

# MARVEL SUPER HEROES

THE UNCANNY

# X-MEN™



Campaign Book

# MARVEL SUPER HEROES™

Official Advanced Game Adventure

## CAMPAIGN BOOK

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# WHAT ARE MUTANTS?



Mutants are individuals with major genetic modifications present in their DNA at birth. These modifications often endow the user with super-human powers and abilities. These changes may manifest themselves in physical changes, such as wings, fur, or oddly shaped eyes. Or they may be internal, and the individual may appear human until he or she suddenly begins reading minds or turning into ice or fire.

Mutant powers usually manifest themselves with the onset of adolescence. This is the time when the body is capable of handling the changes brought about by its mutant genetic code. Some mutant powers manifest themselves before or after adolescence: In some cases, trauma can cause mutant abilities to surface prematurely, in others, latent mutants may grow to adulthood unaware of their mutant nature until a particular situation causes them to manifest super-abilities.

Mutants are closely related to mutants, also called mutated or altered

humans. These are ordinary individuals whose super-human abilities are the result of exposure to radiation or other genetic modification. For the altered human, his genetic makeup has been changed through the process that transformed him. Mutants alter through the awakening of their own genetic code.

Mutants differ from high tech heroes in that their abilities are inborn, not the result of some equipment or scientific principle. Further, they are not robots nor aliens, but are generally natives of this dimension and this planet.

Such descriptions and categories are only guidelines—there are many grey areas. For example, Wolverine is a mutant, but derives a number of his abilities from an adamantium skeleton and high tech claws. Similarly, Warlock and Ariel are both alien mutants, and certain types of Sentinels are, technically, mutants in that they have been altered through their own programming to a higher plane.

Mutant abilities are inborn, such that anyone could be a mutant, or hold the potential for mutant abilities. This subtle difference sets mutants apart from the others in that the “mutant menace”—individuals with abilities used incorrectly or for evil purposes—could be anywhere or anyone. This makes most people very uncomfortable in that their son, daughter, or best friend may be a mutant. Even a mutant-hater could be revealed as a mutant! Other “hero-types” have at least some measure of choice in the matter—the high tech hero has the choice (at least initially) to use his or her devices, and the altered human requires a specialized situation (radioactive spiders, gamma bombs, cosmic radiation) to bring about the changes that produce a unique set of modifications. Mutants, however, can appear at any time, and the suddenness of the transformation contributes to the hatred mutants attract from ordinary humans.

Finally, mutants themselves have the potential to mutate, much like altered humans. The Beast, for exam-

ple, has had a number of incarnations. His abilities have changed due to external stimuli—additional chemical reactions, induced disease, or the effect of others’ mutant powers. Mutant mutations generally don’t change the basic nature of a mutant’s original power: A character with super-human mutant strength doesn’t often gain wings for flight through further mutation.

## WHY ARE MUTANTS?

The nature of viable human mutation in the Marvel Universe is currently unknown, though a number of distinguished researchers, including Professor Charles Xavier and Dr. Moira MacTaggart, have made great strides in identifying the process of mutation. Such studies are hampered by the political and social nature of mutant research, and researchers are often forced to “choose sides,” proclaiming themselves as either pro- or anti-mutant, in their initial assumptions.

The root causes of mutation and the reasons for the proliferation of mutants at this time are in doubt, with several theories as to their ultimate cause. The first and most commonly-held is that mutants are a natural step in the evolutionary process, a new species of man, as far removed from the present man as present man was from Neanderthal and other similar ancestors. This theory adds to the feeling of disquiet most humans have about mutant-kind, as they may be dealing with their own evolutionary replacement.

A second theory ties the genetic bomb of mutation to the Celestials, a super-race of aliens which landed on Earth a million years ago and modified the genetic make-up of the existing human stock. It is known that the Celestials created the Eternal and Deviant races in this fashion, and they may also have marked humanity with the genetic programming for beneficial mutation, accounting for both mutant

stock and super-powered altered humans.

