

# MARVEL HEROIC ROLEPLAYING



X-MEN  
THE ANIMATED SERIES  
PRESENTS

## NIGHT OF THE SENTINELS

An Event by Mark Meredith

# Night of the Sentinels

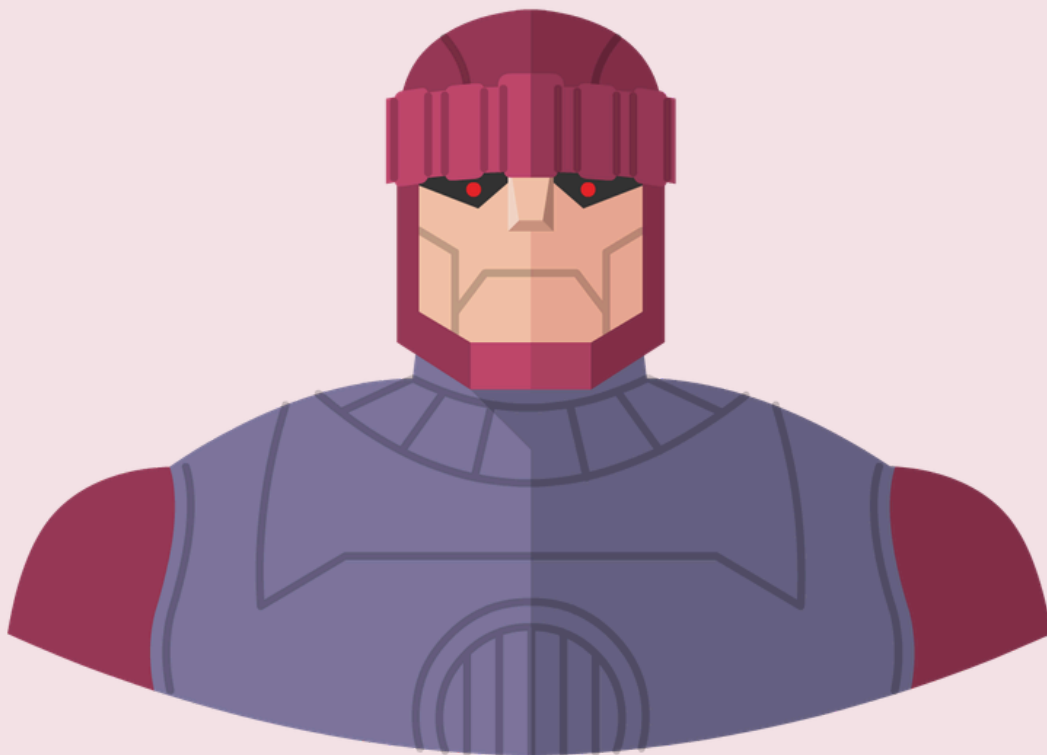
**This mini event is built around the opening premise of X-Men: The Animated Series, where Jubilee is outed as a young mutant, attacked by Sentinels, rescued by the X-Men, and drawn into the larger nightmare of mutant registration and government-adjacent anti-mutant machinery. The original story centers on Jubilee's discovery, the X-Men's mall rescue, the Mutant Control Agency, Gyrich and Trask's Sentinel program, and the grim consequences that follow when the X-Men strike back.**

## Event Premise

**A teenage mutant named Jubilation Lee has been reported to the Mutant Control Agency after her foster parents panicked over her powers. A Sentinel arrives at the New Salem Mall to apprehend her in public, turning an ordinary afternoon into a terrifying spectacle of mutant fear, media panic, and collateral damage.**

**The X-Men arrive to rescue her, but the Sentinel's attack is only the first move. Someone has built a database of mutant identities. Someone is testing Sentinel response protocols in civilian areas. Someone wants the public to see mutants as the cause of the destruction, not the victims of it.**

**This isn't just a rescue mission, it's the first night of a new war.**



# Recommended Heroes

This event works best with 3-6 heroes. The classic animated roster is ideal, but you can swap in other X-Men or mutant allies.

## Playable Heroes:

### Cyclops

Team leader, tactical anchor, and the one most likely to keep the mission focused.

### Storm

Public protector, battlefield controller, and moral center during scenes involving frightened civilians.

### Wolverine

The aggressive option, especially when the Sentinels escalate from capture to lethal force.

### Rogue

The heavy hitter who can go toe-to-toe with a Sentinel but must be careful in crowded scenes.

### Gambit

A chaotic infiltrator and crowd-pleaser, useful in both mall chaos and agency break-ins.

### Jean Grey

The bridge between rescue, empathy, psychic clues, and keeping Jubilee from running.

### Beast

The scientist who understands the danger of the registration system before anyone else does.

### Morph

The heart of the team, comic relief, and a perfect hero for a dramatic sacrifice or capture.

## Optional playable character:

### Jubilee

Use her as a new player character if someone wants to play the frightened rookie mutant caught in the middle of the event.



# Event Milestones

## We Protect Those Who Fear Us

**1 XP when you protect a civilian who is afraid of mutants, blaming mutants, or actively working against you.**

**3 XP when you take emotional or physical stress while refusing to abandon innocent bystanders.**

**10 XP when you either publicly reveal yourself as a hero to save people who hate you, or let the world believe you are dangerous in order to protect another mutant.**

## The Next Generation

**1 XP when you give Jubilee advice, comfort, criticism, or a warning about life as a mutant.**

**3 XP when your past as an X-Man shapes how you treat a young mutant in danger.**

**10 XP when you either convince Jubilee that the X-Men can be her family, or drive her away because the cost of being an X-Man seems too high.**

## Never Again

**1 XP when you compare the Sentinel program to past anti-mutant persecution.**

**3 XP when you escalate a confrontation because you refuse to let mutant registration continue.**

**10 XP when you either destroy the mutant files despite the public fallout, or preserve the evidence so the truth can be exposed later.**

## No More Casualties

**1 XP when you pull a teammate out of danger.**

**3 XP when you abandon a tactical advantage to save a teammate.**

**10 XP when you either leave someone behind to complete the mission, or sacrifice the mission to bring everyone home.**



# Act One: Fireworks at the Mall

## Opening Read-Aloud

*The mall is full of light.*

*Neon signs. Food court glass. Escalator chrome. The cheap sparkle of a hundred ordinary lives pretending the world is safe.*

