step up your effect die by +1 when inflicting **YOU SHALL NOT PASS** complication on a target.

Limit: *Large Scale Threat.* Defeat an Affiliation die for each d12 physical stress effect die applied to **SHIELD GENERATOR TOWERS** or step back a power trait for each d8 applied.

If the machinery is destroyed without powering down the machinery, there is a huge **Electromagnetic Storm** that rages on the sight until the power is cut. Heroes will have to repair enough of the tower to reconstruct the power terminal, and shut down the power. Watchers should use the doom pool to attack everyone present (hero and villain) each Action Round until they leave the vicinity, shut down the power, or die.

This is the final Scene in the Event. There are a number of ways in which this Scene can end, covered in the Options section below. The Watcher needs to make sure, however, that the heroes achieve an understanding of why Stryfe acted as he did, and that his assumption that he was Jean and Scott's child was wrong. Whether Stryfe learns this or not, or believes it if he does find out, is up to the players and the Watcher.

OPTIONS

- ⓧ **Stryfe Dies:** The heroes might just kill Stryfe outright, considering him too great a threat to continue living. If Cable is present and thinks he's just a clone, he might sacrifice himself to kill Stryfe, as he did in the comics.
- ⓧ **Stryfe Is Captured:** While not an easy task, heroes can capture Stryfe if they manage to inflict sufficient Trauma or complications. The heroes can of course attempt this via Physical Stress, but if they know the truth, they might try to convince Stryfe that he has been living a lie. If they succeed, Stryfe attempts to take his own life and take the heroes with him by detonating the shield generator. If the can prevent this, either by knocking Stryfe out or showing him sufficient tenderness to stress him out emotionally, he will surrender.
- ⓧ **Stryfe Escapes:** The heroes manage to stop Stryfe's plan, but either while struggling to stop the shield explosion or dealing with the magnetic storm, Stryfe teleports away with Zero's aid. The heroes will have to deal with hunting him down another time.
- ⓧ **Stryfe Repents:** If Jean and Scott prove compassionate enough, and if they inflict both Mental and Emotional Trauma on Stryfe, the heroes have stamped out Stryfe's irrational hatred of Jean and Scott, and he repents, surrendering and collapsing at their feet in tears. Regardless of whether he knows he's a clone or not, he will forgive them, and allow them to take him in. Perhaps they can rehabilitate him, and he can learn to be a hero. In any case, the X-teams will be able to convince him to hand over the cure for the Legacy Virus.

CONCLUSION: LEGACY

Stryfe has been defeated, and the heroes are all safe. However, all is not resolved. The heroes have a few things to contend with, either to close this Event or to start another.

WHAT TO DO WITH X-FORCE?

If X-Force has not been exonerated of their other crimes, either by disbanding to join the other X-Teams (and thus gaining a pardon) or by proving their actions were not criminal, they are considered criminals and taken into custody. Of course, they might have something to say about that, and either attempt to sneak away with Cable back to Graymalkin, or fight their way out of the mansion.

STRYFE'S LEGACY

Stryfe left Sinister something, well, sinister. He had promised the key to the Summers DNA in exchange for Scott and Jean, but instead left him something else. When Sinister's lackey opened the container, he released upon the world the Legacy Virus; a pox on mutantkind meant to wipe out every mutant on Earth.

FRIENDS AND FOES

In addition to the datafiles we have already provided, here are some Watcher-controlled heroes and villains that the player heroes may encounter.

THE NASTY BOYS

As Mr. Sinister's personal strike force, the Nasty Boys can be called upon by Mr. Sinister to aid the Horsemen in some of the early scenes of the Event. At the time of this Event, Slab is with the MLF, but will return to the Nasty Boys at the earliest opportunity.

GORGEOUS GEORGE [George Blair]

SOLO D6 INEXPERIENCED

BUDDY D4 SLIPPERY CHARACTER

TEAM D8 HEAD FULL OF TAR

TAR BODY

INTANGIBILITY D8 GODLIKE DURABILITY D12

STRETCHING D8

SFX: *Tar Trap: Add a D6 and step up your effect die when inflicting a Grapple complication on a target.*

Limit: *Mutant: Earn a D6 or step up one dice in the doom pool when affected by mutant-specific Milestones and tech.*

Combat Expert D8 **Menace Expert D8**

HAIRBAG [Michael Suggs]

SOLO D8 YOUNG RUFFIAN

BUDDY D6 BEAST AGAINST BEAST

TEAM D6 FOOLS RUSH IN

BEASTIAL FORM

CLAWS AND FANGS D8 ENHANCED DURABILITY D8

SUPERHUMAN REFLEXES D10 ENHANCED SENSES D8

ENHANCED STAMINA D8 SUPERHUMAN STRENGTH D10

SFX: *Vicious:* Add a D6 to your dice pool for an attack action and step back the highest die in the pool by -1. Step up Physical Stress inflicted by +1.

Limit: *Mutant:* Earn a D6 or step up one dice in the doom pool when affected by mutant-specific Milestones and tech.

Combat Master D10 Menace Expert D8

RAMROD [Patrick Mahoney]

SOLO D4 ILLEGAL IMMIGRANT

BUDDY D6 IN TUNE TO PLANTLIFE

TEAM D8 IN IT FOR THE BEER

PLANT PSIONICS

PLANT CONTROL D10 WEAPON D8

SFX: *Plant Growth:* Add a D6 and step up your effect die by +1 when inflicting Grapple complications on a target.

SFX: *Area Attack:* Add a D6 and keep an additional effect die for each additional target.

Limit: *Requires Plants:* Shutdown Plant Psionics and gain a D6 to the doom pool. Spend a die from the doom pool to recover.

Limit: *Mutant:* Earn a D6 or step up one dice in the doom pool when affected by mutant-specific Milestones and tech.

Combat Expert D8 Menace Expert D8

Ramrod has no interest in Mr. Sinister's agenda, and just works for the Nasty Boys to earn some scratch and a good time. He'd be just as happy kicking back a few beers as fighting the heroes.

RUCKUS [Clement Wilson]

SOLO D4 LEAD NASTY BOY

BUDDY D6 SENSE OF ENTITLEMENT

TEAM D8 I'M A SCREAMER!

SONIC SCREAMER

BLAST D10

SFX: Absorption: *On a successful reaction against Sonic Attack actions, convert your opponent's effect die into a Sonic Screamer stunt or step up Blast by +1. Spend a die from the doom pool to use this stunt if your opponent succeeds his attack action.*

SFX: Area Attack: *Add a D6 and keep an additional effect die for each additional target.*

SFX: Burst: *Step up or double BLAST against a single target. Remove the highest rolling die and add three dice to your total.*

Limit: Mutant: *Earn a D6 or step up one dice in the doom pool when affected by mutant-specific Milestones and tech.*

Combat Expert D8

Menace Expert D8

Clement Wilson has an attitude; he considers himself above the law, and above all whom he surveys.

PROFESSOR CHARLES XAVIER

Although he spends almost the entire Event in a coma under attack from the techno-organic virus, we've provided Xavier's stats so that Watchers can correctly judge his resistance to the virus' attacks.

PROFESSOR X [Professor Charles Xavier]

SOLO D10 TO ME, MY X-MEN

BUDDY D8 PEACEFUL COEXISTENCE

TEAM D6 MOST POWERFUL MIND ON THE PLANET

MASTER MENTALIST

PSI BLAST D12

MIND CONTROL D12

PSIONIC RESISTANCE D12

TELEPATHY D12

TELEPATHIC SENSES D10

SFX: *Mental Paralysis:* Add a D6 and step up your effect die by +1 when inflicting Paralyse complication on a target.

SFX: *Group Attack:* Add a D6 and keep an extra effect die for each additional target.

SFX: *Mental Boost:* Add a D6 and step up your effect die by +1 when using Master Mentalist to create an asset.

Limit: *Mutant:* Earn a D6 or step up one dice in the doom pool when affected by mutant-specific Milestones and tech.

HOVER WHEELCHAIR

SPEED D6

Limit: *Gear:* Shutdown Hover Wheelchair and gain a D6 to the doom pool. Recover power by activating an opportunity or during a Transition Scene.

Business Expert D8

Cosmic Master D10

Medical Master D10

Psych Master D10

Science Master D10

Tech Master D10

To the world, Professor Charles Xavier is the foremost expert on genetics and mutation in the world, and a civil rights activists on behalf of mutants. He is known to run a boarding school for the best and brightest known as Xavier's School For Gifted Youngsters. The world does not know that Xavier is himself a mutant. Professor X leads the X-Men in their battle against terrorist mutants, and his school is in fact a place to teach mutants how to safely use their powers. Xavier hopes that in his time the bigotry between mutants and humans can end, and his X-Men are his vehicle to that end.

HERO DATAFILES

Archangel
Beast
Bishop
Boomer
Cable
Cannonball
Colossus
Cyclops
Domino
Feral
Gambit
Havoc
Iceman
Jean Grey
Jubilee
Multiple Man
Nightcrawler
Polaris
Psylocke
Quicksilver
Rictor
Rogue
Siryn
Shatterstar
Storm
Sunspot
Strong Guy
Warpath
Wolverine
Wolvsbane

Name: **ARCHANGEL [Warren Kenneth Worthington III]**

PP

Affiliations

Solo D8

Buddy D6

Team D10

Distinctions

AERIAL ACROBAT

DARK ANGEL

STRUGGLING BILLIONAIRE

 +1PP or 

Power Sets

CHEYARAFIM CLIPPED

ENHANCED DURABILITY

D8

SUPERHUMAN STAMINA

D10

ENHANCED STRENGTH

D8

ENHANCED REFLEXES

D8

SFX: Healing: Spend 1 PP to recover your own Physical Stress or step back your own Physical Trauma by -1.

SFX: Second Wind: Before you make an action including a Cheyarahim Clipped power, you may move your Physical Stress die to the doom pool and step up the Cheyarahim Clipped power by +1 for this action.

Limit: Exhausted: Shutdown any Cheyarahim Clipped power to gain 1 PP. Recover power by activating an opportunity or during a transition scene.

Limit: Mutant: Earn 1 PP when affected by mutant-specific Milestones and tech.

ARCHANGEL OF DEATH

WINGED FLIGHT

D8

FEATHER WEAPON

D10

GODLIKE DURABILITY

D12

SFX: Area Attack: Add a D6 and keep an additional effect die for each additional target.

SFX: Counterattack: On a reaction against a Physical Stress attack action, inflict Physical Stress with your effect die at no PP cost or spend 1 PP to step up your effect die by +1.

Limit: Exhausted: Shutdown any ARCHANGEL OF DEATH power to gain 1 PP. Recover power by activating an opportunity or during a transition scene.

Limit: Growing Dread: Both 1 and 2 on your dice count as opportunities when using an Archangel Of Death power.

Specialties

Acrobatics Expert

D8

Business Expert

D8

Combat Expert

D8

Menace Master

D10

[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].

Milestones

FALLEN ANGEL

1 XP when you choose to act Solo rather than remain with or join with a Buddy or Team.

3 XP when you inflict greater physical stress on a target than is necessary to end the conflict.

10 XP when you either surrender to your dark nature and become the angel of death once more or you reject that aspect of your personality and choose morality over monstrosity.

MULTI-MILLIONAIRE

1 XP when you flaunt your wealth to impress another character.

3 XP when you use a Business Resource to assist another hero financially.

10 XP when you either put all of your finances on the line to ensure the greater good or you horde your wealth and let those with less carry the burden.

STRESS / TRAUMA

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HISTORY	ABILITIES AND RESOURCES
<p>Warren Worthington III came from an extremely wealthy family. When his powers manifested, he managed to keep his feathered wings hidden from his family, a task made easier by their sending him away to boarding school. There, he saved some fellow students from a burning building, wearing a disguise to hide his identity. Embarking on a heroic career as the Avenging Angel, Warren drew the attention of Professor Xavier, and became a founding member of the X-Men. Using a harness Xavier had designed to restrain his wings while in acting as Warren, the Angel became the high-flying, carefree eyes-in-the-sky for the X-Men.</p> <p>When Xavier formed his second team of X-Men, Warren and the other original X-Men went their separate ways. Warren went to college in Los Angeles, where he, Iceman, Black Widow, Hercules and Ghost Rider formed the Champions of Los Angeles. That team prospered for a time, but eventually disbanded. After a stint on the Defenders, Warren joined the original X-Men in forming both the mutant "hunting" X-Factor and the costumed mutant "terrorist" team the X-Terminators.</p> <p>During his time with X-Factor, Warren lost his wings to the manipulations of Cameron Hodge. He was then captured and brainwashed by Apocalypse, who gave Warren bio-metallic wings that fired razor-sharp feathers dipped in neurotoxin. Now the blue-skinned fourth horseman Death, Warren turned on his former teammates until Iceman tricked Warren into thinking he had killed Bobby, snapping him back to his senses.</p>	<p>Archangel is a mutant with the ability to fly; originally his flight stemmed from a pair of feathered wings like those of the angels of myth, but now his wings are made of a bio-metallic material. The wings can retract out of sight. He can use the wings as a shield, deflecting attacks, or as a weapon, slashing at his opponents. He can even fire metallic feathers dipped in neurotoxin, buffeting the area with the lethal feathers.</p> <p>In addition to his wings, Warren has an enhanced physiology. He resists and recovers from damage, illness and poisons with far greater ability than a normal person. His athletic and acrobatic abilities are peak human from years of training and heroics.</p>
PERSONALITY	PHOTO
<p>Warren puts on a show of the debonaire and dashing, carefree hero that he had been as Angel, but beneath that exterior, and very close to the surface, are the dark, killer instincts and brooding self-hatred of the Archangel. At constant war with himself, Warren struggles to keep his violent desires in check. When he does kill, he seems almost unaffected, but deep within the good man that is Warren feels his heart ripped apart.</p>	

Name: **BEAST [Dr. Henry "Hank" McCoy]**

PP

Affiliations

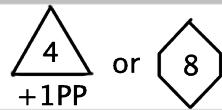
Solo D6

Buddy D8

Team D10

Distinctions

BOUNDING BLUE GORILLA
RENAISSANCE BEAST
SMARTEST MAN IN THE ROOM



Power Sets

BESTIAL MUTANT

ENHANCED DURABILITY

D8

ENHANCED SENSES

D8

ENHANCED STAMINA

D8

SUPERHUMAN REFLEXES

D10

SUPERHUMAN STRENGTH

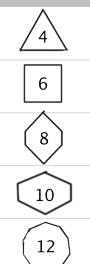
D10

SFX: *Claws And Fangs:* Add a D6 to your dice pool for an attack action and step back the highest die in your pool by -1. Step up Physical Stress inflicted by +1.

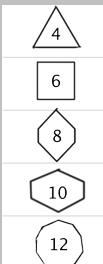
SFX: *Oh My Stars And Garters!:* Spend 1 PP to borrow the highest die in the doom pool as an asset for your next action, then step back and return the doom die.

Limit: Mutant: Earn 1 PP when affected by mutant-specific Milestones and tech.

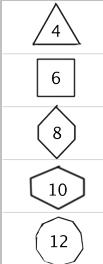
STRESS / TRAUMA
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M



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Specialties

Acrobatic Master

D10

Combat Expert

D8

Cosmic Expert

D8

Medical Expert

D8

Science Master

D10

Tech Master

D10

[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].

Milestones

TRUE BLUE X-MAN

1 XP when you give advice to a less seasoned member of the team.

3 XP when you join a team composed solely of the original X-Men.

10 XP when you either quit the X-Men to form or join a new team or you take charge of a team of X-Men.

MAN OF SCIENCE, MAN OF ACTION

1 XP when you point out a scientific, historical or technical fact during a fight.

3 XP when you stay out of a fight so that you can concentrate on a thorny technical or scientific problem.

10 XP when you either abandon adventuring in favor of pure research or you find a way to balance your heroics with your love of science.

HISTORY

Due to his father's exposure to radiation at the nuclear power plant where he worked, Henry McCoy was born a mutant. His athletic prowess allowed him to excel in sports, but soon won him the animosity of his classmates. Xavier contacted him, and with his family's approval he became one of the founding members of the X-Men.

When Xavier formed his second team, Hank left the X-Men and went to work for the Brand Corporation, where he isolated a mutagenic hormone that can either grant mutant powers to non-mutants for a short time or boost the existing powers of a mutant. After using it on himself, he became the blue-furred Beast we know today.

Beast joined the Avengers not long after his transformation, and stayed with the team for years. Leaving that team, he joined Angel and Iceman on the "new" Defenders, and later the three of them joined Cyclops and Marvel Girl in forming X-Factor.

Now back amongst the X-Men, Beast uses his considerable knowledge and power to fight for mutant rights, defend the populace against terrorist mutants, and advance scientific knowledge for the greater good.

ABILITIES AND RESOURCES

Beast possesses superhuman strength, durability, endurance, speed and agility. He is an amazing acrobat and able to use his clawed hands and feet to cling to surfaces and climb walls. Beast heals somewhat faster than normal and can emit pheromones attractive to the opposite sex. Beast is also a trained geneticist and biochemist and is considered one of the greatest scientific minds in the world.

Thanks to his reputation and contacts, Hank has access to some of the greatest minds and best laboratories in the world. He can also make use of some of the world's greatest heroes; he has been a member of the Avengers, and can call on the members of that team for assistance. He is also on good terms with Mr. Fantastic of the Fantastic Four, and has worked well with Spider-Man in the past. As a former member of the Defenders, he can call upon members of that team in times of need, particularly Dr. Strange.

PERSONALITY

Beast is a man of learning, and a man of action. Ever the intellectual, even in battle, he often gives mini-lectures of tangentially-relevant facts during a fight, often in a long-winded way. To cover his insecurities with regard to his current blue-furred form, Beast is prone to self-abusing wise-cracks and jokes. The world around him fascinates Beast, and he will often pause to ponder some subtle aspect of a mystery with profound and sincere fascination. However, his loyalty to his friends is total, and he will never allow his intellectual interests to distract him from protecting those he loves.