A third theory, tied with either of the first two, implies that mutants are appearing now in such great numbers because of the increased background radiation levels since the first atomic tests almost 50 years ago. This theory states that the rising radiation level, though small, is sufficient to trigger either natural mutation, or to unlock the Celestial's genetic "gift" for mutation. There were mutants prior to the atomic age, including such ancient beings as Apocalypse and Selune, as well as mutants from locations other than Earth, but the great majority of Earth-based mutants have appeared in the last fifty years.

A final theory involves the existence of a genetic "Survivor," also known as "That Which Endures," which acts as the engine of evolution for all life on Earth. This "survivor" remains with the dominant species (trilobites, dinosaurs, or humans) until that species reaches its genetic peak. It then casts about for a new host species to follow. Under this theory, the rise in mutants is a result of the reawakening of this "survivor" which has chosen the mutants as its next step.

The difficulty with all of these theories (Nature, Celestials, Radiation, and Survivor) is that they may all be true or partially true. Unfortunately, there is no way of discovering which theory is correct. Scientists can't recreate or repeat the life experiment to watch it unfold. However, the alternate Earth of the Squadron Supreme may provide some clues as to the nature of mutation. This Earth has no obvious Eternals or Deviant races, and may not have been visited by the Celestials, but this has not been confirmed. What has been confirmed is that the number of super-human mutants and super-powered individuals in general is significantly lower than on our

Earth. Whether this can be attributed solely to the lack of Celestial involvement is unknown.

## WHERE ARE MUTANTS?

Everywhere. There are representatives of mutant-kind on every continent on earth, including the Antarctic. However, the great bulk of recognized mutants, in particular those with organized, costumed groups, are found in the United States.

The US is the "mutant-leader" for a number of reasons. It has had a long history, dating back before the Second World War, of costumed crime-fighters of exceptional powers, such that the transition to costumed groups of mutant heroes was made smoothly, raising nary an eyebrow. The US was a leader in both nuclear energy and atomic tests, and at one time conducted most of these tests above-ground. Lastly, the United States has a higher technological base that allows it to identify and encourage those with mutant abilities. The "American Way" of personal individuality and achievement also contributes to the frequent appearance of super-powered individuals, in particular those interested in either personal gain or the common good.

The other major nuclear power, the Soviet Union, has had its share of mutants as well, but attempts at government control have led to self-defeating, bureaucratic abuse, driving those mutants who survive government tests underground. The costumed crime-fighter exists only as an extension of the state, and not all mutants agree with that state.

The remainder of the developed nations have a scattering of mutants. However, many mutants find that it is

better to keep one's super-powered light under a bushel as opposed to bragging and swaggering about in the American fashion. Some of the mutants of these countries become recognized national heroes, but many operate behind the scenes.

Recognized mutants in the "third world" or developing countries are rare, in part because of harsh conditions that may suppress the maturation of mutant abilities, and in part for lack of opportunity or even recognition of mutant powers. A rapid healing factor or the ability to understand written languages is not as noticeable in a society where daily survival is the chief occupation.

The exception to the above is Genosha, an island nation in the Indian Ocean, which has led the way beyond present US mutant activities. The Genoshans are expert genetic engineers, and have in effect created a slave race of mutants to perform mundane and dangerous tasks to support the high standard of living of the human majority. In addition to the "crafted" mutant born into servitude, those Genoshans born with mutant abilities are required by law to surrender themselves and enter the underclass. Many American mutants fight actively against the Genoshan model, fearing that it may become widespread.

Whether the Genoshan model takes hold remains to be seen. In the meantime, Judges and players will find in this book all of the information they need to experience mutant life. The pages that follow chronicle the history of every major mutant group in the Marvel Universe. You'll find descriptions of the people, places, and events that have created the world as mutants know it today...and how players can affect the world as it might be tomorrow.

# MUTANT HISTORIES

In this chapter you'll find background information on various mutant organizations beginning with the very first—the uncanny X-Men.