*Then every screen in the building flickers.*

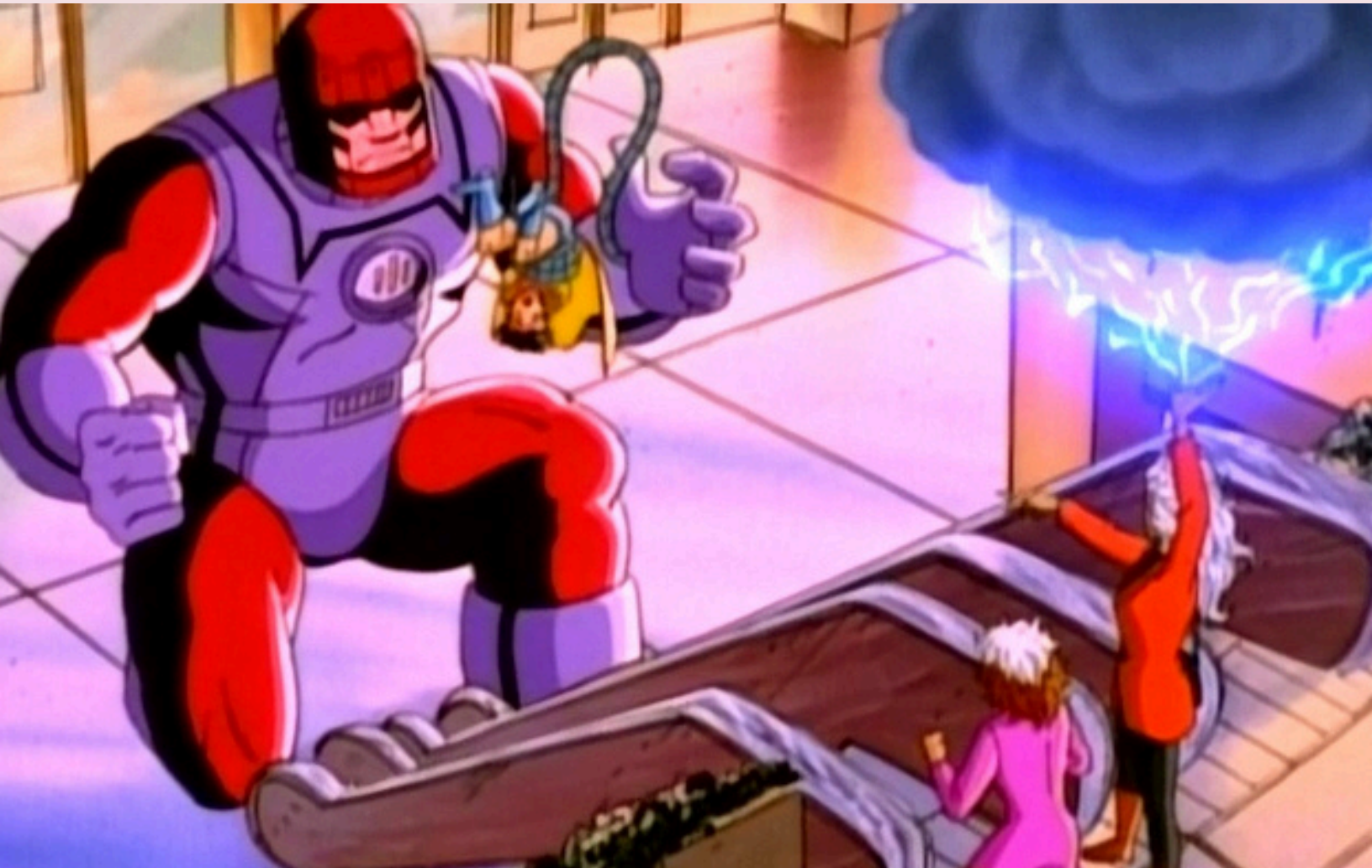
*A girl in a yellow coat looks up from the middle of the atrium, eyes wide, hands glowing with little bursts of colored fire she cannot explain and cannot stop. People back away from her. Someone screams the word mutant like it means monster.*

*The ceiling explodes inward.*

*The machine descends through dust and broken skylight, taller than any fear should be, its eyes burning red as it turns toward the girl.*

*“Mutant detected,” it says.*

*And outside, unseen by the crowd, the Blackbird cuts through the clouds.*



# Scene One: The New Salem Mall

Jubilee is trying to have a normal day. Maybe she is shoplifting food, hiding from mall security, or just trying to exist somewhere bright and loud enough to drown out how scared she is. Then her powers flare. Electronics pop. Lights burst. A security camera tracks her face.

Minutes later, the roof caves in.

A Sentinel lands in the mall atrium and announces:

“Mutant detected. Surrender for processing.”

## Scene Distinctions

*Crowded Mall Atrium*

*Panicked Civilians Everywhere*

*The Cameras Are Rolling*

## Opening Action

Start in medias res. The Sentinel has already fired once. Jubilee is dangling from a ruined escalator or trapped behind broken glass. Civilians are screaming. Mall security is making everything worse. The local news has a helicopter outside.

The heroes need to do three things at once:

*Rescue Jubilee.*

*Prevent mass casualties.*

*Stop the Sentinel without making mutantkind look like the threat.*

## Complications to Create

*Panicked Crowd*

*Structural Collapse*

*Jubilee Doesn't Trust You*

*Mutants Are the Real Danger!*

*Mall Security Interference*



## Doom Pool Triggers

Add d6 to the doom pool when:

*A hero uses an obviously destructive power in front of cameras.*

*A civilian is injured by collateral damage.*

*The Sentinel scans a hero and adds their mutant signature to its database.*

*Jubilee runs instead of listening.*

Spend doom to:

*Bring in a second Sentinel.*

*Have news footage frame the X-Men as attackers.*

*Separate Jubilee from the heroes.*

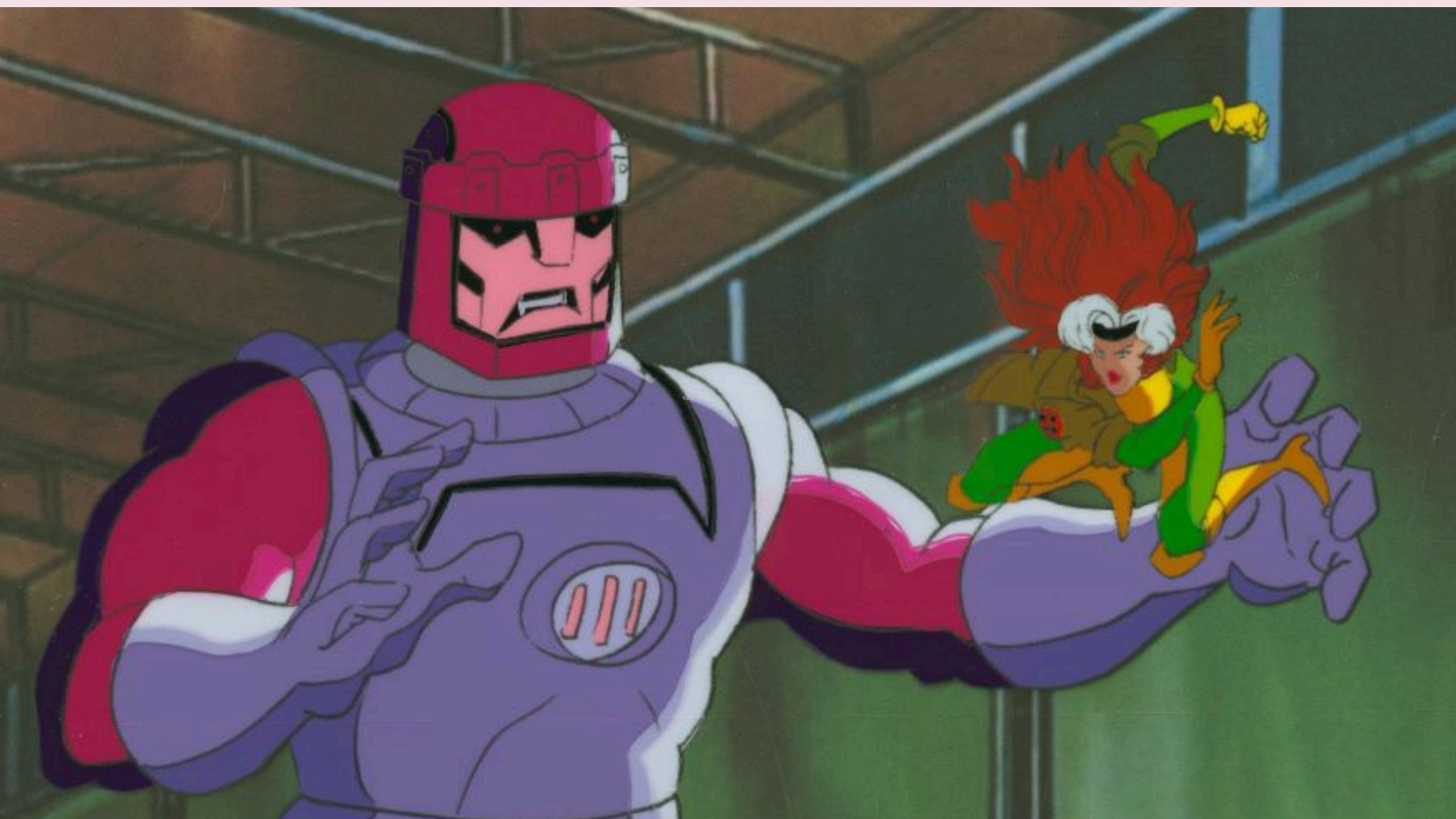
*Trigger a collapsing floor, exploding transformer, or falling skylight.*

## Scene Goal

The heroes succeed if they get Jubilee out alive and prevent the Sentinel from taking her. The Watcher characters get what they want if Jubilee is captured, the heroes are publicly blamed, or the Sentinel escapes with enough mutant data to identify the team.

## Transition Options

After the battle, Jubilee may wake in the X-Mansion, frightened and angry. The heroes may discover that the Sentinel came from the Mutant Control Agency. The TV is already reporting the mall incident as another example of mutant violence.



# Act Two: Welcome to the X-Men

## Scene Two: The Mansion, the Message, and the Monsters

This is the emotional center of the mini event.

Jubilee wakes in the X-Mansion infirmary. She does not know where she is. She has just been hunted by a giant robot. Her foster parents reported her. The people who saved her are strangers in costumes. Depending on how the mall scene ended, she may be grateful, furious, terrified, or ready to bolt.

Meanwhile, Professor Xavier and the team review what happened. The Sentinel was not acting randomly. It had access to a mutant identification system.

Then the alarms go off.

A damaged Sentinel beacon activates and leads an MCA recovery team toward the school.

### Scene Distinctions

*A School Hidden From the World*

*Jubilee Wants Answers*

*What This Scene Is About*

This scene should not just be another fight. It should force the heroes to show Jubilee what the X-Men are.

*Are they soldiers?*

*Teachers?*

*A family?*

*A doomed resistance movement?*

*A safe place?*

Let the players define it through action.

### Possible Scene Beats

Jubilee tries to escape the mansion.

Wolverine frightens her by being too intense.

Storm comforts her with honesty instead of promises.

Cyclops argues that the Sentinel program must be stopped immediately.

Beast explains the danger of mutant registration.

Jean senses that Jubilee feels betrayed by every adult in her life.

Morph tries to make her laugh at exactly the wrong or right moment.

Professor Xavier asks whether the X-Men have the right to ask a child to join their war.

# Act Three: The Mutant Control Agency

## Scene Three: Break the Files

The X-Men trace the Sentinel's signal to a Mutant Control Agency facility. It is not officially a death camp. It is worse in some ways: clean offices, armed security, polished language, and rooms full of files that reduce living people to threat profiles.

The heroes' objective is simple:

*Get in.*

*Find the mutant registration database.*

*Destroy or steal the files.*

*Get out.*

The problem is that the facility is waiting for them.

## Scene Distinctions

*Government-Adjacent Black Site*

*Every Mutant Has a File*

*Sentinel Launch Bay*

## Infiltration Challenges

Use these as action beats before the big fight:

**Security Grid d8:** *Laser gates, cameras, magnetic locks, and automated turrets.*

**Mutant Signature Scanner d10:** *It does not care about costumes or secret identities. It knows what you are.*

**Human Guards with Bad Orders d6 Mob:** *Most are not fanatics. Some are scared. Some think they are protecting the world.*

**The Database Core d10:** *Destroying it is easy if you do not care about evidence. Stealing it is harder, but may expose the truth.*



# The Big Reveal

Gyrich and Trask are not merely watching mutants, they are testing the Sentinels. The mall attack was a field exercise. Jubilee was bait. The X-Men's arrival gave them more data than they hoped for. When the heroes reach the database, the Sentinel launch bay opens.

## Finale: Sentinels in the Hangar

The final fight should feel unfair. The Sentinels are huge, coordinated, and adapting to the heroes' powers. This is where the mini event should hurt.

A hero may be captured.

A hero may be presumed dead.

Beast may stay behind to hold a door.

Morph may take a blast meant for Wolverine.

Jubilee may save the team with a desperate power surge.

## Possible Endings

### Clean Victory

The X-Men destroy the files, rescue Jubilee, and escape. The Sentinel program is damaged, but Gyrich and Trask vanish into the system. Senator Kelly uses the attack as proof that mutants are dangerous.

### Costly Victory

The X-Men destroy the files, but one of the mutants (Beast, in the show) is captured. The public now sees him in chains, and the trial of a mutant hero becomes the next event.

### Tragic Victory

The X-Men escape with Jubilee, but Morph is apparently killed by a Sentinel while saving Wolverine or another teammate. The team wins the mission and loses part of its soul.

### Dark Victory

The team steals the files instead of destroying them. Now they have proof, but every mutant name on that database is a loaded gun. Keeping the files creates new moral problems.

### Failure

Jubilee is taken. The X-Men must launch a rescue mission before she is processed, studied, or used as bait again.