PHOTO

Name:	BISHOP [Lucas Bishop]			PP
Affiliations	Solo D8	Buddy D6	Team D10	
Distinctions	X.S.E. NOT OF THIS TIME AMONGST HIS IDOLS		 +1PP or 	
Power Sets	ABSORB AND RETURN			
	ENHANCED DURABILITY	D8	ENHANCED SENSES	D8
	ENHANCED STAMINA	D8	ENHANCED REFLEXES	D8
	ENHANCED STRENGTH	D8	MUTANT BLAST	D10
	<p>SFX: Absorption: On a successful reaction against a Physical Attack action using energy attacks, convert your opponent's effect die into an Absorb and Return stunt or step up an Absorb and Return power by +1 for your next action. Spend 1 PP to use this stunt if your opponent's action succeeds.</p> <p>SFX: Dangerous: Add a D6 to your dice pool for an attack action and step back the highest die in the pool by -1. Step up Physical Stress inflicted by +1.</p> <p>SFX: Healing: Spend 1 PP to recover your own Physical Stress or step back your own Physical Trauma by -1.</p> <p>SFX: Multipower: Use two or more Absorb and Return powers in a single dice pool at -1 step for each additional power.</p> <p>SFX: Versatile: Split Mutant Blast into 2D8 or 3D6.</p> <p>Limit: Exhausted: Shutdown any Absorb and Return power to gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.</p> <p>Limit: Mutant: Earn 1 PP when affected by mutant-specific Milestones and tech.</p>			
	PLASMA RIFLES			
		WEAPON		D10
	<p>SFX: Absorption: On a successful reaction against a Physical Attack action using energy attacks, convert your opponent's effect die into an Plasma Rifles stunt or step up an Plasma Rifles power by +1 for your next action. Spend 1 PP to use this stunt if your opponent's action succeeds.</p> <p>Limit: Gear: Shutdown Plasma Rifles and gain 1 PP. Take an action vs. the doom pool to recover.</p>			
Specialties	Combat Master	D10	Crime Expert	D8
	Menace Expert	D8	Tech Expert	D8
	[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].			
Milestones	DEFEND THE DREAM			
	1 XP	when you first use your Absorb And Return power set to defend a mutant or ally of the X-Men.		
	3 XP	when you come into conflict with another teammate as to whether Xavier's dream can ever be realized.		
	10 XP	when you either inspire a hero to accept and fight for Xavier's dream, or you leave the team because they have departed too far from Xavier's dream.		
	STOIC AND SERIOUS			
	1 XP	when you take another hero to task for not taking a situation seriously.		
	3 XP	when you take it upon yourself to improve the security of a location.		
	10 XP	when you either stop a threat due to your focus and preparation or you defeat the threat with a surprising show of humor.		

STRESS / TRAUMA

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HISTORY	ABILITIES AND RESOURCES
<p>An aboriginal mutant from a dystopic, post-Sentinel future, Bishop was raised in a mutant concentration camp and branded with a black M tattoo over his right eye. Raised by an adoptive grandmother whom was a depowered mutant herself, and Witness, a former ally of the X-Men, Bishop was taught of Xavier's dream and the heroics of his students. At age 15 he joined the X.S.E. (Xavier's Security Enforcers), a mutant police force whose purpose was to bring law and order to mutant kind, after they saved his sister. On a mission to capture the former X.S.E. mutant Fitzroy, Bishop uncovered a recording of Jean Grey stating that the X-Men were betrayed by one of their own. Confronting Witness, he became suspicious that she had more to do with the fall of the X-Men than she had ever let on.</p> <p>Fitzroy escaped along with other prisoners, and escaped into the past. Bishop followed with two other members of the X.S.E., and managed to kill all but Fitzroy. His own fellow soldiers died in the pursuit of Fitzroy. After an initial confrontation with the X-Men, he allied with his heroes. Now, unable to return to his own time, Bishop stands ever watchful for the traitor whom he thinks will destroy the X-Men. He suspects that Gambit is Witness from this time, and keeps him under careful observation.</p>	<p>Bishop has the ability to absorb radiant and conductive energy, both passively and actively. He can store that energy for extended periods, using it to boost his physical abilities or heal injuries. He can also release that stored energy as a concussive blast. In addition to his own natural abilities, Bishop normally carries a pair of large plasma rifles, with which he has shown tremendous efficiency. He can channel his power through these weapons, as well.</p> <p>Bishop is a trained police officer with the X.S.E., and has trained extensively in combat and tactics. He is an expert in security and proficient in many advanced technologies.</p>
PERSONALITY	PHOTO
<p>Bishop is an aggressive combatant, with a clear idea in his head as to whom is the enemy and who are his allies. He does not react well when those categories don't mesh with reality.</p> <p>Bishop is easily confused by modern society, though he hides that confusion with a stoic detachment from the events unfolding around him. He regards the X-Men simultaneously as legendary figures from history and as untrained amateur soldiers waging a war they aren't ready to fight.</p> <p>Despite his differing view of how it should apply to the real world, Bishop is a true devotee of Xavier's dream of peaceful coexistence between mutants and humans. If necessary, he would lay down his life for that cause.</p>	

Name:	BOOMER [Tabitha Smith]			PP		
Affiliations	Solo D6	Buddy D8	Team D10			
Distinctions	EXTENSIVELY WELL-TRAVELED FORMER THIEF BROKEN HOME			  +1PP		
Power Sets	PLASMA SPHERES					
	BLAST D10					
	<p>SFX: <i>Time Bomb:</i> Add a D6 and step up your effect die by +1 when using Plasma Spheres to create assets.</p> <p>SFX: <i>Dangerous:</i> Add a D6 to your dice pool for an attack action and step back the highest die in the pool by -1. Step up Physical Stress inflicted by +1.</p> <p>SFX: <i>Unleashed:</i> Step up or double Blast for one action. If the action fails, add a D10 to the doom pool.</p> <p>SFX: <i>Versatile:</i> Split Blast into 2D8 or 3D6.</p> <p>Limit: <i>Mutant:</i> Earn 1 PP when affected by mutant-specific Milestones and tech.</p>					
Specialties	Combat Expert	D8	Cosmic Expert	D8		
	Crime Expert	D8	[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].			
Milestones	AIRHEADED MOTORMOUTH					
	1 XP	when you point out something that is painfully obvious to others.				
	3 XP	when you make an airhead mistake that causes you or a member of your team trauma.				
	10 XP	when you hand an asset to a Watcher-controlled foe at a critical moment.				
	PINING FOR ATTENTION					
	1 XP	when you develop a crush on a fellow teammate.				
	3 XP	when you attempt to get a teammate to take on a parental role in your life, or you reject such an offer by another teammate.				
	10 XP	when you either find the self-confidence to stand on your own without outside approval or remove yourself from the Scene to pout about how rough a life you've had.				

STRESS / TRAUMA

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HISTORY	ABILITIES AND RESOURCES
<p>Tabitha is the product of a broken home, and when her powers manifested at age thirteen, her parents' disgust led her to run away. From that point, her life got really interesting.</p> <p>She befriended the Beyonder, and travels with him to confront the Celestials. She helped the Avengers defeat the Beyonder, leaving the battlefield when he tells her that he felt that she has betrayed him, and that she had been his only friend.</p> <p>After killing a thug who threatened her friend Gina, Tabitha joins a group of thieves led by the Vanisher called the Fallen Angels. However, eventually she contacted X-Factor and betrayed the Vanisher.</p> <p>Tabitha became one of the New Mutants, students at Xavier's School for Gifted Youngsters. With her teammates, she travelled to Asgard and foiled an attempt on Odin's life. She was abducted along with other New Mutants and sent into the Genoshan slave trade. While in Genosha she met Jubilee, and witnessed the death of her fellow New Mutant Warlock.</p> <p>Upon her return to the United States, she and her fellow New Mutants came under the tutelage of Cable, and formed X-Force. Now serving as a mutant mercenary fighting against the Mutant Liberation Front, Tabitha is on the run from the United States Government.</p>	<p>Boomer is a mutant whom can generate balls of plasma which she can detonate at will. She can withhold detonation, either hiding the spheres and waiting for her prey to pass by or throwing them for more immediate effect. She can create these spheres in any size from that of a marble to that of a beach-ball. The larger the sphere, the greater the damage (the marble-sized ones are mostly used for pranks).</p> <p>Cable has trained Boomer in hand-to-hand combat, though she prefers to use her powers in a fight. She also learned the thief's trade from the Vanisher.</p>
PERSONALITY	PHOTO
	

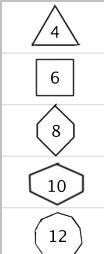
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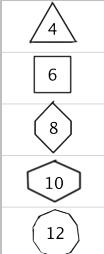
Name:	CABLE [Nathan Christopher Charles Summers]			PP
Affiliations	Solo D10	Buddy D6	Team D8	
Distinctions	COMPLICATED HISTORY MAN ON A MISSION TIME TRAVELLER		 +1PP 	
Power Sets	HEAVILY-ARMED CYBORG			
	BIG GUNS	D8	CYBERNETIC SENSES	D10
	ENHANCED REFLEXES	D8	SUPERHUMAN DURABILITY	D10
	SUPERHUMAN STAMINA	D10	SUPERHUMAN STRENGTH	D10
	TELEPORT	D10	TELEKINETIC CONTROL	D8
	<p>SFX: <i>Man With A Plan:</i> Spend 1 PP to borrow the highest die in the doom pool as an asset for your next action, then step back and return to the doom pool.</p> <p>SFX: <i>Multipower:</i> Add more than one Heavily-Armed Cyborg power to your pool. Step Back each Heavily-Armed Cyborg die in your pool once for each die beyond the first.</p> <p>Limit: <i>Gear:</i> Shutdown a Heavily-Armed Cyborg power trait to gain 1 PP. Take an action vs. the doom pool to recover.</p> <p>Limit: <i>Techno-Organic Virus:</i> When you take mental or emotional stress, change any Heavily-Armed Cyborg power into a complication to gain 1 PP. Activate an opportunity or remove the complication to recover that power.</p>			
	BURNED-OUT MUTANT TELEPATH			
	PSYCHIC RESISTANCE	D10		
	<p>SFX: <i>Immunity:</i> Spend 1 PP to ignore stress, trauma or complications from psychic attacks.</p> <p>SFX: <i>Lethal Power:</i> When a Heavily-Armed Cyborg power is shut down, spend 1 PP to recover and step up that power as a Burned-Out Mutant Telepath power for the remainder of the scene.</p> <p>Limit: <i>Mutant:</i> Earn 1 PP when affected by mutant-specific Milestones and tech.</p>			
Specialties	Combat Master	D10	Covert Master	D10
	Menace Expert	D8	Tech Expert	D8
	Time Expert	D8	Vehicle Master	D10
	[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].			
Milestones	ABSENTEE LEADER			
	1 XP	when you give an order to a member of X-Force and it is ignored.		
	3 XP	when you get into an argument with a member of X-Force about your right to lead the team.		
	10 XP	when you either convince the majority of X-Force to let you resume the mantle of team leader or you cede leadership to someone else on the team.		
	STRANGE HERITAGE			
	1 XP	when you ignore or talk around an inquiry about your origins.		
	3 XP	when you show unusual interest in the well-being of someone in the Summers family line.		
	10 XP	when you either reveal your origin to the team or you bury the truth to protect the timeline.		

STRESS / TRAUMA

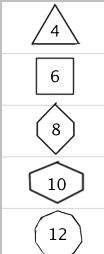
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HISTORY	ABILITIES AND RESOURCES
<p>Nathan Summers is the child of Scott Summers and Madelyne Pryor (Jean Grey's clone). Mr. Sinister arranged for Nathan's birth in order to forge a warrior whom could kill Apocalypse. When Apocalypse recognized the threat, he infected the infant Nathan with a techno-organic virus in hopes of killing the child. Scott and Jean gave the child to a time-traveller called the Askani, who promised to cure the child by taking him to the far future where a cure could be found. Scott and Jean broken-heartedly believed that they would never see the child again.</p> <p>In case Nathan died before they could cure him, the Clan Askani cloned him so they could have a vessel into which to transfer Nathan's consciousness. The Apocalypse of that time captured the clone and raised him as Stryfe; Nathan meanwhile survived and learned to use his telekinetic powers to keep the techno-organic virus at bay, rendering them useless for any other means; if he used his powers the techno-organic virus would take hold.</p> <p>Nathan became a fierce warrior against Apocalypse and his ward, Stryfe. When Stryfe fled into the past, Cable followed, arriving years before his own birth. He formed the Wild Pack, and later X-Force, in order to combat Stryfe and his Mutant Liberation Front.</p>	<p>Whomever coined the term "armed and dangerous" had Cable in mind. The man goes nowhere without a large assortment of heavy weapons, from plasma blasters to grenades to machine guns, and he has never, to date, run out of ammo. He has a link to his orbital base, and he can use the base's teleportation system to "bodyslide" to any point on Earth. With proper recalibration, it could feasibly send him to the moon and back, as well.</p> <p>Cable has the mutant power of telekinesis, though due to the techno-organic virus he cannot use that power without risking the virus overtaking him. He is also naturally resistant to psychic assault.</p> <p>Cable has extensive combat training, and a good deal of skill with advanced technology. He is a capable leader and a master tactician.</p>
PERSONALITY	PHOTO
<p>Cable is a secretive, no-nonsense warrior who focuses solely on the next mission. He views any person he meets through the lens of determining if they can be used as an asset in his war against Stryfe or as an enemy in that war. Although he understands how that would put people off, he is a war general, and he cannot focus on the petty feelings of his soldiers when there's another battle to fight.</p> <p>Due to a temporal quirk, Nathan was actually raised by Jean and Scott for a time in the future, and so has a bond with them. He knows better than to show it, fearing that he might alter his own timeline if he reveals to them that they are his parents.</p>	

Name: **CANNONBALL [Samuel Zachary Guthrie]**

PP

Affiliations

Solo D8

Buddy D6

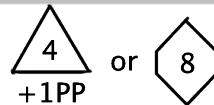
Team D10

Distinctions

SALT OF THE EARTH

ALWAYS ON THE RUN

FIELD LEADER



Power Sets

THERMO-CHEMICAL ENERGY

SUPERHUMAN DURABILITY	D10	SUPersonic FLIGHT	D10
THRUST PUNCH	D10		

SFX: Absorption: On a successful reaction against a Physical Attack action using energy attacks, convert your opponent's effect die into an Thermo-Chemical Energy stunt or step up an Thermo-Chemical Energy power by +1 for your next action. Spend 1 PP to use this stunt if your opponent's action succeeds.

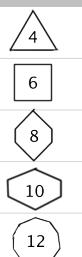
SFX: Versatile: Split Thrust Punch into 2D8 or 3D6.

Limit: Not In Full Control: Both 1 and 2 on your dice count as opportunities when using a Thermo-Chemical Energy power.

Limit: Mutant: Earn 1 PP when affected by mutant-specific Milestones and tech.

STRESS / TRAUMA

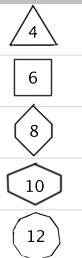
P



M



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Specialties

Acrobatics Expert

D8

Combat Expert

D8

Psych Expert

D8

[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].

Milestones

WOULD-BE LEADER

1 XP	when you take command of the team for a field mission.
3 XP	when you question the orders of another leader hero or ignore those orders and take charge yourself.
10 XP	when you either assume primary leadership of X-Factor or you cede that leadership to another hero and maintain your second-in-command status.

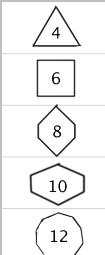
OLD NEW MUTANT

1 XP	when you seek to protect your team from capture by another team or by a villain.
3 XP	when you openly question the wisdom of remaining fugitives from the law and apart from the X-Men.
10 XP	when you either convince the team to stay outlaws or you convince them to rejoin the X-Men, and the X-Men accept the team's membership.

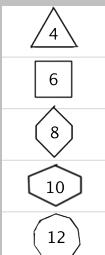
HISTORY	ABILITIES AND RESOURCES
<p>Sam's powers manifested on his first day as a worker in the same coal mine that had slowly killed his father from inhaled coal dust. Trapped by a cave-in, Sam's powers manifested, allowing him to escape and free a worker trapped with him. Recruited by the Hellfire Club's White Bishop Donald Pierce to attack Xavier's new students, Cannonball switched sides and helped defeat Pierce. Xavier then offered Sam a place with the New Mutants, which Sam accepted.</p> <p>For a time, the New Mutants came under Magneto's command. However, once the team learned that Magneto wanted to forge them into an army against humankind, Sam and his team left the X-Men and became wards of X-Factor. They stayed with X-Factor for a time, until they came under the influence of the warrior Cable. They left their old lives behind, and became X-Force. Sam became the team's field leader.</p> <p>During a fight with Sauron, Sam died. He resurrected minutes later. Cable claimed that Sam was an immortal External, but that claim has never been substantiated. Cable planned to train Sam to defeat Apocalypse. Cable and Sam formed a father-son bond, but that bond was soon strained. As X-Force became more notoriously a terrorist group in the eyes of S.H.I.E.L.D., and Cable disappeared frequently to pursue his own agenda, Sam and X-Force grew frustrated with their lot, and Sam began to really miss his days as an X-man.</p>	<p>Sam Guthrie has developed the mutant ability to release a thermo-chemical mix from his skin. Projecting this behind him, he can fly at jet speeds. He can also create a "blast field" around him that allows him to maneuver, to absorb kinetic energy to a limited degree, and to provide him with protection from the concussive effects of his powers (such as when he rams into a target).</p> <p>Sam has received training from Cable, giving him proficiency in combat and a measure of control over his powers, although that control is still limited. In flight he is capable of acrobatic maneuvers.</p>
<p>Sam has a very down-to-earth personality. He values hard work and always follows through when he gives his word. Always polite and civil, he shows his anger with a quiet sternness that has as much effect as a raging tantrum. Sam is really a very pleasant person. He values family, both his large biological family and his teammates. He truly wants to do right, even if he doesn't always know what course is the right one.</p>	

Name:	COLOSSUS [Piotr "Peter" Nikolaievich Rasputin]			PP
Affiliations	Solo D10	Buddy D8	Team D6	
Distinctions	METAL MAN IN MOURNING RUSSIAN FARMBOY RAGE DOESN'T RUST			 or 
Power Sets	ORGANIC STEEL TRANSFORMATION			
	GODLIKE DURABILITY	D12	GODLIKE STRENGTH	D12
	SUPERHUMAN STAMINA	D10		
	SFX: <i>Area Attack: Target multiple opponents. For every additional target, add D6 and keep +1 effect die.</i> SFX: <i>Invulnerable: Spend 1 PP to ignore physical stress or trauma unless caused by electromagnetic attacks.</i> SFX: <i>Take The Hit: Sped 1 PP to take physical stress intended for a nearby ally or friend.</i> Limit: <i>Conscious Activation: While stressed out, asleep or unconscious, shutdown Organic Steel Transformation. Recover Organic Steel Transformation when you recover that stress or wake up. If you take physical trauma, shutdown Organic Steel Transformation until you recover the trauma.</i> Limit: <i>Heavy Metal: On a magnetic or Vibranium attack, or while swimming, change any Organic Steel Transformation power into a complication and gain 1 PP. Activate an opportunity or remove the complication to recover the power.</i> Limit: <i>Mutant: Earn 1 PP when afflicted by mutant-specific Milestones and tech.</i>			
Specialties	Combat Expert	D8	Menace Expert	D8
	Psych Expert	D8		
	[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].			
Milestones	FAMILY FALLING APART			
	1 XP	when you refuse to talk about the troubles that have plagued your family.		
	3 XP	when you either let the guilt you feel over your brother's death distract your from your current mission or you push that guilt aside to get the job done.		
	10 XP	when you either come to terms with your brother's death and focus on helping the team or you quit your team in order to privately repent for your brother's death.		
	HEROIC SELF-SACRIFICE			
	1 XP	when you first use your Take The Hit SFX.		
	3 XP	when you allow another hero to talk you out of a dangerous course of action.		
	10 XP	when you either sacrifice yourself for your allies or you find that you're the last hero standing.		