## THE X-MEN

The X-Men were created by Professor Charles Xavier. Himself a mutant with powerful telepathic abilities, Xavier learned first-hand the nature of various menaces to humanity, from the treachery of Baron Strucker in the post-war years to the mutant danger of Amahl Farouk and to the alien threat of Lucifer. Damage suffered in his battle with Lucifer cost Professor X the use of his limbs, and from that time on he was confined to a wheelchair.

This battle, and his experiences with young mutants unable to control their power, led Professor X to dedicate himself to the creation of a foundation capable of training young mutants in the use of their super-human abilities. This organization was also to provide a counter to evil mutants and other super-powered menaces on the rise. With the financial aid of Dr. Moira MacTaggart, this teaching academy became Professor Xavier's School for Gifted Youngsters. The super-powered team that arose from that school became the X-Men.

The original X-Men were Scott Summers (Cyclops), Bobby Drake (Iceman), Warren Worthington III (Angel), Hank McCoy (The Beast) and Jean Grey (Marvel Girl). Jean was the last of the original team to join, but she was one of the first young mutants Xavier discovered. Unable to handle her telepathic abilities, Xavier subdued those abilities with his mental powers until she was sufficiently grown to handle them. As a result, Marvel Girl was primarily a telekinetic early in her costumed life, developing telepathic powers later on.

The X-Men, named, according to Summers, for the "Extra" abilities they possessed, made their debut as heroes in battle with Magneto, an old colleague of Professor X. The master of magnetism took over the American

rocket launch site at Cape Citadel. The young X-Men drove Magneto back and were regarded as heroes for their effort, much like the Avengers or Fantastic Four, groups which at that time had no mutant members.

Much of the early career of the X-Men was along the lines of super-powered teenage heroes, with their mutant nature considered secondary to their ability to fight back super-powered menaces. They worked extensively through the United States government, their liaison being an FBI agent named Amos "Fred" Duncan. They benefited from government information, while the FBI benefited from super-powered allies to deal with enemies such as the Vanisher.

However, over time, the relationship between mutants and humans changed. While mutants weren't viewed with the fear and hatred more common today, ordinary humans recognized that mutant-kind was inherently different, much moreso than a super-soldier from WWII, a scientist with powers gained as a result of an accident, a man in a high-tech battlesuit, or a native of another dimension.

With Bolivar Trask warning ordinary humans of the "mutant menace" and the creation of the first Sentinels, the climate began to turn chilly for mutant-kind. Increased activity of evil mutants furthered the image of the uncontrollable mutant danger lurking in otherwise "normal individuals."

Through this gathering storm, the core team of five original X-Men remained basically unchanged. Attempts to recruit the Blob and Sub-Mariner were failures. Mimic, a non-mutant with the ability to duplicate mutant abilities, joined and even led the team briefly, but he left soon after losing his abilities temporarily in battle with the Super-Adaptoid.

Changeling, a shape-changing mutant who had served as an agent for world-conquering aliens, reformed and was recruited by Professor X. The professor needed time to prepare psionic weaponry against an anticipated invasion of the Z'Nox, and had Changeling imitate him and act as

team leader during this preparation. The X-Men were unaware of the deception. When Changeling, as the false Professor X, was killed in battle, Xavier decided to let the falsehood stand, until the Z'Nox invasion.

Soon after Professor X's "death," the X-Men disbanded, but re-formed in the face of new menaces and in response to the increasing appearance of other mutants. Lorna Dane was a mutant with latent magnetic powers, brought forward by Magneto's devices. Scott Summers's brother Alex manifested cosmic powers, and was kidnapped by the Living Monolith (then the Living Pharaoh) to serve as a living power battery. Both times the X-Men rallied to the rescue, and while Lorna and Alex, as Polaris and Havok, were considered "reserve members" of the X-Men, they were not students at Xavier's school. The school had been officially closed with Xavier's death, but was now used by the X-Men as a base of operations.