# Watcher Characters

## SENTINELS

Affiliations	SOLO	6	Distinctions	SURRENDER, MUTANT
	BUDDY	8		OMEGA-LEVEL THREAT DETECTED
	TEAM	10		

Stress/Trauma	P	4	6	8	10	12
	M	4	6	8	10	12
	E	4	6	8	10	12

### Power Sets

## SENTINEL TECH

8	ENHANCED SENSES	10	PULSE BEAMS	10	SUPERHUMAN DURABILITY
10	SUPERHUMAN STRENGTH	8	SUBSONIC FLIGHT	10	SIZE

**SFX: Adaptable.** Add d6 to the Sentinel's dice pool for each failed action against a mutant opponent.

**SFX: Auto-Reactive Systems.** On a successful reaction against a close-combat attack action, inflict physical stress with the effect die. Spend a doom die to step it up.

**SFX: Focus All Sensors.** Replace two dice of equal size with one stepped-up die.

**Limit: Huge.** Change Size into a size-related complication to step up the lowest die in the doom pool or add a d6 doom die.

**Limit: Electronic Systems.** When targeted by an electromagnetic attack, shutdown Sentinel Tech to step up the lowest die in the doom pool or add a d6 doom die. Spend a doom die to recover Sentinel Tech.

### Specs

8	COMBAT EXPERT	8	MENACE EXPERT	8	TECH EXPERT	8	VEHICLE EXPERT
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Character writeup by Mark Meredith (Marvel Plot Points (marvelplotpoints.com))  
 Datafile created by Mark Meredith (Marvel Plot Points (marvelplotpoints.com))

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# Sentinel Patrol Unit

Use when you want Sentinels as a mob instead of individual major threats.

## Affiliation



## Distinctions

Mutant Apprehension Squad  
Coordinated Targeting  
Collateral Damage Is Acceptable

## Power Sets

### *Linked Sentinel Systems*

Energy Blast d8, Enhanced Durability d8, Enhanced Strength d8, Flight d6, Sensors d8

**SFX: Focus Fire.** Add a d6 and step up physical stress when multiple Sentinels attack the same target.

**SFX: Net Launchers.** On a successful attack, create Restrained d8 instead of dealing stress.

**SFX: More Units Incoming.** Spend a doom die to restore one defeated mob die.

**Limit: Mob.** Defeat one Sentinel for each Team die removed.

## Specialties

Combat Expert d8, Tech Expert d8



# Henry Peter Gyrich

## Affiliation



## Distinctions

The Man Who Calls Fear “Security”  
Official-Looking Authority  
Mutants Are a Problem to Be Managed

## Power Sets

### *Mutant Control Authority*

Bureaucratic Power d10, Security Clearance d10, Surveillance Network d8, Tactical Command d8

**SFX: I Have Authorization.** Spend a doom die to create or step up a complication involving law enforcement, government pressure, media framing, or restricted access.

**SFX: Public Narrative.** When using fear of mutants against heroes, add a d6 and step up emotional stress or social complications.

**SFX: Call in the Sentinels.** Spend d10 or larger doom to introduce a Sentinel or Sentinel Patrol Unit into the scene.

**Limit: Just a Man.** Against direct physical confrontation, Gyrich has no superhuman protection. Step up physical stress inflicted on him by superhuman attacks.

## Specialties

Business Expert d8, Covert Expert d8, Crime Expert d8, Menace Expert d8, Psych Expert d8



# Bolivar Trask

## Affiliation

 Solo  Buddy  Team

## Distinctions

Brilliant, Terrified Inventor  
I Built Them to Save Us  
Every Failure Requires a Bigger Machine

## Power Sets

### *Architect of the Sentinels*

Robotics Mastery d10, Surveillance Systems d8,  
Weapons Design d8, Counter-Mutant Algorithms d10

**SFX: *Technical Override.*** Spend a doom die to remove a tech-based asset or shut down a hero-created tech advantage.

**SFX: *Adaptation Protocol.*** When a Sentinel observes a hero using a power, step up the lowest doom die or create Power Profiled d8.

**SFX: *Prototype System.*** Add a doom die to a Sentinel's roll; after the roll, step back the highest die in that Sentinel's dice pool.

**Limit: *Fear Makes Mistakes.*** When Trask is confronted with the human cost of his work, step up emotional stress or create Shaken Confidence d8.

## Specialties

Science Master d10, Tech Master d10,  
Menace Expert d8



# Mutant Control Agency Security

## Affiliation

   Team

## Distinctions

Following Orders  
Too Scared to Ask Questions  
Nonlethal Until It Isn't

## Power Sets

### *Paramilitary Response Team*

Body Armor d6, Firearms d8, Restraint Gear d8,  
Surveillance Support d6

**SFX: *Suppression Formation.*** Add a d6 and keep an additional effect die when creating complications against multiple targets.

**SFX: *Mutant Dampener Cuffs.*** On a successful effect, create Power Dampened d8 instead of stress.  
**Limit: *Ordinary Humans.*** Area attacks, intimidation, or clear displays of overwhelming power may remove a mob die.

## Specialties

Combat Expert d8, Covert Expert d8



# Jubilee, Frightened New Mutant

Use Jubilee as a Watcher-controlled supporting character unless a player wants to take her.

## Affiliation



Solo



Buddy



Team

## Distinctions

I Didn't Ask to Be a Mutant  
Loud Mouth, Scared Heart  
Nobody Tells Me Anything

## Power Sets

### Plasmoid Fireworks

Energy Blast d8, Light Control d6, Reflexes d6

**SFX: Blinding Burst.** Add a d6 and step up the effect die when creating a blinded, distracted, or dazzled complication.

**SFX: Panic Flare.** When Jubilee is stressed or frightened, add a doom die to her attack and then step up her emotional stress.

**Limit: Untrained.** Change any Plasmoid Fireworks power into a complication and add d6 to the doom pool.

## Specialties

Acrobatics Rookie d6, Crime Rookie d6, Menace Rookie d6



# Event Complications

Use these whenever the action needs more pressure.

**Mutant Hysteria:** The public is scared, and every mistake confirms their fear.

**News Helicopter:** The cameras are always pointed in the worst possible direction.

**Registration Files:** Every round the heroes delay, more data is copied, transmitted, or weaponized.

**Sentinel Learning Curve:** Each time the heroes repeat a tactic, the Sentinels get better at countering it.

**Jubilee Runs:** She is not a mission objective. She is a scared kid with legs.

# Expanding the Mini Event

This can easily become the first chapter of a larger X-Men campaign.

Next stories could include:

**The Trial of Beast** – Beast becomes the public face of mutant fear.

**Enter Magneto** – Magneto offers a harsher answer to the same problem.

**The Return of Morph** – Was Morph killed, captured, rebuilt, or broken?

**Days of Future Past Seeds** – The Sentinel program is not just a present threat; it is the beginning of a possible future.