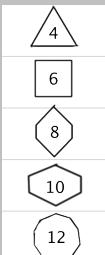
STRESS / TRAUMA
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HISTORY	ABILITIES AND RESOURCES
<p>Born on the Ust-Ordynski Collective in Russia, Piotr Rasputin grew up a dutiful son and a responsible worker on his family's farm. His mutant abilities manifested when he rescued his younger sister Illyana from a runaway tractor. Soon after, Charles Xavier recruited him to join the second generation of X-Men, whose first mission was rescuing the previous team from the living island of Krakoa. His tenure with the X-Men taught Rasputin how to control his powers and introduced him to many good friends and his long-time love, Kitty Pryde. It also pushed him into a life where he has lost many loved ones and discovered uncomfortable truths about his family, his brother, and his homeland.</p>	<p>Colossus possesses the ability to transform his body into a form of organic steel of immense density and toughness. This adds height to his already prodigious frame and more than doubles his weight. While in metal form he has tremendous superhuman strength and is almost invulnerable. Environmental conditions seem to have little effect in this form, though rapid shifts between extreme heat and cold can harm him. He neither appreciably tires nor needs to breathe, eat or drink, until he returns to mere flesh. The presence of the "anti-metal" variation of Vibranium causes Colossus revert to his human form.</p> <p>As a member of the X-Men, Rasputin has received significant training in combat and teamwork. He normally takes a front-line position in any team action and works especially well alongside Wolverine, with whom he has mastered the "Fastball Special," which involves bodily throwing Wolverine at an opponent. Of course, he also has access to the vehicles, extensive facilities, and other resources of the team.</p>
PERSONALITY	PHOTO
<p>Piotr Rasputin is a simple and caring soul often forced into violent situations. He is shy, trusting, and somewhat guileless, though capable of tremendous rage when he sees his friends hurt or innocents suffer. He is also selfless, bravely putting himself in harms way time and time again to protect those weaker than himself. He prefers to hide his deeper emotions behind a stoic exterior, although his artistic talents provide an outlet for his friends to appreciate.</p> <p>The recent death of his brother, a man he had only recently come back into contact with after a long search, has left him morose and distant. He keeps himself apart from the team, lest his inner suffering impact his friends negatively.</p>	

Name: **CYCLOPS [Scott Summers]**

PP

Affiliations

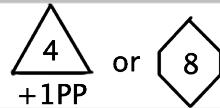
Solo D6

Buddy D8

Team D10

Distinctions

BORN LEADER
BRILLIANT TACTICIAN
STRAIGHT TO THE POINT



Power Sets

OPTIC BEAM

FORCE BLAST D10

SFX: Area attack: Target multiple opponents. For every additional target, add a D6 and keep +1 effect die.

SFX: Energy Absorption: On a successful reaction against an energy-based attack action, convert opponent's effect die into an Optic Beam stunt or step up Force Blast by +1 until used in an action. Spend 1 PP to use this stunt if the opponent's action succeeded.

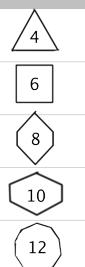
SFX: Ricochet: Step up or double Force Blast die against a single target. Remove highest rolling die and add an additional die to your total.

SFX: Versatile: Replace Force Blast die with 2D8 or 3D6 on your next roll.

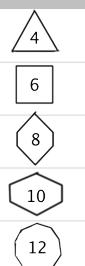
Limit: Ruby-Quartz Visor: Earn 1 PP and either change Force Blast into a complication or shutdown Force Blast. Take an action vs. the doom pool to recover.

Limit: Mutant: Earn 1 PP when affected by mutant-specific Milestones and tech.

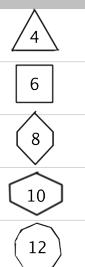
STRESS / TRAUMA



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Specialties

Combat Expert

D8

Cosmic Expert

D8

Covert Expert

D8

Tech Expert

D8

Vehicle Master

D10

[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].

Milestones

ALWAYS STEADY, ALWAYS CERTAIN

1 XP when you take the leadership position in a pair or team.

3 XP when you don't hesitate to act, even when you have to make decisions blindly and quickly.

10 XP when you stand firm in the face of even certain death.

FAMILY MAN

1 XP when you reflect on your complex relationship with your family.

3 XP when you try and succeed to strengthen the bond between you and a loved one, or your actions push that loved one away.

10 XP when you either sacrifice yourself to save a loved one, or you allow a loved one to die in order to save the lives of others.

HISTORY	ABILITIES AND RESOURCES
<p>Orphaned when his parents' plane was abducted by a Shi'Ar ship and his mother strapped a parachute to his back and flung him and his young brother Alex out the door, Scott spent his childhood in an orphanage. Separated from his brother by the state, he came under the manipulations of Mr. Sinister. The state shunted him from home to home, but he never had a real family.</p> <p>Placed under the foster care of Jack Winters, whom was secretly a mutant and also a criminal, Scott began to experience headaches which eye doctors managed to cure with corrective ruby-quartz lenses. Not long after, his power manifested in an uncontrollable burst of concussive force that ripped through a crane. Winters attempted to use Scott as a weapon in his crimes, and physically abused Scott when he refused. Fortunately for Scott, Charles Xavier had detected Scott and rescued him from Winters. Scott became Xavier's first student, and the first X-Man.</p>	<p>Cyclops has the mutant ability to fire beams of concussive force from his eyes. He cannot turn off these ruby beams; he can only contain them by closing his eyes, or by wearing specialized ruby-quartz lenses. He has a pair of glasses fitted with these lenses, and his visor contains them as well. Cyclops is immune to his own power, and to that of his brother, Alex, which operates on similar principles.</p> <p>The visor Cyclops wears allows for great versatility in the use of his power. He can focus the blast into a thin cutting beam or let loose with a powerful concussive burst. He can split the attack to hit multiple opponents or even "bounce" his attack off reflective surfaces to hit non-adjacent foes. Cyclops has become an expert marksman with his power, and can use it with devastating effect.</p>
<p>Scott first met Jean at the school, and it was love at first sight. However, he was too reserved to mention his feelings, and kept them to himself for years. Once he did start a relationship with her, things, well, got weird. She appeared to die, then apparently came back, but it turned out that "Jean" was the Phoenix Force, which "killed" itself. Scott met her "twin" Madelyne Pryor, who turned out to be her clone. Jean resurfaced, Scott left Madelyne and his son Nathan for Jean, Madelyne went mad and then died, and Nathan was infected by a techno-organic virus and sent to the future to heal.</p> <p>There are days when Scott really wishes his mother hadn't pushed him out of that plane...</p>	<p>In addition to his powers, Cyclops' training at Xavier's School has honed his fighting and piloting skills tremendously. He has proven a brilliant tactician, and can quickly coordinate the varied abilities of any hero currently under his command.</p> <p>Scott has tremendous resources at his disposal, thanks to his affiliation with the X-Men, including their vehicles, training facilities and other resources. He has allies throughout the mutant world, including his brother Alex, his telekinetic girlfriend Jean, and his space-faring father and his crew.</p>
	

Name: **DOMINO [Neena Thurman]**

PP

Affiliations Solo D10 Buddy D8 Team D6

Distinctions BRED TO FIGHT
MERCENARY
OF ALL THE LUCK

 or 
+1PP

Power Sets **TELEKINETIC PROBABILITY MANIPULATION**

PROBABILITY CONTROL	D10	ENHANCED STAMINA	D8
ENHANCED REFLEXES	D8	ENHANCED STRENGTH	D8

SFX: *Afflict:* Add a D6 and step up your effect die by +1 when inflicting Bad Luck complication on a target.

SFX: *Lucky:* Add a D6 and step up your effect die by +1 when using Telekinetic Probability Manipulation to create assets.

SFX: *Second Chance:* Spend 1 PP to reroll when using any Telekinetic Probability Manipulation power.

Limit: *Exhausted:* Shutdown any Telekinetic Probability Manipulation power to gain 1 PP. Recover by activating an opportunity or during a Transition Scene.

Limit: *Mutant:* Earn 1 PP when affected by mutant-specific Milestones and tech.

GEARED UP

ENHANCED DURABILITY	D8	WEAPON	D10
---------------------	----	--------	-----

SFX: *Versatile:* Split Weapon into 2D8 or 3D6.

Limit: *Gear:* Shutdown Weapon and gain 1 PP. Take an action vs. the doom pool to recover.

Specialties Acrobatics Master D10 Combat Master D10
Covert Expert D8 Vehicle Expert D8

[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].

Milestones **UNLUCKY IN LOVE**

1 XP	when you initiate a romance with another hero.
3 XP	when you fail to prevent your chosen hero from sustaining trauma.
10 XP	when you either break off the relationship with your chosen hero to spare them from harm or you stay with that hero once you make clear to him that dating her could get him killed.

MERCENARY AND LOVING IT

1 XP	when you attempt to get another hero to hire out your services.
3 XP	when you “donate” your services to a good cause, in exchange for a favor later on.
10 XP	when you either call in your favors for a mission or you waive the other heroes’ debts because you’ve had so much fun for such a good cause.

STRESS / TRAUMA

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HISTORY	ABILITIES AND RESOURCES
<p>Neena began life as part of an experimental program to create the perfect soldier. The only one to survive the process, her mutant luck power caused the program to reject her. Saved by her birthmother and raised by a priest, Neena eventually fled the church in which she was raised and became a mercenary. While working for the NSA and protecting genius Dr. Milo Thurman, Neena and Milo fell in love and eventually married. However the pair were separated when Milo's facility was raided by A.I.M. and Milo was told that Domino was killed.</p> <p>Domino joined Cable's Six Pack, but when it disbanded went solo. She was captured by Toliver and held captive for a year while Copycat masqueraded as Domino, joining Cable as part of X-Force. When Cable discovered the ruse, he reassembled Six Pack and rescued her. Domino joined X-Force.</p> <p>Currently, Domino splits her time between aiding X-Force as a lieutenant and taking her own missions for profit.</p>	<p>Domino has the ability to telekinetically manipulate probability; she can cause good luck for herself and her allies and bad luck for her foes. This ability extends to her physical abilities, enhancing her dexterity, stamina and strength.</p> <p>Training and experience have allowed her to become a highly skilled acrobat and combatant. She is trained in the use of multiple weapons and combat vehicles. She wears a form of flexible body armor to provide her with additional protection.</p>
<p>Thanks to the many trials she has faced, and to her natural ability to bend events to her favor, Domino displays a seemingly justifiable arrogance and pride matched only by her seeming indifference to her own personal welfare. Yet to her regret, the ironically-powered Domino has never been able to bend her mutant ability to improve the chances of her own happiness, leaving her inwardly bitter and outwardly cold. Perhaps she so fears the poor fortune she can bring to those close to her, that she finds bringing anyone she cares for too near to her heart.</p>	

Name: **FERAL [Maria Callasantos]**

Affiliations

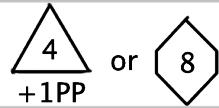
Solo D10

Buddy D6

Team D8

Distinctions

VICIOUS TEMPER
HIGHLY PROTECTIVE
ANIMAL INSTINCTS



Power Sets

FELINE FURY

CLAWS

D8

SUPERHUMAN SENSES

D10

ENHANCED STAMINA

D8

ENHANCED REFLEXES

D8

ENHANCED STRENGTH

D8

D10

SFX: Catching Claws: Add a D6 to your dice pool for an attack action and step back your highest die in your pool by -1. Step up Physical Stress inflicted by +1.

SFX: Healing: Spend 1 PP to recover your own Physical Stress or step back your own Physical Trauma by -1.

SFX: Night Vision: Spend 1 PP to add Superhuman Senses (or step up by +1 if already in your pool) and reroll all dice on a reaction.

SFX: Prehensile Tail: Use two or more Feline Fury powers in a single dice pool at -1 step for each additional power.

SFX: Frenzy: At no cost, add existing Emotional Stress to any dice pool including a Feline Fury power, then step up Mental Stress by +1.

Limit: Exhausted: Shutdown any Feline Fury power to gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.

Limit: Mutant: Earn 1 PP when affected by mutant-specific Milestones and tech.

PP

STRESS / TRAUMA

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Specialties

Combat Expert

D8

Menace Master

D10

[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].

Milestones

LOOSE CANNON

1 XP	when you refuse to cease an attack after your target surrenders or falls unconscious.
3 XP	when you attack an ally over a minor slight.
10 XP	when you either betray the team and join the other side, or quit the team and go on the run solo.

DARK SECRET

1 XP	when you let slip something about your past that you shouldn't, prompting another hero to suspect you of a criminal past.
3 XP	when you either threaten the hero who suspects you in order to get him to back off or you go out of your way to cover your tracks.
10 XP	when you either confess to the murder of your parents and explain why you did so or you attempt to murder the person who suspects you in order to keep your secret.

IDENTITY: public

HISTORY	ABILITIES AND RESOURCES
<p>Feral and her sister Thorn ran away from home and joined the Morlocks after Feral had killed her parents in retaliation for their abusive behavior. Further abused by the Morlock known as Masque, Feral abandoned Thorn and ran away from the Morlocks. She joined X-Factor, but found it difficult to remain disciplined due to her rage. On one occasion, she severely injured Cannonball during a training exercise.</p> <p>At the time of this Event, the team is unaware of Feral's murderous past. She will do whatever it takes to keep the fact that she murdered her parents a secret, and react in a hostile manner to any inquiries into her past.</p>	<p>Feral has feline features, such as a coating of orange fur, pointed ears, and a prehensile tail. Her enhanced physique gives her superhuman levels of strength, balance, dexterity, endurance and agility. Her claws and fangs provide her with increased lethality, which she does not hesitate to turn loose. She has superhuman senses of sight, hearing and smell, and can see even in the darkness of night.</p> <p>Feral has received training in hand-to-hand combat from Cable, though her training has been limited due to her inability to follow orders.</p>
PERSONALITY	PHOTO
	

Name: GAMBIT [Remy Etienne LeBeau]				PP
Affiliations	Solo D10	Buddy D8	Team D6	
Distinctions	CAJUN CRIMINAL PLAY 'EM LIKE THEY'RE DEALT THAT'S NOT IN THE CARDS			
	+1PP			
Power Sets	DEADLY DECK			
	BLAST	D10	MIND CONTROL	D6
	ENHANCED REFLEXES	D8	PSYCHIC RESISTANCE	D8
	<p>SFX: Spread The Deck: Add a D6 and keep an additional effect die for each additional target.</p> <p>SFX: High Card Drawn: Add a D6 to your dice pool for an attack action and step back the highest die in the pool by -1. Step up Physical Stress inflicted by +1</p> <p>Limit: Exhausted: Shutdown any Deadly Deck power to gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.</p> <p>Limit: Mutant: Earn 1 PP when affected by mutant-specific Milestones and tech.</p>			
	BO STAFF			
	ENHANCED REFLEXES	D8	WEAPON	D10
	<p>SFX: Kinetic Sting: Step up or double Weapon die against a single target. Remove the highest rolling die and add 3 die for your total.</p> <p>Limit: Gear: Shutdown Weapon and gain 1 PP. Take an action vs. the doom pool to recover.</p>			
Specialties	Acrobatics Expert	D8	Combat Expert	D8
	Crime Master	D10	Menace Expert	D8
	Psych Expert	D8		
	[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].			
Milestones	ONCE A THIEF, ALWAYS A THIEF			
	1 XP	when you steal from another character and are caught by another hero, either during the act or after an investigation.		
	3 XP	when your continued thievery brings violent retaliation upon you and/or any team or buddy currently affiliated with you.		
	10 XP	when you either leave the team that no longer trusts you or you make recompense for your deeds and regain the team's trust.		
	MUTANT-KIND'S GIFT TO WOMEN			
	1 XP	when you flirt with a female character.		
	3 XP	when you take time to seriously court your chosen character.		
	10 XP	when you either make a commitment to your chosen character, or you cheat on that character and get caught, ending the relationship.		

STRESS / TRAUMA

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HISTORY	ABILITIES AND RESOURCES
<p>Gambit was abandoned by his biological parents at birth, due to his glowing red eyes, then abducted from the hospital maternity ward by members of the Thieves Guild. Raised by a street gang in New Orleans until he was 10 years old, he was taken in by the patriarch of the Thieves Guild after Gambit tried to pick the man's pocket. The patriarch attempted to arrange a marriage between Gambit and a member of the rival Assassin's Guild in order to ensure a peace between them, but the brother of the bride-to-be objected and challenged Gambit to a duel. Gambit killed the man in self defense, and in order to preserve the peace between the two guilds, the patriarch banished Gambit from New Orleans.</p> <p>Desiring greater control over his powers, Gambit made a deal with Mr. Sinister; in exchange for removing some of his brain tissue and thus granting him greater control, Gambit would assemble a team of assassins, whom became the Marauders. When Mr. Sinister used the Marauders to massacre the Morlocks, Gambit intervened, but was unable to prevent the tragedy; he did, however, save a child who would grow up to become Marrow.</p> <p>Gambit took in Storm, whom at the time had been reduced to an amnesiac child, and kept her safe until she was restored to normal. Storm sponsored Gambit's membership to the X-Men. He and Rogue quickly started a relationship, but that became strained when she discovered his part in the Morlock Massacre.</p>	<p>Gambit has the ability to convert the potential energy of a non-living target into kinetic energy. The larger the object, the longer it takes him to convert the energy; converting a car, for example, would take several minutes. For this reason, and because he likes to gamble, Gambit typically carries with him several decks of playing cards which he can charge and then throw like grenades in quick succession. He can even charge several cards at once, throwing them at multiple targets. Other small objects can serve as weapons as well as the situation merits.</p> <p>As a result of his power, Gambit's own musculature is always kinetically charged, allowing him greater than normal reflexes. The interference pattern set up by his powers renders him resistant to psychic assault.</p> <p>Whether as a secondary effect of his kinetic conversion power or as a secondary power, Gambit has the ability to almost hypnotically increase his charm, getting other characters to do things his way. Those with strong minds are not affected by this power.</p> <p>Both his time on the streets and his training as an X-Man have honed his combat skills tremendously. He carries a bo-staff which he can use both as a blunt weapon and as a channel for his kinetic powers. He is also a master thief and con artist, and a talented gambler.</p>
PERSONALITY	PHOTO
	

Name: **HAVOC [Alex Summers]**

PP

Affiliations

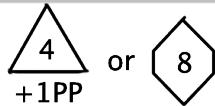
Solo D6

Buddy D8

Team D10

Distinctions

BIG BROTHER'S WATCHING
HEAVY RESPONSIBILITY
SPIRALING OUT OF CONTROL



Power Sets

COSMIC ENERGY ABSORPTION

BLAST

D10

ENHANCED DURABILITY

D8

SFX: Cry Havoc: Step up or double a Blast die against a single target. Remove the highest rolling die and add three dice to your total.