It was at this time that the most advanced of the Sentinels, the Mark II, was developed by Bolivar Trask's son, Larry. Motivated by revenge against the mutants who were responsible for his father's death, and unaware that he himself was a mutant, Trask created the most effective mutant-hunting machines up to the present-day. These Sentinels broke free of their mutant master and were defeated only when their logic was foiled, and they were sent to the supposed source of mutations, the Sun. One Mark II was mutated in the process, and returned to Earth, where it was destroyed by the Avengers. Larry Trask died in this later battle.

Prof. X emerged from hiding to repel the Z'Nox invasion, using a device which linked the minds and wills of "men and women of good faith." This device repelled the Z'Nox, but also set up the situation where Princess Lilandra of the Shi'ar formed a telepathic link with the Professor, leading to their subsequent meeting and romance.

During the next few months, the X-Men rarely operated as a complete team, and usually aided other, non-



mutant heroes. It was at this time that Hank McCoy attained his blue-furred, bestial state and left the team.

While checking reports of a mutant on a south-sea island, the remainder of the team, including Polaris and Havok, were kidnapped by Krakoa, the living island. Krakoa sent Cyclops back to civilization to bring more mutants. Cyclops and Prof. X at this point recruited the "new" X-Men to rescue the old.

This new team was more international in scope than the old, and included the American-born African Ororo Monroe (Storm), the Apache John Proudstar (Thunderbird), the German Kurt Wagner (Nightcrawler), the Russian Peter Rasputin (Colossus), the Japanese Shiro Yashida (Sunfire), the Irish Sean Cassidy (Banshee), and the enigmatic Canadian Logan (Wolverine).

The new team rescued the old, but immediately afterwards many of the adventurers left the combined team: Sunfire returning to Japan, Havok, Polaris, Marvel Girl, Iceman, and Angel leaving to pursue other interests. The "New" X-Men consisted of the remaining members of the international team, led by Prof. X and Cyclops.

The new team was conceived primarily as a heroic organization to hone mutant abilities and combat menaces to both humanity and mutant-kind. The new team was immediately hit with the death of Thunderbird in combat, followed by the reappearance of the Sentinels (Mark III) and an increased anti-mutant sentiment in the world at large. During this period the long-standing ties between Xavier and the government lapsed.

Following a battle with the Mark IIIs, Marvel Girl apparently died in a shuttle crash and was reborn as Phoenix. In reality, Phoenix had taken Jean Grey's form, placing her in suspended animation beneath the ocean.

It was soon afterwards that Xavier first met Lilandra, and with the aid of Phoenix the X-Men saved the universe from the insane plans of Lilandra's brother, Emperor D'Ken of the Shi'ar. The extent of Phoenix's power was made clear at this time, and was cause for concern for both Prof. X and the other X-Men.

The X-Men, often aided by Phoenix, continued their heroic exploits in the face of mounting anti-mutant feeling. During a period when the X-Men were thought dead (following a battle with Magneto from which only Phoenix and Beast returned), Professor X and Lilandra left Earth and traveled to her galaxy. This was the first of several times that Xavier would be torn between his love for the alien princess and his duty to his X-Men. About this time Banshee retired to Moira MacTaggart's Muir Island after injuring his voice severely while foiling a supervillain's attempt to sink Japan.

After Xavier's departure, the mutant Mastermind sought acceptance to the Hellfire Club by corrupting Phoenix, thinking her to be nothing more than Jean Grey in a new outfit. Phoenix and the X-Men defeated the Hellfire Club, but the process freed Phoenix of her inhibitions, causing her to become Dark Phoenix. Among other crimes, she destroyed an entire inhabited planet.

Prof. X and the Shi'ar returned to Earth in hopes of containing Phoenix, who chose to sacrifice her mortal form in order to contain her darker half. The Phoenix force returned to the universe, but its memories tried to return to the sleeping Jean Grey, and upon her refusal, to Madelyne Pryor.

Soon after Phoenix's death, Cyclops left the team. At the same time, Katherine "Kitty" Pryde joined, first under the codename Sprite (rejecting Ariel), and eventually settling on Shadowcat. Angel was a standing member briefly during this period as well.