**Senator Kelly's Campaign** – Anti-mutant politics become a battlefield of their own.

# BEAST

Dr. Henry "Hank" McCoy (Public)



Affiliations	<b>SOLO</b> 6	Distinctions	<b>BOUNTING BLUE GORILLA</b> <b>RENAISSANCE BEAST</b> <b>SMARTEST MAN IN THE ROOM</b>
	<b>BUDDY</b> 8		
	<b>TEAM</b> 10		

XP

PP

Stress/Trauma	P	4	6	8	10	12
	M	4	6	8	10	12
	E	4	6	8	10	12

Power Sets

## BESTIAL MUTANT

- 8 ENHANCED DURABILITY
- 8 ENHANCED SENSES
- 8 ENHANCED STAMINA
- 10 SUPERHUMAN REFLEXES
- 10 SUPERHUMAN STRENGTH

**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.* When affected by mutant-specific complications or tech add a D6 to the doom pool or step up a doom die by +1 for 1 PP.

Specs

- 10 ACROBATICS MASTER
- 8 COMBAT EXPERT
- 10 COSMIC MASTER
- 8 MEDICAL EXPERT
- 8 POLITICS EXPERT
- 10 SCIENCE MASTER
- 10 TECH MASTER

Milestones

## MAN OF SCIENCE

- 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.

## PUBLIC FACE OF MUTANTKIND

- 1 XP** when you create or step up a Charming Bookish Professor asset to assist you in interactions with a Watcher character.
- 3 XP** when you use your Politics Expert Specialty in a dice pool to create complications against anti-mutant foes.
- 10 XP** when you either decide to leave the X-Men to make lobbying for mutant rights your full time career or you abandon politics for a more "actions speak louder than words" approach to fighting for mutant rights.

Character writeup by Jayson Jolin (Marvel Plot Points (marvelplotpoints.com)), inspired by the MHR Breakout datafile  
 Datafile created by Mark Meredith (Marvel Plot Points (marvelplotpoints.com))




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# CYCLOPS

Scott Summers (Public)

Affiliations

SOLO   
 BUDDY   
 TEAM 

Distinctions

FAMILY IS EVERYTHING  
 MASTER TACTICIAN  
 NO NONSENSE

XP

PP

Stress/Trauma

P					
M					
E					

Power Sets

## POWERFUL STARE

 FORCE BLAST  OPTIC THRUSTER

**SFX:** *Area Attack.* Add a d6 and keep an additional effect die for each additional target.


**SFX:** *Reverse Thrust.* Spend 1PP to ignore Physical Stress or Trauma from falling.

**SFX:** *Ricochet.* Against a single target, step up or double Force Blast. Remove the highest rolling die and use three dice for your total.

**Limit:** *Mutant.* When affected by mutant-specific complications or tech add a D6 to the doom pool or step up a doom die by +1 for 1 PP.

**Limit:** *Ruby-Red Visor.* Change Force Blast into a complication or shutdown Force Blast to gain 1PP. Spend an action vs. doom pool to recover Force Blast.

Specs

 COMBAT EXPERT  COSMIC EXPERT  COVERT EXPERT  
 TECH EXPERT  VEHICLE MASTER

Milestones

## LOVE TRIANGLES

**1 XP** when you first take a stance that puts you in a love triangle between you, Jean Grey, and another character such as Wolverine or Madelyne Pryor.

**3 XP** when you spend 1 PP to change stress of another type inflicted on you by a member of your love triangle to Emotional Stress.

**10 XP** when you make a choice that ends the love triangle and forces one or more of its member, including you, into romantic solitude.

## WHEN ACTIONS MEET WORDS

**1 XP** when you declare another hero your love interest.

**3 XP** when you make a decision or create a circumstance that puts your chosen hero in harm's way.

**10 XP** when you either choose to stay and lead your team or leave to embrace domestic life.

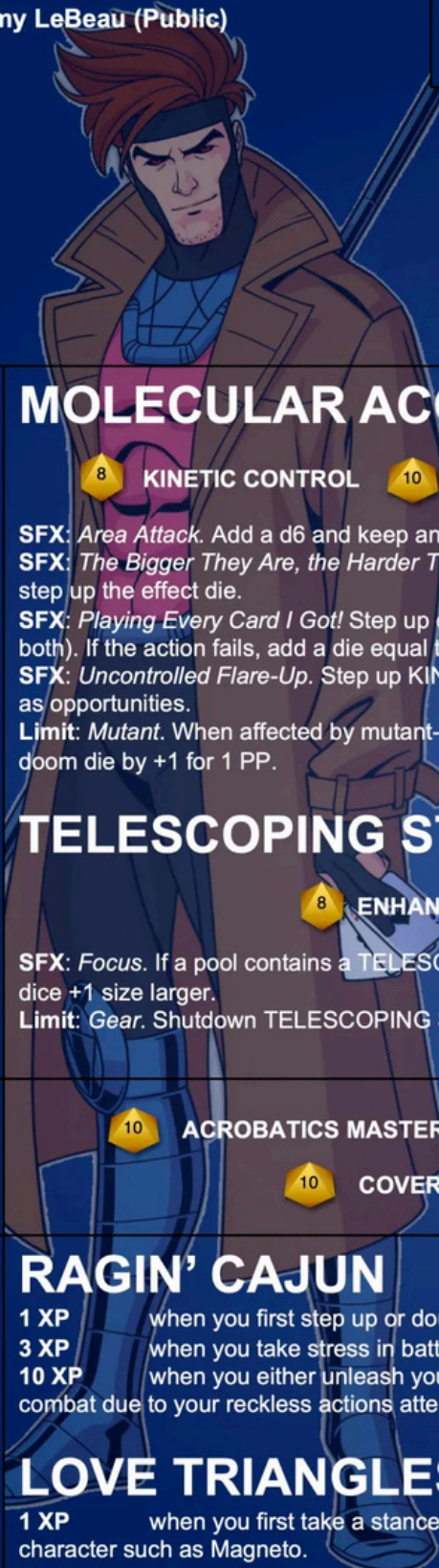
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# GAMBIT

Remy LeBeau (Public)



Affiliations	<b>SOLO</b> 10	Distinctions	<b>PRINCE OF THIEVES</b> <b>PLAYING FOR KEEPS IS STILL PLAYIN'</b> <b>REMEMBER MY NAME</b>
	<b>BUDDY</b> 8		
	<b>TEAM</b> 6		

XP						
PP						
Stress/Trauma	P	4	6	8	10	12
	M	4	6	8	10	12
	E	4	6	8	10	12

Power Sets

## MOLECULAR ACCELERATION

8 KINETIC CONTROL 10 PSYCH RESISTANCE 8 ENHANCED REFLEXES

**SFX:** *Area Attack.* Add a d6 and keep an additional effect die for each additional target.  
**SFX:** *The Bigger They Are, the Harder They Fall.* When creating a KINETIC CONTROL asset, add a D6 and step up the effect die.  
**SFX:** *Playing Every Card I Got!* Step up or double KINETIC CONTROL for one action (or spend a PP to do both). If the action fails, add a die equal to the normal rating of your power die to the doom pool.  
**SFX:** *Uncontrolled Flare-Up.* Step up KINETIC CONTROL. As long as this SFX is active, both 1s and 2s count as opportunities.  
**Limit:** *Mutant.* When affected by mutant-specific complications or tech add a D6 to the doom pool or step up a doom die by +1 for 1 PP.