SFX: Feed On Energy: On a successful reaction against a Cosmic Radiation attack action, convert your opponent's effect die into a Cosmic Energy Absorption stunt or step up a Cosmic Energy Absorption power by +1 for your next action. Spend 1 PP to use this stunt if your opponent's action succeeds.

SFX: Immunity: Spend 1 PP to ignore stress, trauma or complications from Fire and Heat attacks, as well as attacks by Scott Summers's Optic Blast.

SFX: Plasmatic Scream: Add a D6 and keep an additional effect die for each additional target.

SFX: Versatile: Split Blast into 2D8 or 3D6

Limit: Control Difficulty: Both 1 and 2 on your dice count as opportunities when using a Cosmic Energy Absorption power.

Limit: Mutant: Earn 1 PP when affected by mutant-specific Milestones and tech.

Specialties

Combat Expert

D8

Cosmic Expert

D8

Covert Expert

D8

Psych Expert

D8

Science Expert

D8

Vehicle Expert

D8

[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].

Milestones

LEADER OF X-FACTOR

1 XP

when you give a command to a member of your team and they follow that command.

3 XP

when you settle an argument made by your teammates about the questionable course of action the government has asked you to follow, getting the team to do as ordered.

10 XP

when you either follow your superiors' orders to the letter and damn the consequences or you follow your gut and ignore those orders, damn the consequences.

LIVE UP TO THE SUMMERS NAME

1 XP

when you take an action because you think it is what Scott would do in your shoes.

3 XP

when you hesitate in combat, wondering what Scott would do in that situation, giving your opponent an edge in the fight and endangering your team.

10 XP

when you either abandon any desire to be like your brother and strike out to be your own man or you swear off any further contact with Scott because you feel the weight of his reputation is too much to bear.

STRESS / TRAUMA

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HISTORY	ABILITIES AND RESOURCES
<p>After surviving with his brother Scott a plane collision with a Shi'Ar space craft, Alex wound up in an adopted home, separated from his brother. The family that adopted him had lost their own son, Todd, and treated Alex as though he were their dead son.</p> <p>Mr. Sinister had monitored Alex from the time he was in the orphanage. When Alex began to manifest his mutant abilities, Sinister manipulated a bully into attacking Alex (the same bully that had caused Todd's accident). Alex's powers manifested, incinerating the bully. Sinister then blocked Alex's powers.</p> <p>Alex was kidnapped in college by archaeology professor Ahmet Abdol, whose own powers were being unwittingly blocked by Alex. Ahmet managed to stop the interference, and became the Living Monolith. Scott and the X-Men arrived to stop Ahmet, and freed Alex.</p> <p>Alex was then captured by the Sentinels and their current owner, Larry Trask. He was again rescued by the X-Men, but was injured. The X-Men took him to Dr. Carl Lykos for treatment, but Lykos used his mutant siphoning powers on Alex, the resulting surge of power mutated Lykos into Sauron.</p> <p>Alex joined the X-Men so he could learn to control his powers, and while there fell in love with Polaris. After the X-Men overthrew the corrupt Genoshan government, Alex remained behind to help with the reconstruction. His task complete, he joined Polaris on the government mutant team X-Factor, taking the roll of team leader.</p>	<p>Alex has the ability to passively absorb ambient cosmic radiation (starlight, x-rays, gamma rays, and the like) and release that energy as superheated plasma. He normally releases that energy as an area attack, though he can, with concentration, focus the attack at a single target. The plasma superheats anything it strikes; he has been known to incinerate objects with his power. Alex is immune to extreme heat and radiation. Due to their genetic similarity, Alex and his brother Scott are immune to the effects of each other's powers.</p> <p>In addition to his natural, almost intuitive tactical ability, Alex has received combat training from Wolverine. He also completed his masters in geophysical science, and has done some doctoral work. He is a capable leader, despite his sense of inferiority to his brother, Scott.</p>
PERSONALITY	PHOTO
<p>Alex is driven by a need to prove himself as Scott's equal, both to others and in his own mind. However, when that is not at the forefront of his mind, Alex is a brave, determined leader. He cares deeply for the welfare of his team, and has a strong moral compass that often puts him at odds with his orders.</p>	

Name: ICEMAN [Robert "Bobby" Drake]				PP												
Affiliations	Solo D6	Buddy D8	Team D10													
Distinctions	UNDERESTIMATED COOL UNDER PRESSURE COLD SHOULDER TO LEAN ON	 or 														
Power Sets	ICE GENERATION <table border="1"> <tr><td>ENHANCED DURABILITY</td><td>D10</td><td>ENHANCED SENSES</td><td>D8</td></tr> <tr><td>ENHANCED STAMINA</td><td>D10</td><td>ICE CONTROL</td><td>D10</td></tr> <tr><td>ICE SLIDES</td><td>D8</td><td>ICE BLAST</td><td>D10</td></tr> </table> <p>SFX: Cold Constructs: Add a D6 and step up your effect die by +1 when using Ice Generation to create assets.</p> <p>SFX: Heat Sense: Spend 1 PP to add Enhanced Senses (or step up by +1 if already in your pool) and reroll all dice on a reaction.</p> <p>SFX: Immunity: Spend 1 PP to ignore stress, trauma or complications from Cold and Ice effects.</p> <p>SFX: Ice Patching: Spend 1 PP to recover your own Physical Stress or step back your own Physical Trauma by -1.</p> <p>SFX: Ice Snares: Add a D6 and step up your effect die by +1 when using Ice Generation to create complications.</p> <p>SFX: Versatile: Split Ice Blast into 2D8 or 3D6.</p> <p>Limit: Exhausted: Shutdown any Ice Generation power to gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.</p> <p>Limit: Mutant: Earn 1 PP when affected by mutant-specific Milestones and tech.</p>				ENHANCED DURABILITY	D10	ENHANCED SENSES	D8	ENHANCED STAMINA	D10	ICE CONTROL	D10	ICE SLIDES	D8	ICE BLAST	D10
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Specialties	Business Expert	D8	Combat Expert	D8												
	Psych Expert	D8														
	[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].															
Milestones	TAKE ME SERIOUSLY <table border="1"> <tr><td>1 XP</td><td>when you take three consecutive D4 Distinctions, causing your foe to look down upon you.</td></tr> <tr><td>3 XP</td><td>when you use a power stunt or asset to catch your chosen foe off guard.</td></tr> <tr><td>10 XP</td><td>when you either soundly defeat your chosen foe thus proving yourself or he soundly defeats you and makes you look the fool.</td></tr> </table> ALWAYS THERE FOR A FRIEND <table border="1"> <tr><td>1 XP</td><td>when you convince a friend to open up about a personal problem.</td></tr> <tr><td>3 XP</td><td>when you take steps to solve your friend's problem or to ease his grief.</td></tr> <tr><td>10 XP</td><td>when you either lose a friend because you pushed too hard in trying to help that friend or you solve your friend's problem and earn his gratitude.</td></tr> </table>				1 XP	when you take three consecutive D4 Distinctions, causing your foe to look down upon you.	3 XP	when you use a power stunt or asset to catch your chosen foe off guard.	10 XP	when you either soundly defeat your chosen foe thus proving yourself or he soundly defeats you and makes you look the fool.	1 XP	when you convince a friend to open up about a personal problem.	3 XP	when you take steps to solve your friend's problem or to ease his grief.	10 XP	when you either lose a friend because you pushed too hard in trying to help that friend or you solve your friend's problem and earn his gratitude.
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STRESS / TRAUMA

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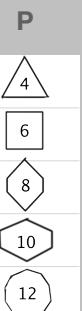
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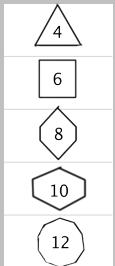
HISTORY	ABILITIES AND RESOURCES
<p>Bobby's powers manifested on a date, when a bully attempted to steal his girlfriend. Bobby defended his date and encased the bully in ice. When a mob attempted to "deal" with Bobby, the sheriff placed him in protective custody. Cyclops attempted to bust Bobby out, but when Bobby refused to escape, the two fought, only to be stopped by Charles Xavier. After Bobby and his parents talked things through with Xavier, Bobby joined the X-Men.</p> <p>When Magneto took over the second team of X-Men, Bobby and the other founding members quit the team. Bobby moved to Los Angeles and helped found the Champions. When that team dissolved, he joined the Defenders. He stayed with that team for a few years, but left it to rejoin the original X-Men in founding X-Factor.</p> <p>During his stint with X-Factor, Bobby's powers were dramatically increased by Loki, whom used his powers to restore the Frost Giants to power, but teams up with Thor to defeat them. At this point, Bobby took to wearing an inhibitor belt to help him control his enhanced powers. When Angel was corrupted by Apocalypse, Bobby tricked his friend into thinking he'd killed Bobby, snapping him out of Apocalypse's control. Not long after, Bobby and his team rejoined the X-Men.</p> <p>No longer needing the inhibitor belt, Bobby thinks he has reached the limits of his powers. Little does he realize that his true potential has yet to be realized.</p>	<p>Iceman can convert the ambient moisture in the air into ice. This allows him to create various constructs including sculptures, weapons and platforms. He can also create ice slides which allows him to move with great speed. He can fire blasts of ice at a target, either to injure or capture the target.</p> <p>Iceman can also convert his body into organic ice, increasing his resistance to damage and improving his overall health. He can even use his ice generation powers to heal injuries while in his ice form. Due to the nature of his powers, Iceman can see differences in ambient temperature. He cannot be harmed by cold temperatures or ice attacks.</p> <p>Iceman has trained with the X-Men since their inception, and is a good hand-to-hand combatant. He is well versed in the use of his powers, though has not developed them to their fullest potential. He is a licensed accountant.</p>
PERSONALITY	PHOTO
<p>Bobby is the epitome of the nice guy hero; open and honest at all times, sometimes to the point of not knowing when to keep his thoughts to himself. This has caused him to suffer in his romantic life, but also makes him a great sounding board for teammates who want an honest opinion.</p> <p>Many members of the team consider Bobby to be immature, and he certainly has a juvenile sense of humor. However, he is also incredibly brave and true to his friends. He was insightful enough to devise a plan to snap Archangel out of Apocalypse control, allowing Warren to believe he had killed Bobby when in fact he had simply destroyed one of Bobby's ice sculptures of himself. The tendency of his allies and enemies alike to underestimate him is both a great hindrance and a great asset.</p>	

Name: JEAN GREY				PP
Affiliations	Solo D6	Buddy D8	Team D10	
Distinctions	NOT THE PHOENIX PATIENCE HAS ITS LIMITS LIKE A MOTHER TO THE CHILDREN OF THE ATOM			
				 or 
Power Sets	MUTANT PSIONICS			
	BLAST	D10	SUPERHUMAN DURABILITY	D10
	TELEKINETIC CONTROL	D10	TELEPATHY	D10
	ANIMAL CONTROL	D8	PSIONIC RESISTANCE	D10
	TELEKINETIC FLIGHT	D8	TELEPATHIC SENSE	D8
	SFX: Use Your Environment: Add a D6 and step up your effect die by +1 when using Mutant Psionics to create an asset.			
	SFX: Inflict Your Environment: Add a D6 and step up your effect die by +1 when using Mutant Psionics to inflict Grapple complications on a target.			
	Limit: Conscious Activation: If stressed out, asleep or unconscious, shutdown Mutant Psionics. Recover Mutant Psionics when stress is recovered or you wake up. If Mental Trauma is taken, shutdown Mutant Psionics until Trauma is recovered.			
	Limit: Mutant: Earn 1 PP when affected by mutant-specific Milestones and tech.			
PSIONIC ASTRAL FORM				
	INTANGIBILITY	D12	INVISIBILITY	D10
	SFX: Without Form: Spend 1 PP to ignore physical stress caused by anyone attacking your astral form by mundane means.			
	Limit: Empty Vessel: When your dice pool includes an Astral Traveler Power, adding a power from any other power set costs 1 PP. Your physical form remains where you left it, and for as long as you remain out of sight of it any stress or complications that target it are stepped up.			
Specialties	Combat Expert	D8	Psych Master	D10
	[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].			
Milestones	PREDETERMINED FUTURE			
	1 XP	when you first encounter someone from your future in a Scene.		
	3 XP	when you argue with another character about your supposed destiny.		
	10 XP	when you either embrace a foretold future as your own probable future or you reject it completely because of your insistence that your future cannot be predetermined.		
THE LOVES OF YOUR LIFE				
	1 XP	when you cause emotional stress to Scott because of your feelings for Logan or because you make him feel guilty for having feelings for Psylocke.		
	3 XP	when you cause emotional trauma to Scott, as above.		
	10 XP	when you either accept that you and Scott can feel attraction for others while still loving one another or you end the relationship because you feel those feelings of attraction dilute your love too much.		

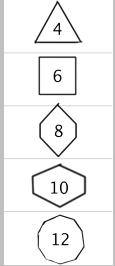
STRESS / TRAUMA



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HISTORY	ABILITIES AND RESOURCES
<p>Jean developed her mutant powers when she witnessed her friend die in a car crash; her mind linked with the dying child, dragging Jean towards death as well. The resulting coma lasted until her parents consulted Professor Xavier, whom suppressed her telepathic abilities until she was mature enough to handle them.</p> <p>Years later, Xavier asked the teenaged Jean to join his X-Men. By that time, she had already developed considerable ability with her telekinetic ability, and Xavier decided she was mature enough to restore her telepathic powers. She adventured with the X-Men for years, but at tragedy would end her affiliation with the team. After a mission in space, the X-Men were crashing towards Earth, with Jean piloting the craft. Exposed to heavy radiation, and stretching her powers to the limit, she psychically screamed for help. The Phoenix Force responded, guiding the ship in, and placing Jean in a healing cocoon. The Phoenix force took Jean's place, but forgot its true nature, and caused untold destruction as its two personalities conflicted. When it "died" it sought out Jean, who unconsciously rejected it. It then bonded with Madelyne Pryor. When Jean finally awakened, she found her powers gone, Madelyne had married Scott, and her team had moved on.</p> <p>Jean also tried to move on, but Scott came running back to her upon discovering she was alive. Together with their former X-men, they founded X-Factor and the X-terminators. In time, her powers returned, and she and her teammates rejoined the X-Men.</p>	<p>Jean has the mutant ability to inflict her thoughts on the outside world through telekinesis and telepathy. She can read and probe the minds of others; she is one of the few telepaths whom can read the thoughts of higher mammals (getting impressions rather than words). She can sense other minds and even see what they see. She is naturally resistant to the telepathic probing and mind control of others.</p> <p>Because Xavier had repressed her telepathy when she first joined the X-Men, she has far greater control over her telekinesis. She can lift several tons with her mind, and can use her powers to fly or create force fields. She can also telekinetically "punch" targets with severe force.</p> <p>Because of her telepathic abilities, she can "leave" her body and travel through the astral plane. While in this state, she cannot protect her physical form, but her astral form is resistant to most forms of attack. Jean rarely uses this ability, as it leaves her so vulnerable.</p> <p>Jean has a degree in psychology. She has trained extensively with the X-Men in combat. Although she usually leaves leadership duties to Scott, she is a capable leader herself.</p>
PERSONALITY	PHOTO
<p>Due to her many trials, Jean is capable of taking on great adversity with great calmness and clarity of thought. Although passionate and caring, she is very capable of keeping focus in battle.</p> <p>Jean's passive telepathy make it hard for her to not intrude on the thoughts of others, though she tries to respect others privacy. Nevertheless, what she learns from such unintentional probes can color her perceptions of others, and sometimes the temptation to probe a little further can prove too much.</p> <p>Jean loves the original X-Men like family, and looks to Xavier as a father figure. Although she is very attracted to Logan, she knows that Scott is her true love, and is totally devoted to him.</p>	

Name:	JUBILEE [Jubilation Lee]			PP
Affiliations	Solo D8	Buddy D6	Team D10	
Distinctions	ALWAYS THE FOURTH OF JULY STILL JUST A KID JADED AND SARCASTIC			 +1PP or 
Power Sets	PYROTECHNICS			
	BLAST	D10	PSIONIC RESISTANCE	D8
	<p>SFX: <i>Burst:</i> Step up or double Blast against a single target. Remove the highest rolling die and add 3 dice to your total.</p> <p>SFX: <i>Paf:</i> Add a D6 and step up your effect die by +1 when inflicting a Blindness complication on a target.</p> <p>SFX: <i>Scatter:</i> Add a D6 and keep an additional Effect Die for each additional target.</p> <p>SFX: <i>Versatile:</i> Split Mutant Blast into 2D8 or 3D6.</p> <p>Limit: Mutant: Earn 1 PP when affected by mutant-specific Milestones and tech.</p>			
Specialties	Acrobatics Expert	D8	Combat Expert	D8
	Crime Expert	D8		
	[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].			
Milestones	EARN SOME RESPECT			
	1 XP	when you insists on rushing to the front lines against the orders of your team leader.		
	3 XP	when you argue with a teammate about the lack of respect you receive from the team while in the middle of a fight.		
	10 XP	when you defeat an enemy in solo combat and are witnessed by a more experienced member of the team.		
	LOUDMOUTH BRAT			
	1 XP	when you use your power set in an immature way.		
	3 XP	when your immature actions cause a member of the team to sustain more than d10 stress.		
	10 XP	when you either make a mature decision that benefits the team or you act selfishly and let the team down.		