The "retired" Summers encountered Madelyne Pryor as part of a plot concocted by Mister Sinister. Pryor and Summers fell in love and were married. They soon had a son, Nathan Christopher Summers. The other new X-Men had an extended battle with the alien Brood in space, and it was during this period that Prof. X set up the New Mutants, a group of young mutants learning to control their powers, as opposed to a super-human team of crime fighters.

The X-Men returned to Earth, and they and the New Mutants operated out of the Xavier Mansion, members of each team aiding the other as needed. Professor X's body was taken

over by a Brood Queen, but his mind was saved and translated into a cloned form, allowing him to regain use of his legs. During this period, several members, including Wolverine, took extended leaves of absence. Also around this time, Rogue, a former member of the New Brotherhood of Evil Mutants, joined the team in hopes of finding a way to control her own powers. A second Phoenix, Rachel Summers, joined as well. She was the daughter of Scott Summers and Jean Grey in another dimension, where the original Phoenix did not die.

Extensive injuries to Professor Xavier's new body forced him to return to Lilandra and the Starjammers, who were fleeing the Shi'ar, now under the control of Lilandra's sister Deathbird. Xavier left a repentant Magneto in charge of the New Mutants, and Magneto and Storm as co-leaders of the X-Men. The inclusion of both the criminal Magneto and Rogue in their numbers broke the remaining ties the X-Men had with the government, and an alien computer virus wiped out all long-standing computer records on the team. More and more, the X-Men and all mutants were viewed as dangerous to humans. The resurrection of the Sentinel program, under the control of the US government, the creation of the Commission for Superhuman Activities, and the creation of private firms such as X-Factor and M-Squad are all indicative of the rising tide of anti-mutant feelings. This rising anti-mutant tide led Forge to create his neutralizer, a device which negated the mutant powers of Storm. After a leave of absence, Storm rejoined the team as its leader, despite her lack of powers.

The young Phoenix attempted to take on Selene, the Black Queen, resulting in a pitched battle in Central Park between the X-Men and the forces of Hellfire. This battle was interrupted by Nimrod, a future-sentinel who followed Rachel to this timeline. Nimrod was defeated, but Rachel was kidnapped in the process by another extra-dimensional being, Mojo.

The Morlocks, a community of mutants living beneath Manhattan, were decimated by the Marauders, a team of mutant assassins under the control of Mister Sinister. Colossus,

Nightcrawler, and Shadowcat were all severely injured in the resulting battle, and had to be evacuated to Muir Island. They were replaced by Psylocke, Longshot, Dazzler, and Havok. Polaris was possessed by one of the Marauders, Malice, and became a member of their team.

At this point, the X-Men became more mobile, presenting a moving target to their many foes and leaving Magneto behind to protect the New Mutants. The X-Men (rejoined by Colossus and Madelyne Pryor) willingly gave their lives in order to confine the evil entity known as the Adversary. As a reward for this brave act, Roma rewarded them by restoring them to life and making them invisible to mechanical scanners and cameras.

The resurrected X-Men relocated to Australia, taking over a base belonging to the criminal Reavers, who used Gateway to teleport them to their crimes. Gateway similarly empowered the X-Men to travel at will around the globe. Their non-detectability made them the stuff of legends from Genosha to the Savage Land.

Madelyne Pryor was at this time coming under the influence of demonic individuals such as S'ym and N'astirh. She controlled the X-Men's computers, and as such presented a biased view about the actions of the original X-Men (now X-Factor). Madelyne's own powers began to manifest themselves as well, and at the height of the demonic invasion of New York (the Inferno), she became one of its leaders—the Goblyn Queen. She sought vengeance against Cyclops, her son, and the revived Jean Grey, influencing the X-Men to serve as her pawns. In the end she was defeated and destroyed herself in an attempt to kill both the X-Men and X-Factor. In the process of a final battle with Mister Sinister during the Inferno, the X-Men mansion was destroyed (though its underground components remain intact).