## TELESCOPING STAFF

8 ENHANCED DURABILITY 8 WEAPON

**SFX:** *Focus.* If a pool contains a TELESCOPING STAFF die, you may combine two dice of equal size into one dice +1 size larger.  
**Limit:** *Gear.* Shutdown TELESCOPING STAFF to gain 1 PP.

Specs

10 ACROBATICS MASTER 10 CRIME MASTER 8 COMBAT EXPERT  
 10 COVERT MASTER 8 PSYCH EXPERT

Milestones

## RAGIN' CAJUN

**1 XP** when you first step up or double a die in a battle to protect a teammate.  
**3 XP** when you take stress in battle due to your recklessness.  
**10 XP** when you either unleash your powers and eliminate a foe on your own, or are removed from combat due to your reckless actions attempting to save a friend.

## LOVE TRIANGLES

**1 XP** when you first take a stance that puts you in a love triangle between you, Rogue, and another character such as Magneto.  
**3 XP** when you spend 1 PP to change stress of another type inflicted on you by a member of your love triangle to Emotional Stress.  
**10 XP** when you make a choice that ends the love triangle and forces one or more of its member, including you, into romantic solitude.

# JEAN GREY

Jean Grey(Public)



Affiliations	<b>SOLO</b>	Distinctions	-MARVEL-OUS TELEKINETIC
	<b>BUDDY</b>		-PATIENCE HAS ITS LIMITS
	<b>TEAM</b>		-THE ORIGINAL JEAN GREY

XP

PP

Stress/Trauma	<b>P</b>					
	<b>M</b>					
	<b>E</b>					

Power Sets

## FIRST CLASS PSIONICS

- ANIMAL CONTROL PSI-BLAST PSIONIC RESISTANCE
- PSIONIC SHIELD TELEKINETIC CONTROL TELEKINETIC FLIGHT
- TELEPATHIC SENSE TELEPATHY

**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 your effect die by +1 when using Mutant Psionics to inflict Grapple complications on a target.

**Limit:** *Mutant.* When affected by mutant-specific complications or tech add a D6 to the doom pool or step up a doom die by +1 for 1 PP.

**Limit:** *Conscious Activation.* If stressed out, asleep, or unconscious, shut down Mutant Psionics. Recover Mutant Psionics when stress is recovered or you wake up. If Mental Trauma is taken, shut down Mutant Psionics until Trauma is recovered.

## PSIONIC ASTRAL FORM

- INTANGIBILITY INVISIBILITY

**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.

Specs

- COSMIC EXPERT PSYCH MASTER

Milestones

## FINDING HERSELF

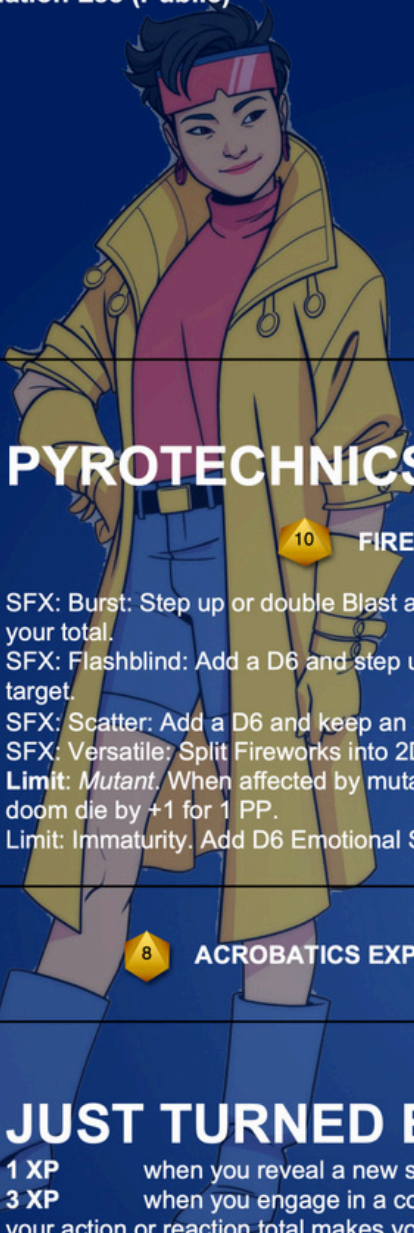
- 1 XP** when you mention that you are unsure if a memory of a person or place is yours or Madelyn Pryor's.
- 3 XP** when you take Emotional Stress or Complications from an accidental psychic connection to Madelyn Pryor.
- 10 XP** when you either sort out your memories and put aside those that are not your own, or you take Emotional Trauma from them and take your leave of the team to heal your mind.

## STOLEN FAMILY

- 1 XP** when you try to connect with someone of the Madelyn Pryor bloodline in spite of their distance towards you.
- 3 XP** when you convince a member of that bloodline to accept you as their Buddy or as a part of their Team during an Action Scene where they had previously and deliberately excluded you.
- 10 XP** when you either accept that that bloodline will forever be resistant to you and give up trying to gain their acceptance or you win the respect of the person of that bloodline that you had worked so hard to bond with.

# JUBILEE

Jubilation Lee (Public)



Affiliations	<b>SOLO</b>	Distinctions	ALWAYS THE 4th OF JULY NOT JUST A KID ANYMORE HOPEFUL YET SARCASTIC
	<b>BUDDY</b>		
	<b>TEAM</b>		