STRESS / TRAUMA

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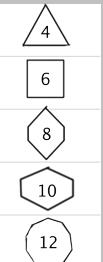


HISTORY	ABILITIES AND RESOURCES
<p>The child of a wealthy immigrant family, Jubilee wound up on the streets when her parents were murdered. She became a “resident” of the Hollywood Mall, her mutant powers manifesting while escaping some security guards. Frustrated by their inability to capture Jubilee, the mall hired the mutant hunters M-Squad to capture her. The X-Men rescued her, and she decided to follow them, passing through the portal to their base in Australia. She remained in hiding until the X-Men are forced to abandon the Australian base due to an attack by the Reavers.</p> <p>After discovering Wolverine tied to an X-shaped cross on a beach near the base, Jubilee assisted the injured mutant in escaping the Reavers, and together they travelled to Madripoor. They were captured by the Mandarin, but Jubilee managed to blow up part of the castle and they escape. She and Wolverine embark on a series of adventures, but she misses the luxuries of the United States.</p> <p>Jubilee finally returned to the United States with Wolverine, and joined the X-Men. Taking a place on the Blue Team, Jubilee and Wolverine develop a father/daughter relationship. However, her youth and time on the run, coupled with her years as a spoiled rich kid, made her as much of a liability as an asset, causing the X-Men to treat her like a child. Their attempts to keep her out of trouble only spur Jubilee to further mischief.</p>	<p>Jubilee can generate multi-colored plasmoids, which she can detonate on command. The plasmoids are lighter than air, and she can control them mentally, directing them to move about until she either detonates them or reabsorbs them. The plasmoids can vary in from sparkles to major detonations. Her powers seem to have the side-effect of interfering with psionic probes and scans.</p> <p>Her time on the streets has made her a talented pickpocket and acrobat. She picked up her combat skills on the streets as well, though Wolverine has given her extra instruction.</p>
PERSONALITY	PHOTO
	

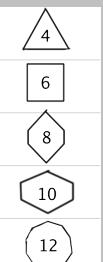
Name:	MULTIPLE MAN [Jamie Madrox]			PP
Affiliations	Solo D8	Buddy D6	Team D10	
Distinctions	I'M EVERYWHERE SMARTER THAN I SEEM CONFLICTING DUPES			 +1PP or 
Power Sets	REALLY, I'M EVERYWHERE.			
	MULTIPLE PUNCHES	D8	PSIONIC RESISTANCE	D12
	ENHANCED DURABILITY	D8		
	<p>SFX: Absorption: On a successful reaction against a Kinetic Energy action, convert your opponent's effect die into a Really, I'm Everywhere stunt or step up a Really, I'm Everywhere power by +1 for your next action. Spend 1 PP to use this stunt if your opponent's action succeeds.</p> <p>SFX: Absorbed Knowledge: If a pool includes a Really, I'm Everywhere power and either Combat Expert, Covert Expert or Crime Expert, you may step up that specialty by +1. You may split the specialty to 2D8 or 3D6.</p> <p>SFX: Many Of Me: Add a D6 and keep an additional effect die for each additional target.</p> <p>SFX: Multiple: Use your appropriate AFFILIATION DICE an additional time for each -1 step you take your Many Of Me power, or any SPECIALTY in your dice pool, or both.</p> <p>Limit: Mutant: Earn 1 PP when affected by mutant-specific Milestones and tech.</p>			
Specialties	Business Master	D10	Combat Expert	D8
	Covert Expert	D8	Crime Expert	D8
	Medical Expert	D8	Science Expert	D8
	Tech Expert	D8	Vehicle Expert	D8
	[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].			
Milestones	YEP, THERE TOO.			
	1 XP	when you use one of your duplicates to surprise a foe.		
	3 XP	when one of your duplicates "dies" in a fight.		
	10 XP	when you defeat a major threat without losing a single duplicate in the fight.		
	BUDDY FLICK			
	1 XP	when you make a member of your team your buddy (not Buddy).		
	3 XP	when you irritate your chosen buddy enough that he reams you out for it.		
	10 XP	when you either drive your chosen buddy so bonkers that he leaves the team or you earn your buddy's respect and he accepts your "quirks."		

STRESS / TRAUMA

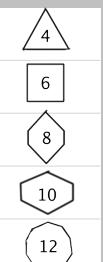
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HISTORY	ABILITIES AND RESOURCES
<p>Jamie's mutant ability manifested at birth, when the doctor's slap produced two babies. At the behest of Professor Xavier, his parents moved to Kansas and pursued a quiet farm life to keep Jamie out of the public eye. Jamie's father developed a kinetic absorption suit designed to prevent Jamie from accidentally creating duplicates. When his parents were killed in a tornado, Jamie, age 15, took over the farm, running it with his duplicates.</p> <p>As a young adult, he moved to Muir Island at the behest of Charles Xavier to assist Dr. Moria McTaggart in her experiments. While there, he assisted Havoc and Polaris in capturing the escaped mutant Proteus. Though Proteus possessed one of Jamie's duplicates, Jamie himself remained unaffected. At that time, he was offered a place on the X-Men, but refused. However, after possession by the Shadow King and the destruction of Muir Island, Jamie accepted a position on the government mutant team X-Factor.</p>	<p>Jamie can create near-exact duplicates of himself and later absorb those duplicates back into himself. He maintains telepathic communication with his duplicates. His duplicates can also make duplicates, up to a maximum of 50 duplicates of himself.</p> <p>Each duplicate has a personality of its own, ranging from slightly different to downright adversarial. Jamie sometimes loses control over his more independently-minded duplicates.</p> <p>When absorbed back into himself, the duplicate bestows on Jamie all knowledge and skill that the duplicate has learned. This has allowed Jamie to gain a vast array of knowledge and skill in a short period of time.</p>
PERSONALITY	PHOTO
<p>Although capable and intelligent, Jamie has a very mischievous personality. This mischief is of a benign sort, and he has developed a reputation as a prankster. He does however have a serious side, and knows when to keep his sillier side in check.</p> <p>Jamie's duplicates each have distinctive personalities, most similar to the original. However, one duplicate actually decided to work for Mr. Sinister and attempted to "absorb" the primary Jamie into him. Jamie does his best to only let out "good" duplicates, though his ability to control such things is dubious, at best.</p>	

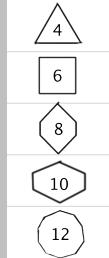
Name:	NIGHTCRAWLER [Kurt Wagner]			PP
Affiliations	Solo D10	Buddy D8	Team D6	
Distinctions	SWORDSMAN SUPREME BAMF! BLUE DEVIL			 or 
Power Sets	ELFIN MUTANT			
	ENHANCED SENSES	D8	INVISIBILITY	D8
	SUPERHUMAN REFLEXES	D10	TELEPORT	D8
	WALL CRAWLING	D6		
	<p>SFX: <i>Prehensile Tail:</i> Use two or more Elfin Mutant powers in a single dice pool at -1 step for each additional power.</p> <p>SFX: <i>Teleport Frenzy:</i> Add a D6 and keep an additional effect die for each additional target.</p> <p>SFX: <i>Teleportation Sickness:</i> Add a D6 and step up your effect die by +1 when inflicting Nausea on a target.</p> <p>Limit: <i>Exhausted:</i> Shutdown any Elfin Mutant power to gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.</p> <p>Limit: <i>Mutant:</i> Earn 1 PP when affected by mutant-specific Milestones and tech.</p>			
	SWORDS			
	ENHANCED DURABILITY	D8	WEAPON	D10
	<p>SFX: <i>Flick Of The Wrist:</i> On a reaction against a Physical Stress attack action, inflict Physical Stress with your effect die at no PP cost or spend 1 PP to step it up by +1.</p> <p>SFX: <i>Swashbuckler:</i> Add a D6 to your dice pool for an attack action and step back the highest die in the pool by -1. Step up Physical Stress inflicted by +1.</p> <p>Limit: <i>Gear:</i> Shutdown Swords and gain 1 PP. Take an action vs. the doom pool to recover.</p>			
Specialties	Combat Master	D10	Medical Expert	D8
	Mystic Expert	D8	Tech Expert	D8
	Vehicle Expert	D8		
	[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].			
Milestones	NOT LEFT FOR DEAD			
	1 XP	when you give a fellow X-Man the cold shoulder when greeted warmly.		
	3 XP	when you have it out with a fellow X-Man about failing to contact you after the Dallas tragedy.		
	10 XP	when you either forgive the X-Men for failing to contact you after the Dallas tragedy or you find yourself unable to forgive and leave the team.		
	HIGHLY SPIRITUAL			
	1 XP	when you make reference to your spirituality for the first time.		
	3 XP	when you have a theological discussion with another teammate, or attempt to convert a nonbeliever.		
	10 XP	when you either change your spiritual views or you change the views of a teammate.		

STRESS / TRAUMA

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HISTORY	ABILITIES AND RESOURCES
<p>Kurt is the child of the mutant shapeshifter Mystique and the demon Azazel. He was raised by Azazel's lover, a sorceress who worked in a circus as a fortuneteller as her cover. The circus performers and crew had no prejudice to mutants, and accepted and raised Kurt as one of their own. Kurt's physical mutations had been apparent at birth, but his ability to teleport did not manifest until his teenage years.</p> <p>When a Texas mogul purchased the circus and tried to relegate Kurt to the freak show, he escaped and returned to Germany, where his stepbrother Stefan lived. Stefan had gone mad and killed several children, and he and Kurt fought. Kurt only meant to subdue Stefan, but wound up breaking his stepbrother's neck. The townspeople thought he was a demon and thus responsible for the deaths of their children, and moved in for the kill.</p> <p>Xavier, whom had travelled to Germany to find Kurt, psionically paralyzed the entire town, saving Kurt. Recognizing that Stefan's death was accidental, Xavier extended to the young mutant an offer to join the X-Men, which Kurt accepted.</p> <p>Kurt served with the X-Men until, while recovering from an injury, he and Shadowcat appeared to be the only survivors of an X-Men mission in Dallas, Texas. The two of them travelled to England and joined Excalibur. When the X-Men resurfaced alive, both Kurt and Shadowcat felt hurt that the team made no attempt to contact them.</p>	<p>Kurt has the ability to teleport via means of travel through an alternate dimension. This allows him to teleport several miles. He can teleport in quick succession, attacking multiple foes by porting in behind them, attacking, and then porting to the next person. He can also take passengers with him when he teleports, but this tends to have a nauseating effect on his targets. For this reason, Kurt will often grab a foe and teleport him multiple times in quick succession, thereby making the enemy too ill to fight on.</p> <p>Kurt's connection to the alternate dimension allows him to make use of that dimension's light-absorbing abilities, allowing him to blend in to the shadows with ease. This task is made even easier by the dark blue color of his fur.</p> <p>In addition to his teleportation abilities, Kurt has an augmented physiology that grants him extra flexibility and nimbleness, as well as heightened dexterity. His eyes are adapted to night vision, and he has a prehensile tail that can support the weight of a full grown man. In addition, the pads of his hands and feet are lined with micro-suction cups, allowing him to cling to vertical and inverted surfaces.</p> <p>Kurt is an accomplished fencer and hand-to-hand fighter. He has served as a field medic for the X-Men and is trained as a pilot and mechanic.</p>
PERSONALITY	PHOTO
<p>Kurt exhibits a mix of the free-spirited and the deeply spiritual. Raised around the superstitious and by the downright magical, Kurt views the realms of the mystical as very real and potent forces. Yet he cannot deny the progress that science has made. He is a man steeped in both worlds. He is also a devout Catholic.</p> <p>Kurt is a very loyal ally, though he feels hurt by the X-Men, whom he feels have neglected him after their "resurrection." Nevertheless, he would never allow such feelings to put those he cares about in jeopardy.</p> <p>Kurt is very charming and gallant, and a swashbuckling man of action; he patterns himself after Errol Flynn. He has a great sense of humor, and is something of a prankster.</p>	

Name:	POLARIS [Lorna Dane]			PP
Affiliations	Solo	Buddy	Team	
Distinctions	AN OPEN-MINDED HERO DAUGHTER OF MAGNETO CAUTIOUS IN COMBAT			 or 
Power Sets	MAGNETISM			
	BLAST	D10	MAGNETIC CONTROL	D10
	MAGNETIC SENSES	D8	SUBSONIC FLIGHT	D10
	SUPERHUMAN DURABILITY	D8		
	<p>SFX: Magnetic Affliction: Add a D6 and step up your effect die by +1 when inflicting Grapple complications on a target.</p> <p>SFX: Magnetic Assets: Add a D6 and step up our effect die by +1 when creating assets.</p> <p>SFX: Magnetic Dynamo: Use more than one Magnetism power in a single dice pool at -1 step for each additional power.</p> <p>Limit: Mutant: Earn 1 PP when affected by mutant-specific Milestones and tech.</p>			
	SECONDARY MUTATION			
	MIND CONTROL	D10	GROWTH	D8
	SUPERHUMAN DURABILITY	D10	SUPERHUMAN STRENGTH	D10
	<p>SFX: Harmful Emotions: Add a D6 and step up your effect die by +1 when inflicting Negative Emotions complication on a target.</p> <p>SFX: Greater Reach: Add a D6 and keep an additional effect die for each additional target.</p> <p>Limit: Mutually Exclusive: Shutdown Magnetism to activate Secondary Mutation. Shutdown Secondary Mutation to recover Magnetism.</p> <p>Limit: Mutant: Earn 1 PP when affected by mutant-specific Milestones and tech.</p>			
Specialties	Combat Expert	D8	Science Expert	D8
	[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].			
Milestones	RELUCTANT HERO			
	1 XP	when you contrast your current life with the idyllic life of a civilian.		
	3 XP	when you use a Transition Scene to step away from heroics for a moment and do something “normal.”		
	10 XP	when you either quit a team to return to a normal life or you give up any hope of a normal life to do your duty.		
	NEXT IN COMMAND			
	1 XP	when you take command of a group in the absence of the team’s regular leader.		
	3 XP	when you countermand an order by the group’s leader because you have a better idea of how to achieve the team’s goals.		
	10 XP	when you either replace the team’s current leader full time or you hand back the reigns of command to that leader.		

STRESS / TRAUMA

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HISTORY	ABILITIES AND RESOURCES
<p>Lorna learned of her powers before they manifested due to a plot by Mesmero to assemble and control an army of mutants whose powers were still latent. Intercepted by Iceman before she reached Mesmero's lair, she aided the X-Men in defeating both Mesmero and a robotic version of Magneto. After the X-Men rescued her a second time, this time from the Sentinels, Lorna joined the X-Men and began a relationship with Havoc.</p> <p>After the Shi'Ar spy Erik the Red mind controlled her to attempt an assassination of Charles Xavier, Lorna and Alex retired from adventuring and completed their college education. They remained inactive for years until attacked by the Marauders. Her mind was overtaken by the psionic being known as Malice, and she took command of the Marauders, leading them against the X-Men.</p> <p>After Mr. Sinister's defeat, Lorna regained some control, but it took the stripping of her powers by the High Evolutionary's machinery to rid her of Malice's possession. At that time a secondary mutation was triggered, granting her increased size, strength and durability and the ability to inspire negative emotions in others. The Shadow King used this later ability to amplify negative emotions worldwide, but upon his defeat and psychic surgery from Psylocke, her secondary mutation abated and her magnetic powers returned. It was at this time that she accepted her current position as a member of X-Factor.</p>	<p>Lorna possesses the mutant ability to control magnetic fields, a power she inherited from her father, Magneto. She can ride magnetic lines of force, allowing her to fly. She can also see the magnetic fields generated by people and sense disruptions in magnetic fields. She can manipulate ferrous metals and use them as weapons, and generate magnetic force fields.</p> <p>When her magnetic powers were stripped she developed a secondary mutation that gave her increased size, strength and durability, as well as the ability to amplify the negative emotions of others. Although her secondary mutation appears to have been destroyed, it could simply be dormant.</p> <p>Her training with the X-Men and X-Factor has made her a fair combatant. She also has a masters degree in geophysics.</p>
PERSONALITY	PHOTO
	

Name:	PSYLOCKE [Elizabeth "Betsy" Braddock]			PP
Affiliations	Solo D6	Buddy D8	Team D10	
Distinctions	TRAINED BY THE HAND IF LOOKS COULD KILL SHE'S ALL BUSINESS			 or 
Power Sets	PSYCHIC POWERS			
	PSYCHIC KNIFE	D10	PSYCHIC RESISTANCE	D10
	TELEPATHY	D10	TELEPATHIC SENSE	D8
	SFX: Dangerous: Add a D6 to your dice pool for an attack action and step back your highest die in the pool by -1. Step up Physical Stress inflicted by +1.			
	SFX: Dangerous Mind : Add a D6 to your dice pool for an attack action and step back your highest die in the pool by -1. Step up Mental Stress inflicted by +1.			
	SFX: Psychic Precognition: Spend 1 PP to add Telepathic Senses (or step up by +1 if already in your pool) and reroll all dice on a reaction.			
	SFX: Psychic Surgery: Add Psychic Knife to your dice pool when helping others recover stress. Spend 1 PP to recover another's Mental Stress or step back another's Mental Trauma by -1.			
	Limit: Mutant: Earn 1 PP when affected by mutant-specific Milestones and tech.			
	NINJA WARRIOR			
	ENHANCED REFLEXES	D8	ENHANCED STAMINA	D8
	KI-STRIKE	D8	INVISIBILITY	D8
	SFX: Dangerous: Add a D6 to your dice pool for an attack action and step back your highest die in the pool by -1. Step up Physical Stress inflicted by +1.			
	SFX: Riposte: On a reaction against a Physical Stress attack action, inflict Physical Stress with your effect die at no PP cost or spend 1 PP to step the effect die up by +1.			
	Limit: Exhausted: Shutdown any Ninja Warrior power and gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.			
Specialties	Combat Master	D10	Covert Master	D10
	Medical Expert	D10	Menace Master	D10
	Vehicle Expert	D8		
	[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].			
Milestones	REALLY, I'M BETSY			
	1 XP	when you do or say something out of character with the "old" Betsy and another hero calls your identity into question.		
	3 XP	when your attempts to prove you are the real Betsy convinces a member of your team.		
	10 XP	when you finally convince all members of your team that you really are Betsy, or your efforts divide the team about what to do with you.		
	HONOR THE FALLEN			
	1 XP	when you compare your own horrible past to a fellow hero's current plight.		
	3 XP	when you use your Psychic Surgery to ease the Mental Trauma of your chosen hero.		
	10 XP	when you either take an ally's life so that they will die with dignity rather than let that ally suffer, or you honor that hero's fight for their life and stay your hand.		