The X-Men returned to their Australian base, but a series of disasters followed. As a result of a battle with Master Mold and Nimrod, Rogue entered the Siege Perilous (a mystic artifact that judges individuals and

restores them to a new life). Storm was apparently killed in a battle with Nanny and Orphan-maker, though it was later discovered that this was a ruse, and Nanny regressed Storm to childhood and left her in Illinois. Longshot left the team to search for his own missing past. Psylocke had a vision that the X-Men would be defeated if they remained in Australia, so she took mental control of Colossus, Havok, and Dazzler, causing them to enter the Siege Perilous. Wolverine, returning from an extended leave in Madripoor, was captured and severely tortured by the Reavers. He was rescued by Jubilee, a young mutant picked up by the X-Men when she followed them through one of Gateway's dimensional portals.

Wolverine and Jubilee fled to Madripoor, where Psylocke had been reborn and converted into Lady Mandarin, an Oriental warrior-queen. Wolverine conquered the mental blocks on Psylocke and she regained her former disposition and abilities.

Meanwhile, on Muir Island, the Reavers attacked MacTaggart's Insti-





tute as a likely mutant base. A reformed X-Men consisting of Polaris, Sunder, Forge, Moira, Amanda Sefton, and Banshee repelled them with the help of Freedom Force, though with Sunder, Stonewall, and Destiny as casualties. This new team wears "X-duds" of a highly protective nature, and consider themselves to be the heirs of Xavier's legacy. This new team is being influenced by Xavier's son, Legion, who is in turn controlled by the Shadow King.

Of the other X-Men, Dazzler revived in California and returned to her singing career. Colossus lost all knowledge of his ability, and, as Peter Nicholas, returned to art, setting himself up in Manhattan. Havok became a freedom fighter in Genosha. Rogue has returned as well, rescued by Magneto in the Savage Land.

Storm regained her adult form and an ally, Gambit, in a battle with Nanny, and rejoined Jubilee, Wolverine, and Psylocke. Forge and Banshee, apparently killed in an air crash that may have been engineered by Moira, have joined the original X-Men as well. As it stands at this writing, the X-Men are Storm, Wolverine, Psylocke, Banshee, Forge, Gambit, and Jubilee.

## X-FACTOR

With the creation of the "new" X-Men, the original members went in separate directions. Cyclops remained as leader of the new team. Marvel Girl was supportive of the new organization, and aided it as a reserve member, up to the time of her replacement by Phoenix. Iceman and Angel, looking for a new life, moved to the West Coast and formed the Champions of Los Angeles with the Russian mutant Darkstar and non-mutants Hercules, Black Widow, and Ghost Rider. Upon the break-up of that group, they used Worthington's Colorado home as a base for the Defenders. The Beast served with the Avengers before drifting into the ranks of the Defenders, before the demise of that group.

The key force in the creation of X-Factor was the "resurrection" of Jean Grey. After Phoenix's death, Jean continued to heal in the energy cocoon in which Phoenix had placed her.

The Avengers located the cocoon and with the aid of the Fantastic Four opened it, freeing Jean Grey.

Reed Richards called the Angel, who immediately flew to New York, then contacted Cyclops, who left Madelyne Pryor and their young son in Alaska. Jean Grey, out of touch for several years, was shocked by the increasing anti-mutant sentiments of the press and public, and urged that the X-Men, who were being led by a known criminal (Magneto), should reform the original team. Cyclops was unsure, still having to sort out his conflicting feelings for Jean and his wife. Angel called in the Beast (who was unsuccessfully trying to obtain a teaching position) and Iceman (who was working as an accountant), and the four persuaded Cyclops to rejoin the team.

The original plan was to masquerade as a mutant-hunting corporation while really locating young mutants and trying to teach them to handle their powers, much in the way that Professor X (at this time marooned in deep space with Princess Lilandra) had attempted to do with them. The team chose the name X-Factor for the random genetic mutation which causes mutants.