Stress/Trauma	<b>P</b>					
	<b>M</b>					
	<b>E</b>					

XP

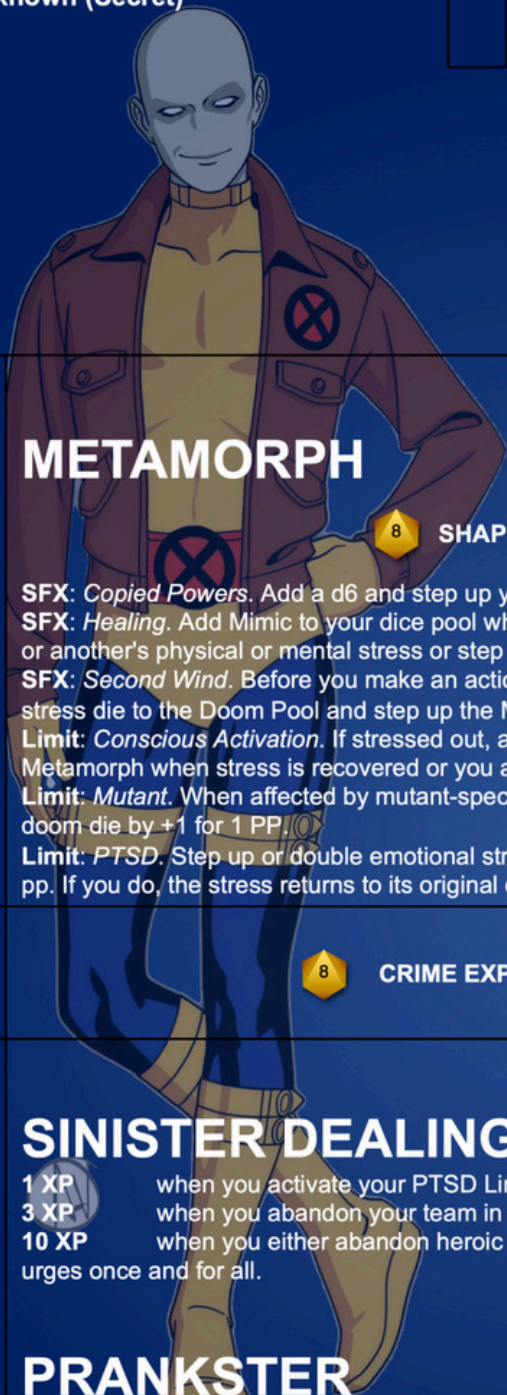
PP

Power Sets	<h2>PYROTECHNICS</h2> <p> FIREWORKS  PSIONIC RESISTANCE</p> <p>SFX: Burst: Step up or double Blast against a single target. Remove the highest rolling die and add 3 dice to your total.                  SFX: Flashblind: Add a D6 and step up your effect die by +1 when inflicting a Blindness complication on a target.                  SFX: Scatter: Add a D6 and keep an additional Effect Die for each additional target.                  SFX: Versatile: Split Fireworks into 2D8 or 3D6.                  Limit: Mutant: When affected by mutant-specific complications or tech add a D6 to the doom pool or step up a doom die by +1 for 1 PP.                  Limit: Immaturity: Add D6 Emotional Stress or step up Emotional Stress by +1 for 1 PP.</p>
Specs	<p> ACROBATICS EXPERT  PSYCH EXPERT  TECH EXPERT</p>
Milestones	<h2>JUST TURNED EIGHTEEN</h2> <p><b>1 XP</b> when you reveal a new stunt associated with your Psych or Tech Specialties.  <b>3 XP</b> when you engage in a confrontation with another hero regarding your use of your Specialties and your action or reaction total makes you the victor.  <b>10 XP</b> when you use a questionable Psych or Tech asset or resource to support a team member or you refrain from supporting a team member with your Specialties at a critical moment.</p> <h2>PASSING THE TORCH</h2> <p><b>1 XP</b> when you reach out to a fellow mutant and offer them a place on your team.  <b>3 XP</b> when you create stunts, assets, or resources geared towards helping a fellow mutant with their personal struggles.  <b>10 XP</b> when you either give up your efforts to recruit another mutant to the X-Men and let them make their own choice or, with their permission, you dedicate yourself to being a full-time mentor for that mutant.</p>

Character writeup by Jayson Jolin (Marvel Plot Points (marvelplotpoints.com), inspired by Marvel Plot Points: X-Cutioner's Song.  
 Datafile created by Mark Meredith (Marvel Plot Points (marvelplotpoints.com))  
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# MORPH
















Unknown (Secret)



Affiliations	<b>SOLO</b> 	Distinctions	<b>CLASS CLOWN</b> <b>GOOD LISTENER</b> <b>SPLINTERED PSYCHE</b>
	<b>BUDDY</b> 		
	<b>TEAM</b> 		

XP 

PP 

Stress/Trauma	P					
	M					
	E					

Power Sets

## METAMORPH

 **SHAPESHIFTING**  **MIMIC**

**SFX: Copied Powers.** Add a d6 and step up your effect die by +1 when using Metamorph to create assets.

**SFX: Healing.** Add Mimic to your dice pool when helping others recover stress. Spend 1 PP to recover your own or another's physical or mental stress or step back your own or another's Physical Trauma by -1.

**SFX: Second Wind.** Before you make an action including a Metamorph power, you may move your physical stress die to the Doom Pool and step up the Metamorph power by +1 for this action.

**Limit: Conscious Activation.** If stressed out, asleep, or unconscious, shutdown Metamorph. Recover Metamorph when stress is recovered or you awake. Shutdown Metamorph until trauma is recovered.

**Limit: Mutant.** When affected by mutant-specific complications or tech add a D6 to the doom pool or step up a doom die by +1 for 1 PP.

**Limit: PTSD.** Step up or double emotional stress or trauma used in an action or reaction against you to gain 1 pp. If you do, the stress returns to its original die.

Specs

 **CRIME EXPERT**  **COVERT EXPERT**

Milestones

## SINISTER DEALINGS

**1 XP** when you activate your PTSD Limit.

**3 XP** when you abandon your team in the middle of a fight

**10 XP** when you either abandon heroic life and embrace life and embrace villainy, or face down your dark urges once and for all.

## PRANKSTER

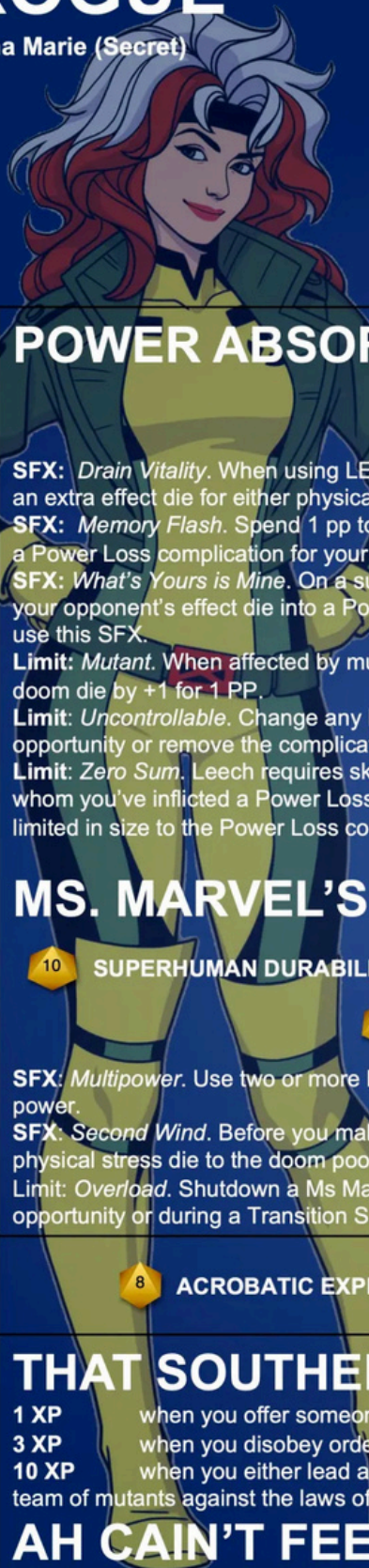
**1 XP** When you declare another character to be a target for your pranks.