STRESS / TRAUMA

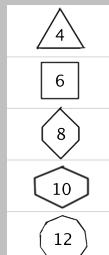
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HISTORY	ABILITIES AND RESOURCES
<p>The original Betsy Braddock was the sister of Captain Britain and daughter to a wealthy family. A charter pilot until her plane was abducted by agents of the Red Skull, after her rescue by Captain America she began to develop precognitive powers. She took up modeling, dying her hair purple. Her telepathic powers continued to develop, until she was recruited by S.T.R.I.K.E.'s Psi division to infiltrate the Hellfire Club. The criminal Vixen nearly destroyed the Psi division, and after several attempts on her life Vixen managed to gouge out Betsy's eyes. Betsy relied on her psychic senses from then on.</p> <p>Captured by Mojo, Betsy was brainwashed and given cybernetic eyes. Rebranded Psylocke, she became the star of one of Mojo's sick shows, until rescued by the New Mutants. She joined the X-Men soon afterward.</p> <p>Betsy was with the X-Men during the battle in Dallas where the team sacrificed their lives. They were restored to life by Roma, and given the Seige Perilous in case they desired to start their lives anew. When Betsy had a precognitive flash that the Reavers were going to kill the X-Men, she sent the Reavers, and herself, through the Seige Perilous.</p> <p>The next time the X-Men encountered "Betsy" she had a new Japanese body, reduced powers, no memory of her former life, and worked as an assassin for the Hand. A use of her psychic knife on Wolverine restored her memories. Now returned to the X-Men, she strives to convince her former teammates that she is the Betsy they once knew.</p>	<p>Betsy is a precognitive telepath, whose powers manifest in a butterfly-shaped glow of psychic energy about her eyes. Her former psychic blast now manifests as a close-range psychic knife. Her precognitive abilities manifest as flashes of future events, and she cannot always control this power.</p> <p>The original Betsy was a citizen of Great Britain. She was a pilot, a fashion model, and a secret agent.</p> <p>The current Betsy is a young Japanese woman with training by the Hand. A formidable ninja, she can hold her own against the most accomplished fighters in the world. In addition to her psychic knives, she is adept with various eastern martial arts weapons.</p>
PERSONALITY	PHOTO
<p>To anyone who doesn't know her, Psylocke comes across as serious, mysterious, and just a little too good to be true. Her story about the Seige Perilous remaking her and changing her appearance is only barely credible to her fellow X-Men. She is determined to convince them of her true identity.</p> <p>Her quest to convince others of her true identity is complicated by the fact that she doesn't feel quite complete. She feels as though she has two personalities at war within her; the assassin for the Hand and the heiress and former British super-spy. She strives to reconcile these two aspects of herself, for until she does she may not even be able to convince herself that she is truly Betsy Braddock.</p>	

Name: **QUICKSILVER [Pietro Maximoff]**

PP

Affiliations

Solo D10

Buddy D6

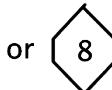
Team D8

Distinctions

YOU BORE ME AND ANNOY ME

FASTEAST MAN ALIVE

VILLAINOUS LINEAGE



Power Sets

AS FAST AS LIGHTNING

GODLIKE REFLEXES

D12

PSYCHIC RESISTANCE

D10

QUICK STRIKE

D10

SUPERHUMAN DURABILITY

D10

SUPERHUMAN SPEED

D10

WALL-RUNNING

D10

SFX: Cyclones: Add a D6 and step up your effect die by +1 when inflicting Blown Away complication on a target.

SFX: How Dare You!: On a reaction against Physical Stress, inflict Physical Stress with your effect die at no PP Cost or spend 1 PP to step it up by +1

SFX: Speed Through The Crowd: Add a D6 and keep an additional effect die for each additional target.

SFX: Speed Tricks: Add a D6 and step up your effect die by +1 when using As Fast As Lightning powers to create an asset.

Limit: Exhausted: Shutdown any As Fast As Lightning power to gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.

Limit: Mutant: Earn 1 PP when affected by mutant-specific Milestones and tech.

Specialties

Acrobatics Expert

D8

Combat Expert

D8

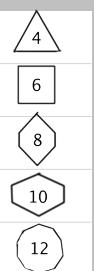
Menace Expert

D8

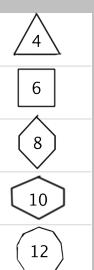
[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].

STRESS / TRAUMA

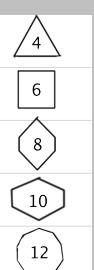
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Milestones

CAN'T SLOW DOWN

1 XP when you first express your frustration at the slow thinking or actions of another hero during a Scene.

3 XP when your arrogant attitude causes you to rush ahead, and results in you taking D10 or higher Stress.

10 XP when you either rush off and handle / defeat a foe alone rather than wait for team support or you deal with the slowness of your team by supporting them exclusively rather than attacking on your own (giving assets rather than attacking).

KIND OF A JERK

1 XP when you intentionally beat another hero to the punch (spending a PP to interrupt the initiative order) and let the hero know you did it to put that hero in his place.

3 XP when you get into either an argument or a fight with your chosen hero because you keep putting that hero down.

10 XP when you either acknowledge your chosen hero's importance to the team or you drive that hero to leave the team because he feels unappreciated.

HISTORY	ABILITIES AND RESOURCES
<p>Quicksilver is the twin brother of the Scarlet Witch and the son of the mutant terrorist Magneto. Taken from their father by their human gypsy mother, they were abandoned to the care of the High Evolutionary's animal men when their mother committed suicide out of fear of Magneto's reprisal. Adopted by another gypsy family, the pair took their adopted parents last name, Maximoff.</p> <p>When their gypsy caravan was attacked, Pietro used his powers to carry his sister to safety. They moved to Transia, and lived off the land until an accidental use of his sister's powers turned a village against them. Magneto saved them and press-ganged them into service in his Brotherhood of Mutants, unaware of his relation to them. When the alien Stranger defeated and abducted Magneto, Quicksilver and Scarlet Witch left the Brotherhood, and joined the Avengers.</p> <p>Quicksilver was nursed to health by the Inhuman known as Crystal after an injury by a Sentinel, and the two fell in love. They married and had a child, but their marriage faltered due to Quicksilver's neglect and Crystal's affair with another man. The villain Maximus took to manipulating Quicksilver's rage at his wife's infidelity, and turned the speedster into a criminal. However, Quicksilver eventually broke free of Maximus' control, and quit his criminal ways. He attempted to reconcile with Crystal, now an Avenger, but failed. Soon after, he joined X-Factor</p>	<p>Quicksilver can move extremely fast, up to Mach 5. He can thus attack multiple foes almost simultaneously, or rush in, attack, and rush away again before his foe can even consider a counterattack. He can, in contrast, counter attacks very quickly. He can run across water, and up the sides of vertical structures. He has even displayed the ability to whip up mini-cyclones with which to scatter his opponents. Because he thinks so quickly, telepaths and mind controllers have a hard time getting a bead on Quicksilver's agile mind.</p> <p>Due to the necessities of his powers, Quicksilver's physiology is much tougher than average, enabling him to breath at high speeds with great efficiency, resist damage from collisions and friction, and maneuver through densely packed crowds with ease.</p> <p>Quicksilver can call upon his fellow X-Factor teammates for aid, as well as his sister the Scarlet Witch and several members of the Avengers. He has received combat training from Captain America.</p>
PERSONALITY	PHOTO
	

Name: **RICTOR [Julio Esteban Richter]**

PP

Affiliations

Solo D6

Buddy D10

Team D8

Distinctions

IN TOUCH WITH THE EARTH

CLOSETED EMOTIONS

NATURAL DETECTIVE

 +1PP or 

Power Sets

EARTH MOVER

VIBRATION ATTACK

D10

ENHANCED SENSES

D8

SFX: *Earthquake:* Add a D6 and take an extra effect die for each additional target.

SFX: *Collateral Damage:* To create a Stunt, add a D6 to the doom pool instead of spending 1 PP.

SFX: *Unleashed:* Step up or double any Earth Mover power for one action. If the action fails, add a die to the doom pool equal to the normal rating of your power die.

Limit: *Conscious Activation:* If stressed out, asleep, or unconscious, shutdown Earth Mover. Recover Earth Mover when stress is recovered or you awake. If Emotional Trauma is taken, shutdown Earth Mover until trauma is recovered.

Limit: *Mutant:* Earn 1 PP when affected by mutant-specific Milestones and tech.

STRESS / TRAUMA

P







M







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Specialties

Combat Expert

D8

Tech Master

D10

[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].

Milestones

ROMANTIC TENSIONS

1 XP when you flirt with a hero of your choice in front of another hero that you also like.

3 XP when your attempt to get close to another hero winds up putting an awkward barrier between the two of you.

10 XP when you either reveal your true desires to your chosen hero or you give up on that relationship ever working and leave the team.

CONNECTION TO THE EARTH

1 XP when you use your Earthquake SFX for the first time.

3 XP when you opt to use the Collateral Damage SFX rather than spend a Plot Point.

10 XP when you overcome a Local Fault Line complication imposed by the Watcher and turn it into a distinction in your favor.

HISTORY	ABILITIES AND RESOURCES
<p>Julio Richter was the son of a gun smuggler, though at first he was unaware of his family's illegal activity. He witnessed his father's death at the hands of Stryfe, whom Julio mis-identified as Cable. Julio's subsequent manifestation of his powers leveled three city blocks. This attracted the attention of the Right, whom abducted him.</p> <p>Rictor began his association with the X-teams as a captive of the Right, whom attempted to amplify his power to destroy San Francisco. Rescued by the original X-Factor, he soon joined the X-Terminators. He stayed with that team when they reformed as the New Mutants.</p> <p>Rictor then joined the Canadian government's Weapon P.R.I.M.E. team, whose sole purpose was to capture Cable. Rictor wanted to bring Cable to justice for murdering Rictor's father. Cable was able to convince Rictor of his innocence, and soon Rictor found himself as a part of X-Force.</p>	<p>Rictor has the ability to generate vibrational attacks that can shatter inorganic materials. On large surfaces, this simulates earthquakes. Rictor has shown hesitation in using his powers near active fault lines, for fear of losing control over the resulting earthquake.</p> <p>Rictor's abilities have made him vibrationally in tune with the tectonics of the Earth, allowing him to detect natural movements in its structure. He can thus forecast natural earthquakes with precision. He can presumably also detect the use of powers similar to his own.</p> <p>Rictor has received combat training from Cable, and is the team's resident computer expert.</p> <p>Rictor has proven an exceptionally observant person, and has the makings of a detective in him. He has not received any formal training in this regard.</p>
PERSONALITY	PHOTO
<p>Rictor is a closeted bisexual. He has shown attraction to Wolfsbane in the past and still harbors very strong feelings for her. He also has grown close to Shatterstar, though their relationship is at this time purely platonic.</p> <p>Rictor is prone to bouts of severe depression. He has on more than one occasion contemplated suicide. Thus far he has shown the strength to push through these dark feelings.</p>	

Name:	ROGUE			
Affiliations	Solo D10	Buddy D6	Team D8	
Distinctions	TAKE IT EASY, SUGAH YOU CAN'T TOUCH THIS MAYBE I JUST DON'T BELONG			
Power Sets	MARVELOUSLY ACQUIRED ABILITIES			
	SUPERHUMAN DURABILITY	D10	SUBSONIC FLIGHT	D8
	SUPERHUMAN STAMINA	D10	SUPERHUMAN STRENGTH	D10
	<p>SFX: <i>Energy Absorption:</i> On a successful reaction against an energy attack action, convert your opponent's effect die into an Marvelously Acquired Abilities stunt or step up an Marvelously Acquired Abilities power by +1 for your next action. Spend 1 PP to use this stunt if your opponent's action succeeds.</p> <p>SFX: <i>Second Wind:</i> Before you make an action including a Marvelously Acquired Abilities power, you may move your Physical Stress die to the doom pool and step up your Marvelously Acquired Abilities power by +1 for this action.</p> <p>Limit: <i>Overload:</i> Shutdown any Marvelously Acquired Abilities power to gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.</p> <p>Limit: <i>Mutant:</i> Earn 1 PP when affected by mutant-specific Milestones and tech.</p>			
	POWER ABSORPTION			
	MIMIC	D10	DRAIN	D10
	<p>SFX: <i>Afflict:</i> Add a d6 and step up your Drain effect die by +1 when inflicting Powerless complication on a target. Exceeding the highest die in a Power Set shuts down that Power Set.</p> <p>SFX: <i>Accidental Touch:</i> On a reaction against a Physical Stress action attack, inflict either Physical, Emotional or Mental Stress with your effect die at no PP cost or spend a PP to step it up by +1.</p> <p>SFX: <i>Multipower:</i> Use both Mimic and Drain in the same dice pool. Take an extra effect die at no PP cost; one for the mimicked power, one for the damage to the target.</p> <p>Limit: <i>Don't Touch Me!</i> After any action or reaction in which you use a Power Absorption power, step up Emotional Stress by +1. When you take Emotional Trauma from a the Don't Touch Me limit, transfer all Stress and Trauma taken to the doom pool and activate Alter Ego.</p> <p>Limit: <i>No Control:</i> Mimic and Drain must be used in the same dice pool; they cannot be used exclusively. As a result, using both together does not require either to be stepped down.</p> <p>Limit: <i>Mutant:</i> Earn 1 PP when affected by mutant-specific Milestones and tech.</p>			
	ALTER EGO			
	<p>If Rogue remains in contact with an enemy for too long, she will become overwhelmed by that person's personality. While in this state, Rogue behaves like that character and falls under control of the Watcher. Rogue gets an opportunity to recover from the Emotional Trauma each time the Watcher rolls an opportunity on her Panel; if the player activates that opportunity (and thus spends 1 PP) Rogue can heal as though recovering during a Transition Scene. If she recovers the Trauma, Alter Ego shuts down and the player regains control over Rogue.</p>			
Specialties	Combat Expert	D8	Covert Expert	D8
	Vehicle Expert	D8		
	[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].			
Milestones	HAPHEPHOBIA			
	1 XP	when you avoid physical contact with another character.		
	3 XP	when you use a Power Absorption power for the first time in a Scene.		
	10 XP	when you use your Power Absorption powers to defeat an enemy and his personality overwhelms your own, turning you into a Watcher-controlled character until you can regain control.		
	SWEET SOUTHERN BELLE			
	1 XP	when you're extra polite to a foe while in combat.		
	3 XP	when your sweet disposition makes an opponent overconfident and thus vulnerable to your attack.		
	10 XP	when you drop all pretenses towards kindness and attack with your full southern fury.		

PP

STRESS / TRAUMA

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HISTORY

A runaway from a strict, authoritarian home, Rogue first manifested her powers when she shared an impulsive kiss with a boy name Cody Robbins, whom her powers put in a permanent coma. Mystique turned Rogues resentment of her powers and her situation, and her guilt, into anger, and recruited her into the Brotherhood of Mutants. As she used her powers to a greater extent, the minds she absorbed began to fracture her psyche. When she confronted and absorbed Carol Danvers' powers, Carol resisted for too long, and Rogue absorbed the hero's mind and powers, leaving Carol in a coma for a time. Carol's personality threatened to replace Rogue's and the struggle threatened her sanity.

Desperate for help, she turned to Professor Xavier, whom agreed to aid the scarred mutant. The X-Men nearly disbanded rather than accept a long-term enemy like Rogue into their fold, but Xavier swayed them to give her a chance. Although they feared that she was simply a Brotherhood mole in their midst, she gradually earned their trust through her courageous self-sacrifice, absorbing the injured Colossus' powers and his currently fuzed state so that he could heal in his human form.

Rogue currently serves on the Blue Team of X-Men, under the leadership of Cyclops. She is currently in a flirtatious relationship with her fellow Blue Team member Gambit, though their relationship is rocky.

ABILITIES AND RESOURCES

Rogue's natural mutant ability allows her to drain the life energy from another person, gaining vitality from that energy. As a byproduct of this she can steal the biological powers of other metahumans. She does so by touch, and cannot turn off this ability. She typically wears clothing that covers every inch of skin apart from her face so as to minimize accidental absorption of another's life energy. She also absorbs her target's memories and, if in contact for too long, their knowledge and personality.

Through use of her power, Rogue has permanently absorbed the knowledge and most of the powers of Carol Danvers. As such, she has superhuman strength, stamina and toughness, and can fly at subsonic speeds. She has also absorbed Carol's espionage training and piloting skills.

Rogue has also acquired excellent combat training from the X-Men, and can rely on any of her teammates for support.

PERSONALITY

Rogue has the manners of a classic southern belle coupled with a tomboy attitude. She has great guilt over the use of her powers to harm others in the past, and is extremely reluctant to use them now, relying almost exclusively on the powers she stole from Carol Danvers in combat. She experiences great psychological trauma when she uses her own power as her mind intermingles with her victim's. Sometimes it proves too much, and her victim's mind supplants her own for a time.

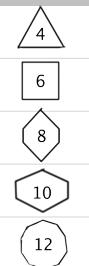
Her loyalty to Professor Xavier is nearly unshakable, given that he ignored her past criminal behavior in order to treat her shattered psyche. The trust of the other X-Men was hard-earned, and she will do what she can to keep that trust.

PHOTO

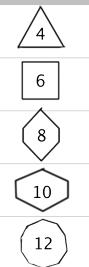
Name:	SIRYN [Theresa Maeve Rourke Cassidy]			PP
Affiliations	Solo D8	Buddy D6	Team D10	
Distinctions	LISTEN TO ME CRIMINAL BACKGROUND GOOD IRISH CATHOLIC GIRL			 +1PP 
Power Sets	SONIC SCREAM			
	BLAST	D10	SUPERHUMAN DURABILITY	D10
	MIND CONTROL	D8	SONAR	D8
	<p>SFX: Sickening Sound: Add a D6 and step up your effect die by +1 when inflicting a Nausea complication on a target.</p> <p>SFX: Sonic Lance: Split Blast into 2D8 or 3D6.</p> <p>SFX: Vocal Strain: Double or step up Blast for one action, or spend 1 PP to do both. If that action fails, shutdown Blast. Recover power by activating an opportunity or during a Transition Scene.</p> <p>SFX: In Love With Me, So Do My Bidding: Add a D6 and step up your effect die by +1 when inflicting In Love With Me complication on a target.</p> <p>Limit: Strain: Shutdown any Sonic Scream power to gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.</p> <p>Limit: Mutant: Earn 1 PP when affected by mutant-specific Milestones and tech.</p>			
	FLGHT HARNESS			
	ENHANCED DURABILITY	D8	SUPersonic FLIGHT	D10
	<p>Limit: Gear: Shutdown Flight Harness and gain 1 PP. Take an action vs. the doom pool to recover.</p>			
Specialties	Combat Expert	D8	Covert Expert	D8
	Crime Expert	D8	Psych Expert	D8
	[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].			
Milestones	FAITH AND BEGORA!			
	1 XP	when your heritage comes out in your speech and someone teases you for it.		
	3 XP	when you lose your temper and someone blames your heritage for your Irish Temper.		
	10 XP	when you tell off your tormentor while taking pride in your family heritage, and your tormentor backs off.		
	STRANGE BEDFELLOWS			
	1 XP	when you get involved in a romantic triangle.		
	3 XP	when you play your lovers off of one another so they focus on each other instead of you.		
	10 XP	when you either chose between your suitors or you break it off with both of them to avoid a serious relationship.		