The name for the group was chosen by Angel's long-time friend and public relations man, Cameron Hodge. Unknown to Angel, Hodge secretly envied and hated Angel for his mutant wings, a hatred that spilled over to all mutants. In addition, Hodge was a member of (and eventual commander of) a mutant-hating group known as the Right.

Hodge used his position within X-Factor to further fan the flames of anti-mutant hysteria, creating fear of mutants wherever possible through an advertising campaign promoting X-Factor as the solution to the Mutant Menace. While X-Factor might rescue individual mutants such as Rusty Collins, and secretly train them in their powers, the general perception was that they were a powerful anti-mutant force and that mutants deserved harsh treatment.

The group was wracked by internal strife as well. In addition to the questionable ethics of posing as mutant-hunters to save mutant-kind, Cyclops

did not tell Marvel Girl that he was married until several weeks into the existence of the team. The Beast was transformed from feral to human form again. And Angel, badly wounded in the massacre of the Morlocks by the Marauders, had to have his wings amputated. At the same time, Hodge leaked information that X-Factor's founder was himself a mutant. Angel attempted suicide, but was rescued by Apocalypse, who gave Angel mechanical wings and made him the fourth horseman—Death.

Apocalypse had hoped to use his four horsemen to kick off a war between humans and mutants. Instead, his agents were defeated by X-Factor and other super-human groups, and that, with the X-Men's sacrifice in Dallas to defeat the Adversary, turned back much of the anti-mutant sentiment that had been growing. The former Angel turned against Apocalypse to gain his freedom, and, as Archangel, hunted down and apparently killed Cameron Hodge.

Since then, the group has worked primarily as mutant heroes (as opposed to mutant hunters). They have rescued a number of young mutants and trained them in their powers, among them Artie Maddicks, Rusty Collins, Richter, Boom Boom, and the Morlocks Skids and Leech. The younger members of the team (Maddicks, Whiz Kid, and Leech) have since returned to school, while the elder members have joined the New Mutants. Other Morlocks were rescued from the Massacre, but did not remain with the team, including Caliban, who felt so limited in his natural ability that he would eventually become Apocalypse's Hell Hound. X-Factor also captured Apocalypse's ship, a device of Celestial design enslaved by Apocalypse. The sentient ship was capable of flight, and interstellar travel, and had a locking device to prevent non-mutants from entering.

The core group has remained, though they have further-mutated through their adventures. The Beast, turned strong and stupid in Apocalypse's plot, has since returned to his intelligent-but-blue-furred state. Due to kidnapping and a magical spell by Loki, Iceman must wear a control belt to avoid overusing his power. Archangel



gel's wings and appearance differentiate him from his former self, and these wings have their own mind, lashing out when Warren is irritated. Marvel Girl has yet to regain any of the telepathic abilities from before her "death." Cyclops remains unchanged.

Following the X-Men's "death" in Dallas, X-Factor had no reason to believe that the rest of the team members (and Cyclops' wife) were still alive, and it was not until the Inferno in Manhattan, and the appearance of Madelyne as the Gobyln Queen, that they realized she and their former teammates still lived. Madelyne had an intense hatred of Jean and tried to kill her, as well as Scott and her own child by Scott. She was prevented from doing so and killed herself in the process. The young Nathan Christopher Summers was rescued.

X-Factor and their ship have recently returned from an extended trip to another planet, where mutation rules and the population is separated into obvious and non-obvious mutations. Upon their return they have found themselves once again the center of attention, and considered as another hero group, the "good" mutants as compared to the possibly outlaw X-Men. Whether this remains the case in light of Cameron Hodge's survival and the attacks of the Genoshans remains to be seen.

## THE NEW MUTANTS

Following a few early attempts, Professor X did little to increase the number of mutants he was training. Most who were offered the opportunity turned it down. Some of those who refused (such as Jamie Madrox, the Multiplying Man) were referred to Moira MacTaggart's operation for further study and training. As time passed, and with the addition of the "new" X-Men, Xavier's tendency to train mutants as heroics continued, up to the time when the X-Men were off-planet and assumed dead. Troubled by their supposed deaths, and the deaths of Thunderbird and Phoenix earlier, Xavier decided to train no

more mutants and endanger no more lives.