**3 XP** When you make a normally stoic character laugh.

**10 XP** When your incessant pranking either causes your targeted character to threaten you, or catch you by surprise with a practical joke of their own.

# ROGUE

Anna Marie (Secret)



Affiliations	<b>SOLO</b> 10	Distinctions	SOUTHERN BELLE UNTOUCHABLE HAUNTED BY THE PAST
	<b>BUDDY</b> 6		
	<b>TEAM</b> 8		

XP		Stress/Trauma	P	4	6	8	10	12
PP			M	4	6	8	10	12
			E	4	6	8	10	12

Power Sets

## POWER ABSORPTION

10 LEECH 12 MIMIC

**SFX: Drain Vitality.** When using LEECH to create a Power Loss complication on a target, add a d8 and keep an extra effect die for either physical stress or a Copied Powers asset.

**SFX: Memory Flash.** Spend 1 pp to use any SFX or Specialty belonging to a target on whom you have inflicted a Power Loss complication for your next roll.

**SFX: What's Yours is Mine.** On a successful reaction against an action that involves physical contact, convert your opponent's effect die into a Power Loss complication. If your opponent's action succeeds, spend 1 pp to use this SFX.

**Limit: Mutant.** When affected by mutant-specific complications or tech add a D6 to the doom pool or step up a doom die by +1 for 1 PP.

**Limit: Uncontrollable.** Change any Power Absorption power into a complication to gain 1 pp. Activate an opportunity or remove the complication to recover that power.

**Limit: Zero Sum.** Leech requires skin-to-skin contact with the target. Mimic only duplicates powers of those on whom you've inflicted a Power Loss complication. Mimic-based assets created based on the target's power are limited in size to the Power Loss complication affecting the target.

## MS. MARVEL'S POWERS

10 SUPERHUMAN DURABILITY 8 SUBSONIC FLIGHT 10 SUPERHUMAN STAMINA  
10 SUPERHUMAN STRENGTH

**SFX: Multipower.** Use two or more Ms Marvel's Powers powers in your dice pool, at -1 step for each additional power.

**SFX: Second Wind.** Before you make an action including a Ms Marvel's Powers power, you may move your physical stress die to the doom pool and step up the Ms Marvel's Powers power by +1 for this action.

**Limit: Overload.** Shutdown a Ms Marvel's Powers power and gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.

Specs

8 ACROBATIC EXPERT 8 COMBAT EXPERT 8 COVERT EXPERT

Milestones

## THAT SOUTHERN CHARM

1 XP when you offer someone sass, attitude, or Southern charm.  
3 XP when you disobey orders from a prominent mutant leader.  
10 XP when you either lead a team of mutants in accordance with current mutant leadership or lead a team of mutants against the laws of mutantkind.

## AH CAIN'T FEEL YOU

1 XP when you express dismay over your Power Absorption abilities.  
3 XP when you use your Leech power against a fellow mutant and express remorse over it.  
10 XP when you either give into your passions and use your Power Absorption on someone you care about, or turn away from your passions in order to protect others from your powers.

# STORM

Ororo Monroe (Secret)

Affiliations	<b>SOLO</b> 6	Distinctions	<b>CLAUSTROPHOBIA</b> <b>TEMPESTUOUS</b> <b>FAIR IS FOUL AND FOUL IS FAIR</b>
	<b>BUDDY</b> 8		
	<b>TEAM</b> 10		

XP

PP

Stress/Trauma	P	4	6	8	10	12
	M	4	6	8	10	12
	E	4	6	8	10	12

Power Sets

## WEATHER GODDESS

- 10 ELECTRICAL BLAST
- 8 ENHANCED REFLEXES
- 8 ENHANCED SENSES
- 8 ENHANCED STAMINA
- 8 PSYCHIC RESISTANCE
- 8 SUBSONIC FLIGHT
- 12 WEATHER SUPREMACY

**SFX: Area Attack.** Add a d6 and keep an additional effect die for each additional target.

**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 WEATHER GODDESS power.

**SFX: Multipower.** Use two or more WEATHER GODDESS powers in your dice pool, at -1 step for each additional power.

**Limit: Emotional Tempest.** Change any WEATHER GODDESS 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.

**Limit: Mutant.** When affected by mutant-specific complications or tech add a D6 to the doom pool or step up a doom die by +1 for 1 PP.

Specs

- 10 CRIME MASTER
- 8 COMBAT EXPERT
- 10 COVERT MASTER
- 10 MENACE MASTER
- 8 VEHICLE EXPERT

Milestones

## WHIRLWIND OF EMOTIONS

1 XP when you first use your Emotional Link SFX.

3 XP when you first activate your Emotional Tempest Limit.

10 XP when you either apologize for injuring a teammate with your powers, or leave the battlefield rather than apologize.

## MODEST GODDESS

1 XP when you first take mental or emotional stress.

3 XP when you either ask to join a team or turn down an offer to join one.

10 XP when you either abandon your heroic identity to accept civilian life, or when you accept your fate as a full X-Man.

# WOLVERINE

Logan (Public)

Affiliations	<b>SOLO</b> 10	Distinctions	I'M THE BEST AT WHAT I DO MASTERLESS SAMURAI MYSTERIOUS PAST
	<b>BUDDY</b> 6		
	<b>TEAM</b> 8		

XP  
[ ]

PP  
[ ]

Stress/Trauma	P	4	6	8	10	12
	M	4	6	8	10	12
	E	4	6	8	10	12

Power Sets

## FERAL MUTANT

- 8 ENHANCED REFLEXES
- 8 ENHANCED STRENGTH
- 12 GODLIKE STAMINA
- 10 SUPERHUMAN SENSES

**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:** When affected by mutant-specific complications or tech add a D6 to the doom pool or step up a doom die by +1 for 1 PP.

## WEAPON X PROGRAM

- 10 ADAMANTIUM CLAWS
- 10 PSYCHIC RESISTANCE

**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.

Specs

- 8 COMBAT MASTER
- 10 COVERT MASTER
- 8 CRIME EXPERT
- 10 MENACE MASTER
- 8 VEHICLE EXPERT

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 you inflict Physical Stress or Trauma using a dice pool that includes the use of your Berserker SFX.
- 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.

Character writeup by Jayson Jolin (Marvel Plot Points (marvelplotpoints.com)), inspired by the datafile in Civil War: X-Men Datafile created by Mark Meredith (Marvel Plot Points (marvelplotpoints.com))  
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