STRESS / TRAUMA

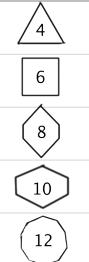
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HISTORY	ABILITIES AND RESOURCES
<p>Theresa is the daughter of the X-Man Sean Cassidy and his wife Maeve, born while Sean was away and Maeve was under Sean's brother Tom's care. When Maeve died in an IRA bombing, Sean broke Tom's leg in a fit of rage, leading Tom to decide to keep Theresa's existence secret from Sean. Tom raised Theresa as his accomplice in crime.</p> <p>Theresa fought along side Tom (now Black Tom) and the Juggernaut in several crimes, running afoul of the X-Men. When finally captured, Black Tom admitted to controlling Theresa, and got her exonerated of her crimes. He wrote to Sean and confessed that Theresa was his daughter. The two were joyfully reunited at the X-Men's headquarters.</p> <p>After spending time on Muir Island, she had a relationship with a then-independent duplicate of Jamie Maddrox. The relationship broke off when she learned "her" Jamie was a duplicate. She then assisted the New Mutants in locating two runaway members, Sunspot and Warlock. This led to her meeting the Fallen Angels, a group of street mutants. After a series of adventures, she decided to assist in the reforming of some of the Fallen Angels' criminal members.</p> <p>Currently, Siryn serves on X-Force, under the leadership of Cable and Cannonball.</p>	<p>Like her father, Siryn has the mutant ability to generate powerful sonic vibrations from her vocal chords. She can use this blast with tremendous variety; shattering crystalline objects, striking with concussive force, or inducing nausea in her target. She can also use her sonics to navigate via echolocation.</p> <p>Siryn has developed the ability to use her powers to induce hypnotic control over her targets. She can even induce feelings of love towards her in her targets, not unlike the sirens of myth.</p> <p>Due to her early career as a criminal under the tutelage of Black Tom Cassidy, Siryn has connections in the criminal underworld and skills in committing crimes. She also has training in combat from her uncle and from training with X-Force.</p>
PERSONALITY	PHOTO
<p>Theresa has several qualities that make her well suited for a leadership role, such as determination, confidence and the ability to get others to listen to her. However, she suffers from an alcohol addiction dating back to her boarding school days. Her struggles with this addiction have thus far not hampered her in the field.</p> <p>Despite her flaws, Siryn is a driven, honest and fiercely loyal to her friends and family. She's also hot-tempered and something of a foul-mouth, with a bit of snark about her. Her Irish-Catholic upbringing often becomes evident in her choice of words, which sometimes results in a little ribbing from her teammates.</p>	

Name:	SHATTERSTAR			PP
Affiliations	Solo D10	Buddy D8	Team D6	
Distinctions	HONORABLE WARRIOR AS SEEN ON MOJOVISION NOT FROM AROUND HERE			 +1PP 
Power Sets	GENETICALLY ENGINEERED			
	ENHANCED DURABILITY	D8	SUPERHUMAN REFLEXES	D10
	SUPERHUMAN STAMINA	D10	SUPERHUMAN STRENGTH	D10
	ENHANCED SENSES	D8		
	<p>SFX: Fast Learner: Split Superhuman Reflexes into 2D8 or 3D6.</p> <p>SFX: Shifting Organs: Spend 1 PP to reroll when using any Genetically Engineered power.</p> <p>SFX: Regeneration: Spend 1 PP to recover your Physical Stress stress and step back your Physical Trauma trauma by -1.</p> <p>Limit: The World Confuses Me: Count 1s and 2s on dice as opportunities when using a Genetically Engineered power.</p> <p>Limit: Mutant: Earn 1 PP when affected by mutant-specific Milestones and tech.</p>			
	SWORDS			
	WEAPON	D10		
	<p>SFX: Vibratory Shock: Step up or double Weapon for one action, then step back to D8. Recover power by activating an opportunity or during a Transition Scene.</p> <p>Limit: Exhausted: Shutdown Weapon and gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.</p> <p>Limit: Gear: Shutdown Swords and gain 1 PP. Take an action vs. the doom pool to recover.</p>			
Specialties	Acrobatics Master	D10	Combat Master	D10
	Medical Expert	D8	Menace Expert	D8
	Technical Expert	D8		
	[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].			
Milestones	TACTICAL EXPERT			
	1 XP	when you point out the tactical failings of a teammate's plan.		
	3 XP	when you take it upon yourself to protect your teammates when they choose a tactically-poor course of action.		
	10 XP	when you convince the team leader to heed your advice and your team completes the mission due to your strategy.		
	WHAT IS VICTORY WITHOUT HONOR			
	1 XP	when you give your opponent a fair warning of your intention to attack.		
	3 XP	when you suffer an injury because your opponent took advantage of your honorable actions.		
	10 XP	when you either defeat a foe honorably, or you refuse to kill a foe in a dishonorable manner.		

STRESS / TRAUMA

P



M



E



HISTORY	ABILITIES AND RESOURCES
<p>According to Shatterstar, he was grown rather than born. A native of an alternate future of Mojoworld, Shatterstar was bred for one of Mojo's "programs," where he had to fight to survive. He developed his code of honor in that environment. Eventually, he escaped and joined a resistance to Mojo's rule. On a mission geared towards overthrowing Mojo, Shatterstar travelled back in time to enlist the aid of the X-Men. Instead, he wound up tangling with Cable.</p> <p>After coming to blows initially, Cable and the New Mutants managed to convince Shatterstar to join them in exchange for their promise to help him overthrow Mojo at some future time. As such, Shatterstar became a founding member of X-Force, exchanging his service now for their service in the future.</p>	<p>Shatterstar was born in a test-tube, and genetically-engineered for combat. He has superhuman levels of strength, nimbleness, balance, durability, stamina, reflexes and agility. He has hollow bones to make him lighter than normal, increasing his agility and reflexes further. He can move his internal organs out of the way of attacks, making it harder to strike a fatal blow against him. Finally, he can heal at an accelerated rate, healing knife wounds in mere hours.</p> <p>Shatterstar's mental capabilities are likewise enhanced, allowing him to learn and retain information far more quickly than a normal person. He can also use this ability to learn a foe's fighting style and use that knowledge to effectively counter his foe's moves.</p> <p>Shatterstar typically carries a pair of single-edged swords with spiked hand guards, which he uses with deadly efficiency. He can channel his mutant ability to generate vibrational energy through these swords, though this tires him.</p> <p>With those swords, and with many other weapons, Shatterstar is a devastating combatant. He is also familiar with high tech equipment from his upbringing in an alternate future.</p>
PERSONALITY	PHOTO
<p>Shatterstar is first and foremost a warrior. He thinks through every action of every person around him with regards to tactics, strengths and weaknesses. He is the type of person who analyses his closest allies on how best to defeat them in combat, singly, as a group, or in any combination of sub-groups.</p> <p>The way real people behave in the real world perplexes Shatterstar, whom has lived his entire life preparing only for the next battle. Socially stunted, he can't help but make social faux pas, but he is a quick learner, and an eager student.</p>	

Name:	STORM [Ororo Munroe]			PP
Affiliations	Solo D8	Buddy D6	Team D10	
Distinctions	CLAUSTROPHOBIC MERCURIAL STRONG-WILLED LEADER			 +1PP or 
Power Sets	GODDESS OF THE STORM			
	ELECTRICAL BLAST	D10	ENHANCED REFLEXES	D8
	ENHANCED SENSES	D8	ENHANCED STAMINA	D8
	PSYCHIC RESISTANCE	D8	SUBSONIC FLIGHT	D8
	WEATHER SUPREMACY	D12		
	<p>SFX: Area Attack: Add a d6 and keep an additional effect die for each additional target.</p> <p>SFX: Emotional Link: Add a die to the doom pool equal to your current Emotional Stress to add that Emotional Stress die to a pool including a Goddess of the Storm power.</p> <p>SFX: Immunity: Spend 1 PP to ignore stress and trauma from extremes of temperature or electricity.</p> <p>SFX: Multipower: Use two or more Goddess of the Storm powers in a single dice pool at -1 step for each additional power.</p> <p>Limit: Emotional Tempest: Change any Goddess of the Storm power into a complication and recover Emotional Stress equal to that power's die size. Activate an opportunity or remove the complication to recover the power.</p> <p>Limit: Mutant: Earn 1 PP when affected by mutant-specific Milestones and tech.</p>			
Specialties	Combat Expert	D8	Cosmic Expert	D8
	Covert Expert	D8	Crime Expert	D8
	Mystic Expert	D8	Psych Expert	D8
	[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].			
Milestones	A CHANGE IN THE WEATHER			
	1 XP	when you offer a member of X-Force an opportunity to return to the X-Men.		
	3 XP	when you use your own criminal past or that of a fellow X-Man to show that everyone can choose redemption.		
	10 XP	when you either take command of X-Force or you convince Val Cooper to leave X-Force in your custody.		
	FEARFUL STORM			
	1 XP	when you use your powers to inflict Emotional Stress on a target.		
	3 XP	when an unintended target takes Emotional Trauma from your use of your powers.		
	10 XP	when you either take the time to help the unintended victim overcome that trauma or you arrange for someone whom can help that victim.		

STRESS / TRAUMA

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HISTORY	ABILITIES AND RESOURCES
<p>Ororo is the daughter of an American photojournalist and a Kenyan witch-priestess. The pair died in a plane crash in Egypt, leaving six-year-old Ororo the sole survivor. She survived as a thief until her powers drew the attention of superstitious locals, who worshiped her as a god. Charles Xavier convinced her to leave Egypt and join his new X-Men as team leader.</p> <p>Storm served as leader during the period when the Morlocks kidnapped Angel. In order to free her friend, Ororo battled the Morlock leader, Callisto, and defeated her, becoming the defacto leader of the Morlocks.</p> <p>During her time as an X-Man, she lost her powers when Henry Peter Gyrich fired a mutant nullifier ray at then-criminal Rogue and hit Storm instead. Forge took her to Texas to help her adjust to life without powers, and the two became close, but when she learned that Forge had designed the weapon that took her powers, she left him.</p> <p>Ororo took leadership of the X-Men again, even without powers. She regained her powers while trapped in an alternate dimension, only to lose her memories and be reduced to a child form by Nanny. Hunted by the Shadow King, she kept on the run, finally restored to her proper age and memories.</p> <p>Ororo currently leads the Gold Team of X-Men.</p>	<p>Storm has the mutant ability to control weather patterns, summoning storms on the clearest of days or bringing tornados to bear on her enemies. She can summon strong winds to carry her aloft allowing her to fly at subsonic speeds. Her moods can affect her storms, granting them greater strength in times of stress.</p> <p>Storm has experience in combat, including unarmed and knife fighting. Her time with Gambit taught her street survival skills including thieving skills, though she does not rely on those skills often. She is a natural leader and a commanding presence in any battlefield.</p> <p>Storm can rely on any of the X-Men to come to her aid. She has grown particularly close to Colossus, Nightcrawler, Shadowcat and Wolverine. She once led the subterranean mutant group known as the Morlocks, and can rely on them for assistance.</p>
PERSONALITY	PHOTO
<p>Once worshiped as a goddess amongst her own people as a child, Ororo still finds it difficult when her commands are not met with immediate obedience, though she has come to understand the difference between respect and worship. She feels in tune with nature, and frequently seeks a quiet natural spot in order to cleanse her mind and heart.</p> <p>Like her fellow X-Men, Ororo is fiercely loyal to her teammates and will defend them to the death. She is similarly dedicated to protecting innocent lives, and will even protect those who feel bigotry towards mutants, if only to show that she's better than their hate.</p>	

Name: SUNSPOT [Roberto da Costa]				PP													
Affiliations	Solo D6	Buddy D10	Team D8														
Distinctions	BUSINESS MOGUL DRIVEN TO BE THE BEST TOUGHEST MAN UNDER THE SUN		 +1PP or 	STRESS / TRAUMA													
Power Sets	SOLAR ABSORPTION <table border="1"> <tr><td>SOLAR BLAST</td><td>D10</td><td>SOLAR FLIGHT</td><td>D8</td></tr> <tr><td>SUPERHUMAN DURABILITY</td><td>D10</td><td>SUPERHUMAN STAMINA</td><td>D10</td></tr> <tr><td>SUPERHUMAN STRENGTH</td><td>D10</td><td></td><td></td></tr> </table> <p>SFX: Absorption: On a successful reaction against a Light Attack action, convert your opponent's effect die into an Solar Absorption stunt or step up an Solar Absorption power by +1 for your next action. Spend 1 PP to use this stunt if your opponent's action succeeds.</p> <p>SFX: Burnout: Double or step up a Solar Absorption power for one action, or spend 1 PP to do both. If that action fails, shutdown that Solar Absorption power. Recover power by activating an opportunity or during a Transition Scene.</p> <p>Limit: Drained: Shutdown any Solar Absorption power to gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.</p> <p>Limit: Mutant: Earn 1 PP when affected by mutant-specific Milestones and tech.</p>				SOLAR BLAST	D10	SOLAR FLIGHT	D8	SUPERHUMAN DURABILITY	D10	SUPERHUMAN STAMINA	D10	SUPERHUMAN STRENGTH	D10			
SOLAR BLAST	D10	SOLAR FLIGHT	D8														
SUPERHUMAN DURABILITY	D10	SUPERHUMAN STAMINA	D10														
SUPERHUMAN STRENGTH	D10																
	INTENSE PHYSICAL AND MENTAL TRAINING <table border="1"> <tr><td>ENHANCED REFLEXES</td><td>D8</td><td>ENHANCED STAMINA</td><td>D8</td></tr> <tr><td>ENHANCED STRENGTH</td><td>D8</td><td></td><td></td></tr> </table> <p>SFX: Focus: If a pool includes a Intense Physical and Mental Training power, you may replace two dice of equal size with one die +1 step larger.</p> <p>Limit: Exclusive: Shutdown Solar Absorption to activate Intense Physical And Mental Training. Shutdown Intense Physical And Mental Training to recover Solar Absorption.</p> <p>Limit: Exhausted: Shutdown Intense Physical and Mental Training and gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.</p>				ENHANCED REFLEXES	D8	ENHANCED STAMINA	D8	ENHANCED STRENGTH	D8							
ENHANCED REFLEXES	D8	ENHANCED STAMINA	D8														
ENHANCED STRENGTH	D8																
Specialties	Business Expert		D8	Combat Expert	D8												
	Vehicle Expert		D8														
	[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].																
Milestones	I CAN'T DO THIS ANYMORE <table border="1"> <tr><td>1 XP</td><td>when you express frustration with the direction the team has taken.</td></tr> <tr><td>3 XP</td><td>when you rebel against your leader's decision, and strike up a division within the team as to how to proceed.</td></tr> <tr><td>10 XP</td><td>when you either leave the team because you can't continue under its current leadership or you convince the team to choose a new leader.</td></tr> </table> <p>NEVER FEAR THE DARKNESS</p> <table border="1"> <tr><td>1 XP</td><td>when you use your Burnout SFX for the first time.</td></tr> <tr><td>3 XP</td><td>when you first suffer from the Drained limit.</td></tr> <tr><td>10 XP</td><td>when you defeat a foe without using any of your Solar Absorption Power Set powers.</td></tr> </table>					1 XP	when you express frustration with the direction the team has taken.	3 XP	when you rebel against your leader's decision, and strike up a division within the team as to how to proceed.	10 XP	when you either leave the team because you can't continue under its current leadership or you convince the team to choose a new leader.	1 XP	when you use your Burnout SFX for the first time.	3 XP	when you first suffer from the Drained limit.	10 XP	when you defeat a foe without using any of your Solar Absorption Power Set powers.
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HISTORY	ABILITIES AND RESOURCES
<p>Born son of a self-made multi-millionaire, Roberto was encouraged by his father to train his body and mind to perfection. He excelled at soccer, and was on track for the Olympics. He was attacked by a racist rival from the other team, and fought back. His powers manifested, and upon sight of his black solar form, everyone fled the stadium save his girlfriend, Juliana.</p> <p>The mutant-hater Donald Pierce used Hellfire soldiers to capture Juliana, leading Roberto into a trap. He was captured, but rescued by Karma and Psyche, though in the escape Juliana died, taking a bullet meant for Roberto. Pursuing Donald Pierce, the three team up with Wolfsbane and Cannonball. Charles Xavier then contacted the five mutants and offered them a place as students at his school, where they could learn to control their powers. They accepted, becoming the first New Mutants.</p> <p>When he accidentally injured Cannonball during a soccer game, Roberto left the New Mutants and joined the Fallen Angels. When their leader, Ariel, turned out to be an alien and betrayed the team to his kind, Sunspot helped rescue the Fallen Angels. He returned to the New Mutants not long afterward.</p> <p>When Cable took over the New Mutants and turned them into X-Force, Roberto again left the team, but was captured and experimented on by Gideon, whom thought Roberto was a latent External. X-Force rescued him, and he rejoined the team.</p>	<p>Even prior to his developing his mutant abilities, Roberto was a formidable person. Encouraged by his father, he honed his body to peak human physical and mental condition. He thus has peak human dexterity, agility, stamina and strength, as well as having an extremely focused and sharp mind.</p> <p>Once his mutation manifested, Roberto developed the ability to absorb ambient sunlight and turn it into physical strength and stamina. Later mutations would allow him to fly and fire blasts of solar energy. If out of the sun for too long, he can burn off his stored energy, rendering him powerless.</p> <p>Roberto runs his family's multi-million dollar conglomerate, and has gained substantial business knowledge as a result. He is a superb athlete, especially at soccer. He has gained combat training with the New Mutants and with X-Force.</p>
PERSONALITY	PHOTO
<p>Driven by his upbringing to always excel at everything, Roberto is extremely competitive and hot-tempered. He takes great pride in his physical prowess, a pride that is amplified along with his physical abilities when using his powers. His ego makes him hard to handle, but his total loyalty to his friends makes his pride easier to bear, if only just.</p> <p>Although very wealthy, Roberto is fearful of the corruption he could undergo if he relies too heavily on his wealth. He has seen this corruption first-hand in the form of his father, and he does not wish to follow the same path.</p>	

Name: STRONG GUY [Guido Carosella]				PP
Affiliations	Solo D8	Buddy D10	Team D6	
Distinctions	SMARTER THAN I LOOK SOCK IT TO ME PRETTY NIMBLE FOR A BIG GUY		 +1PP 	
Power Sets	MOUNTAIN OF MUTANT MUSCLE			
	SUPERHUMAN DURABILITY	D10	SUPERHUMAN STAMINA	D10
	SUPERHUMAN STRENGTH	D10		
<p>SFX: Absorption: On a successful reaction against a Physical Attack action, convert your opponent's effect die into an Mountain of Mutant Muscle stunt or step up a Mountain of Mutant Muscle power by +1 for your next action. Spend 1 PP to use this stunt if your opponent's action succeeds. If hit again before released, create an additional stunt or take an additional effect die.</p> <p>SFX: Multipower: Use two or more Mountain of Mutant Muscle powers in a single dice pool at -1 step for each additional power.</p> <p>SFX: Versatile: Split Superhuman Strength into 2D8 or 3D6.</p> <p>Limit: Painful: If you hold an Absorption SFX stunt die or keep an Absorption SFX-affected power stepped up for more than one Panel, step up Physical Stress by +1 for each additional Panel. If you use Absorption again before releasing this Limit, step up the Physical Stress that round by +2.</p> <p>Limit: Mutant: Earn 1 PP when affected by mutant-specific Milestones and tech.</p>				
Specialties	Acrobatics Expert	D8	Combat Expert	D8
	Psych Expert	D8		
	[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].			
Milestones	LOST LOVE OF HIS LIFE			
	1 XP	when you inflict a complication on another hero who is callous to you about your feelings for Lila Cheney.		
	3 XP	when you make an attempt to reconnect with Lila Cheney, but she rejects your efforts.		
	10 XP	when you either accept with a broken heart that your relationship with Lila Cheney is over, or you fully dedicate yourself to winning her back.		
	TAKES A PUNCH REALLY WELL			
	1 XP	when you use the Absorption SFX for the first time.		
	3 XP	when you use the Painful Limit until you take Physical Trauma.		
	10 XP	when you unleash all of your pent-up energy on a target, taking an extra effect die to do collateral damage.		

STRESS / TRAUMA

P







M







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HISTORY

Guido's life is one of multiple tragic absurdities, which probably explains his current comical facade. His parents were killed by falling space debris, forcing the child to move in with his aunt and uncle. He got a huge settlement for that accident, providing for his future. Then he got hit by a bus, triggering his mutation in the upper half of his body, leaving him disfigured; he now had a super-muscular form from the waist up, and a normal physique from the waist down. This led to no end of teasing, causing the young Guido to develop a comical outlook to hide his hurt feelings.

After losing his fortune to his luxurious lifestyle, Guido took a job as a roadie and bouncer for the mutant pop star Lila Cheney. He was soon very much in love with her, and though they became friends, a stable romance never materialized. He wound up house-sitting for her while she was on an intergalactic tour, only to find Dazzler washed up on the shore near Lila's home, a victim of the Seige Perilous. He aided Dazzler in restoring her health and singing career, though that career was again destroyed by growing anti-mutant sentiment. The pair were then tricked into believing that the X-Men were dead and that a new team was being assembled, but were instead enslaved by the Shadow King. The X-Men returned and rescued them.

Currently, Guido works for the government mutant team X-Factor as the team's strong guy. Every team needs one, you know.

PERSONALITY

Guido could have taken umbrage to his disproportionate form and his need for ridiculously-thick glasses. Instead, the lovable ex-millionaire took it completely tongue-in-cheek. He has a rich sense of humor and employs it constantly. For instance, he only called himself Strong Guy when he overheard a reporter say that Guido must be the team's strong guy, as every team needs one. He insisted that people call mutants "genetically challenged, or gee cees." He does everything he can to keep things light. His only soft spot is Lila Cheney; then he gets totally serious, and even grumpy, though never violent.

ABILITIES AND RESOURCES

Guido can absorb kinetic energy into his muscles, increasing his strength and stamina. He already has superhuman levels of strength and stamina, and through his absorption power he can increase them to incalculable levels. However, retaining the absorbed energy is extremely painful for Guido. If he retains the energy in him for too long, it can do irreparable damage to his heart.

In addition to his mutant abilities, Guido has extensive talents as a stand-up comedian and musical comedy actor. He is gifted at using humor to diffuse situations.

Strong Guy can call up on the resources of X-Factor and his teammates to back him up in most situations. He can also rely on several of the X-Men for aid. He has access to government resources and equipment due to his affiliation with X-Factor.

PHOTO

Name:	WARPATH [James Proudstar]			PP
Affiliations	Solo D8	Buddy D6	Team D10	
Distinctions	PROUD AND NOBLE TRIBAL WARRIOR SINGLE-MINDED PURSUIT OF JUSTICE TRIBAL REPRESENTATIVE			 +1PP or 
Power Sets	MUTANT STRONG MAN			
	SUPERHUMAN DURABILITY	D10	SUPERHUMAN REFLEXES	D10
	SUPERHUMAN STAMINA	D10	GODLIKE STRENGTH	D12
	THUNDERCLAP	D10	FLIGHT	D8
	SUPERHUMAN SENSES	D10	ENHANCED SPEED	D8
	<p>SFX: <i>Highly-Efficient Fighter:</i> If a pool includes a Mutant Strong Man power, you may replace two dice of equal size with one die +1 step larger.</p> <p>SFX: <i>Regenerative:</i> Spend 1 PP to recover your Physical Stress stress and step back your Physical Trauma by -1.</p> <p>SFX: <i>Second Wind:</i> Before you make an action including a Mutant Strong Man power, you may move your Physical Stress die to the doom pool and step up the Mutant Strong Man power by +1 for this action.</p> <p>Limit: <i>Huge:</i> Earn 1 PP when your size becomes a complication for you.</p> <p>Limit: <i>Mutant:</i> Earn 1 PP when affected by mutant-specific Milestones and tech.</p>			
Specialties	Acrobatics Master	D10	Combat Master	D10
	[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].			
Milestones	HONOR THE TRIBE			M
	1 XP	when you mention a custom of your tribe with fondness and respect for your traditions.		
	3 XP	when you give an opponent an opportunity to surrender before a fight, the first time you inflict Physical Stress and the first time you inflict Physical Trauma.		
	10 XP	when you either refuse to take an action that would dishonor the memory of the tribe, or you take the action and find a way to repair the image of your tribe.		
	KEEP THE FAMILY SAFE			E
	1 XP	when you attack a foe that has just dealt Physical Stress to a teammate.		
	3 XP	when you throw yourself between an attacker and a teammate and take the damage meant for your teammate.		
	10 XP	when you take Physical Trauma defending a teammate from harm.		

HISTORY	ABILITIES AND RESOURCES
<p>James is the younger brother of the now deceased X-Man Thunderbird. He comes from a very close-knit family in Arizona. When Xavier recruited Thunderbird to the X-Men, James was against it, and blamed Xavier for breaking up his family. When his brother died on a mission not long after, James held Xavier personally responsible.</p> <p>The White Queen recruited James into her Hellions, fanning James' hatred of Xavier so that James would kill Xavier. James became the leader of the Hellions after exhibiting a cool, logical nature in battle, refusing to allow the Hellions to break the law in their pursuit of "justice" against Xavier. He fought the New Mutants several times, and each time his leadership prevented unnecessary injuries on both sides. He even negotiated the release of one of his fellow Hellions from captivity by the New Mutants after giving his assurance that the Hellion would be justly punished for that person's crimes against the New Mutants.</p> <p>James eventually captured the X-Man Banshee, and set a trap for Xavier. He imprisoned Banshee at the same NORAD base where his brother had fallen. When he finally came face-to-face with Xavier, he found that despite his hatred, he could not kill Xavier. The two made their peace with one another. Xavier offered him a place with the New Mutants, but James elected to stay with the Hellions.</p> <p>James joined X-Force when he discovered his entire tribe murdered; he believed the Hellions responsible for the murders.</p>	<p>James' mutation has enhanced his physique in every possible way. He is faster, stronger and more agile than even most superhumans. He has gone toe-to-toe with the Juggernaut and matched his strength. His senses are also very acute, allowing him to see at greater distances than a normal human and even see in near total darkness.</p> <p>Although he rarely uses it, James has acquired from the High Evolutionary the power of flight. However, he is more of a ground fighter, and prefers to rely on his great speed and strength in a battle.</p> <p>James has tremendous fighting skills in both armed and unarmed combat, and is an extremely agile fighter. He can rely on his fellow teammates on X-Force for aid.</p>
PERSONALITY	PHOTO
	

Name: **WOLVERINE [Logan]**

PP

Affiliations

Solo D10

Buddy D6

Team D8

Distinctions

I'M THE BEST THERE IS AT WHAT I DO
MASTERLESS SAMURAI
MYSTERIOUS PAST



Power Sets

FERAL MUTANT

ENHANCED REFLEXES
GODLIKE STAMINA

D8

D12

ENHANCED STRENGTH
SUPERHUMAN SENSES

D8
D10

SFX: Berserk: Borrow a die from the doom pool as an attack action. Step up the doom die by +1 and return it to the doom pool.

SFX: Focus: In a pool including Feral Mutant die, replace two dice of equal steps with one die of +1 step.

SFX: Healing Factor: Spend 1 PP to recover your own Physical Stress or step back your own Physical Trauma by -1.

Limit: Mutant: Earn 1 PP when affected by mutant-specific Milestones and tech.

WEAPON X PROGRAM

ADAMANTIUM CLAWS

D10

PSYCHIC RESISTANCE

D10

SFX: Adamantium Skeleton: On a successful reaction against an edged or blunt attack action, either convert opponent's effect die to a Weapon X Program stunt or step back effect die by -1 and inflict physical stress. Spend 1 PP to use this stunt if the opponent's action succeeded.

SFX: Fearsome: Add a D6 and step up the effect die by +1 when using Weapon X Program powers to inflict emotional stress.

SFX: Immunity: Spend 1 PP to ignore telepathy or mind control.

Limit: Heavy Metal: On a magnetic attack or while swimming, change any Weapon X Program power into a complication and gain 1 PP. Activate an opportunity or remove the complication to recover the power.

Limit: Toxic Metal: If Godlike Stamina is shutdown, take D10 physical stress at the beginning and end of every Action Scene.

Specialties

Combat Master

D10

Covert Master

D10

Crime Expert

D8

Menace Master

D10

Vehicle Expert

D8

[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].

Milestones

...AND WHAT I DO AIN'T VERY NICE

1 XP	when you first choose to inflict Physical Stress in a Scene.
3 XP	when another hero rebukes you for your violence or you threaten another hero with violence.
10 XP	when you kill someone in front of innocents or recover from your berserker rage in front of innocents without having inflicted Trauma on anyone.

LET'S GET THIS DONE

1 XP	when you first declare that you're gunning for someone's life.
3 XP	when you go off on your own or with a like-minded buddy to find your chosen foe because you feel the team's taking too long.
10 XP	when you either kill your perceived foe in order to put an end to his threat or you hold off killing that foe so that you can get vital intelligence from him.

STRESS / TRAUMA



M



E

HISTORY	ABILITIES AND RESOURCES
<p>At this time in Logan's history, he remembers nothing of his past prior to his escape from the Canadian Government's Department K Weapon X Program. His mind broken and his memories gone, Wolverine was little more than a savage with indestructible bones and claws until found by James and Heather MacDonald Hudson. They restored his sanity, if not his memory, and recruited him into Canada's Department H and their Alpha Flight program.</p> <p>Wolverine was sent to assassinate Professor Xavier by his superiors at Department H. However, Xavier instead wiped Logan's mind, and replaced it with a new, edited version of events. Logan now believes that he had grown fed up and disillusioned by Department H and had accepted an invitation by Xavier to join his new team of X-Men.</p> <p>Logan proved a romantic rival for Scott Summers, as Logan and Jean Grey shared a mutual attraction. However, after years of rivalry between the two very different men, Jean finally chose the boy scout over the antihero.</p> <p>Logan has developed a father/daughter relationship with the young mutant Jubilee. After she assisted his escape from the Reavers in Australia, they had traveled the world on missions before returning to the X-Men.</p>	<p>Wolverine's natural mutant abilities include a greatly enhanced physique and accelerated healing factor. He has highly enhanced strength, endurance, and reflexes. His senses are extremely acute, especially his sense of smell, with which he can distinguish between individuals and track his targets. He once learned Spider-Man's secret identity by his scent.</p> <p>In addition to his natural abilities, Wolverine has the nearly-indestructible metal alloy Adamantium fused to his skeleton and claws. This has increased his weight considerably and made him vulnerable to magnetic attacks. It has also made him that much more deadly and difficult to kill.</p>
PERSONALITY	PHOTO
<p>Logan's demeanor spans the range from the cool, indifferent tough-guy to the nearly-mindless berserker. He has a been-there, done-that attitude and very little patience for the goody-two-shoes approach to heroics. Logan is a man who gets things done, and doesn't care about making a mess along the way.</p> <p>That said, Logan is fiercely protective of those he has bonded with, particularly of the young and defenseless. He has no problem laying his own life on the line if it will do any good, but won't shed his own or another's blood for no good reason. Before he sinks his claws into another person, he makes damn sure that person deserves it.</p>	

Name: WOLFSBANE [Rahne Sinclair]				PP								
Affiliations	Solo D6	Buddy D8	Team D10									
Distinctions	INSTINCTIVE FIGHTER HEART OF THE TEAM BOUND TO HAVOC		 +1PP or 									
Power Sets	HALF-WOLF FORM <table border="1"> <tr><td>ENHANCED SENSES</td><td>D8</td><td>ENHANCED REFLEXES</td><td>D8</td></tr> <tr><td>SUPERHUMAN STAMINA</td><td>D10</td><td>SUPERHUMAN STRENGTH</td><td>D10</td></tr> </table> <p>SFX: Berserk: Add a die from the doom pool to one or more attack actions. Step up the doom pool by +1 for each action; return it to the doom pool when you're done.</p> <p>SFX: Dangerous: Add a D6 to your dice pool for an attack action and step back the highest die in the pool by -1. Step up Physical Stress inflicted by +1.</p> <p>SFX: Frenzy: At no cost, add existing Emotional Stress to any dice pool including a Half-Wolf Form power, then step up Mental Stress by +1.</p> <p>SFX: Tracking: Use an effect die to create a Scent complication on a target during a Scene. You may track that target anywhere until the complication is removed or Enhanced Senses is shut down.</p> <p>Limit: Exhausted: Shutdown any Absorb and Return power to gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.</p> <p>Limit: Mutant: Earn 1 PP when affected by mutant-specific Milestones and tech.</p>				ENHANCED SENSES	D8	ENHANCED REFLEXES	D8	SUPERHUMAN STAMINA	D10	SUPERHUMAN STRENGTH	D10
ENHANCED SENSES	D8	ENHANCED REFLEXES	D8									
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	FULL WOLF FORM <table border="1"> <tr><td>ENHANCED STAMINA</td><td>D8</td><td>ENHANCED STRENGTH</td><td>D8</td></tr> <tr><td>SUPERHUMAN REFLEXES</td><td>D10</td><td>SUPERHUMAN SENSES</td><td>D10</td></tr> </table> <p>SFX: Dangerous: Add a D6 to your dice pool for an attack action and step back the highest die in the pool by -1. Step up Physical Stress inflicted by +1.</p> <p>SFX: Tracking: Use an effect die to create a Scent complication on a target during a Scene. You may track that target anywhere until the complication is removed or Enhanced Senses is shut down.</p> <p>Limit: Mutant: Earn 1 PP when affected by mutant-specific Milestones and tech.</p> <p>Limit: Mutually Exclusive: Shutdown Half-Wolf Form to activate Full Wolf Form. Shutdown Full Wolf Form to reactivate Half-Wolf Form.</p>				ENHANCED STAMINA	D8	ENHANCED STRENGTH	D8	SUPERHUMAN REFLEXES	D10	SUPERHUMAN SENSES	D10
ENHANCED STAMINA	D8	ENHANCED STRENGTH	D8									
SUPERHUMAN REFLEXES	D10	SUPERHUMAN SENSES	D10									
Specialties	Psych Expert	D8										
	[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6].											
Milestones	UNCONTROLLED PASSION <ul style="list-style-type: none"> 1 XP when you use either Berserk or Frenzy for the first time in a Scene. 3 XP when your enthusiasm leads to the unintended injury of an ally or civilian. 10 XP when you either shut down your Power Sets so that you can better control your emotions or you let loose completely and revel in your powers. 											
	DEEPLY CONFLICTED <ul style="list-style-type: none"> 1 XP when you take Emotional Stress from an interaction with a mystical or bestial teammate. 3 XP when you convert Physical Stress to Emotional Stress in a conflict with a foe that takes advantage of your self-loathing. 10 XP when you either overcome your self-loathing and embrace your mutant abilities or you take yourself out of the Scene because you are crippled by that self-loathing. 											

STRESS / TRAUMA

P



M



E



HISTORY	ABILITIES AND RESOURCES
<p>Wolfsbane comes from a broken home. Her father was a Protestant priest whom got her mother pregnant out of wedlock; she was a prostitute. Trying to avoid a scandal, her father pretended that Wolfsbane was an orphan that he had taken in. Her father treated Wolfsbane poorly, and abusively beat his daughter and drummed his faith into her.</p> <p>When Wolfsbane's powers manifested, her father led the town in a mob, intent on burning Wolfsbane at the stake. Moria MacTaggart came to her aid, and took Wolfsbane in as an adopted daughter.</p> <p>Wolfsbane became one of New Mutants, and developed a strong friendship with Danielle Moonstar. Danielle developed a mind link with Wolfsbane's wolf form, allowing Danielle to translate for Wolfsbane. Wolfsbane struggled to bond with her teammate Magick, as Wolfsbane's religious upbringing made her regard all magic as heretical.</p> <p>During the X-Tinction Agenda, the Genoshans forged a mental bond between Wolfsbane and Havoc. Due to this bond, Wolfsbane joined Havoc on the US government mutant team X-Factor. The link produces emotional instability in Wolfsbane, leading to irrational behavior. She has actively sought a means to sever that link ever since.</p>	<p>Wolfsbane has the mutant ability to change into a wolf. She can also change into a half-wolf hybrid form. In both forms she has superhuman senses of sight, hearing and scent. Her full wolf form is more agile and nimble than her hybrid form, but the hybrid form exhibits greater strength and stamina. Her hybrid form is also prone to irrational and aggressive behavior, making her even more dangerous.</p> <p>Wolfsbane has a high school level of education with no special training. She is, however, naturally sympathetic and empathic (though not in a psychic sense) with others, making her adept at counseling or just soothing others in emotional stress.</p> <p>Wolfsbane is bound to Havoc, and can rely on him and all of X-Factor for aid. She has the resources of the federal government, with restrictions, at her disposal. She also has contacts with X-Force from her New Mutant days. She is on good terms with several members of the X-Men as well, and can rely on her step-mother Moria MacTaggart for any help the latter can provide.</p>
PERSONALITY	PHOTO
<p>Wolfsbane gets a great deal of joy and exhilaration when using her powers. Yet, due to her deeply-religious upbringing, she is extremely uncomfortable with her particular mutation, as it resembles the unholy werewolf.</p> <p>In her human form Wolfsbane exhibits a shyness that stems from her abusive past. Yet she is also a kind and loving woman, and a good listener.</p> <p>While in half-wolf form, Wolfsbane is prone to giving in to her animal instincts and passions, something that she struggles to control. This is less pronounced in her full-wolf form. As a full wolf, she cannot speak any human languages, though she can still understand them.</p>	