However, Prof. X's resolve soon weakened. Moira MacTaggart convinced him to train two young women who were in need of training to control their mutant powers. One was Moira's ward, Rahne Sinclair (Wolfsbane); the other was Xi'an Coy Manh (Karma), who had previously demonstrated the ability to control the minds of others in a battle with the Fantastic Four. One of Xavier's old colleagues, Black Eagle, contacted him about training his granddaughter, Danielle Moonstar (first known as Psyche, later as Mirage). When agents of the cyborg Donald Pierce (now the White King) killed Black Eagle, Moonstar joined the others in hunting down Pierce.

They were joined by the Brazilian Roberto Da Costa (Sunspot), a mutant whose girlfriend was killed by Pierce's mutant-hunters. Finally, young Sam Guthrie (Cannonball) had been recruited by Pierce, but turned against him and decided to join the New Mutants instead. Pierce was defeated.

The New Mutants were not created with the intention of forming a superhero team, but they continued to encounter menaces in their studies, a situation made more pronounced when the X-Men returned from space. Their numbers have increased, with addition of the Nova Roman Amara Aquilla (Magma), the Russian Ilyana Rasputin (Magik), the alien Warlock, and Doug Ramsey. Karma was kidnapped by one of Xavier's old enemies, returned, and then left again.

Xavier himself was mortally wounded and could be saved only by the advanced technology of the Shi'ar. He left Earth in the company of Princess Lilandra and has been unable to return until recently. Xavier left the care of the New Mutants in the hands of Magneto, who was attempting to renounce his old, evil ways and walk a new path.

Magneto had none of Xavier's skill at handling young people, his previous experience consisting of ordering about teams of adult supervillains such as the Brotherhood of Evil Mutants, the Savage Land Mutates, and the Mutant Force. His heavy-handed approach led to extended "field trips" by the class, to other lands, planets,

and dimensions. During one of these trips, Doug Ramsey was killed by the Animator. His death forced Magneto to seriously reconsider his abilities as a teacher and may have influenced his decision to join the Hellfire Club and take up the "evil mutant" mantle again.

The New Mutants experienced frequent turnovers in its membership. The Animate, Bird Boy, joined them briefly, as did the alien Gossamyr, though they may not be "official" New Mutants. Magma returned to her home in Nova Roma. Karma left for family reasons and is living in Madripoor.

Magneto's greatest failing as a teacher was with Magik. Attempting to constrain the young woman by force, he only frustrated her, such that in the end her Darkchilde persona emerged and, in the Inferno that waged through Manhattan, almost destroyed the entire team. Only a last-moment exercise of will-power allowed her to close the gate to her Limbo-dimension and burn out her evil side. She has been restored to her true age, and returned to her parents.

The Inferno also brought a merging of the New Mutants and another group of young mutants, known as the X-Terminators. Boom Boom, Richter, Skids, and Rusty Collins joined the New Mutants during the demon infestation of New York, and became New Mutants thereafter during a prolonged visit to Asgard. During that trip Mirage remained behind, and the rest returned to Earth.

Skids and Rusty, who were captured by the government prior to the New Mutants' adventure in Asgard, were rescued in turn by the Mutant Liberation Front, a terrorist organization operated by Stryfe. The New Mutants then re-rescued the pair, working with a cyborged secret agent named Cable. Cable has replaced Xavier, training the New Mutants in the use of their powers and in survival tactics for a super-powered age.

The majority of the New Mutants were kidnapped by Genoshan agents and were to be tried and executed for mutant crimes. The Genoshans' purpose was to lure other super-powered mutants to Genosha where they could be exterminated.



## FALLEN ANGELS

The Fallen Angels is a group of mutant runaways based in Manhattan. The group was originally organized by Vanisher as a team of young thieves, including some with super-human powers, but soon grew beyond that. The Fallen Angels became an independent organization with generally positive goals (including survival).

The original team consisted of Vanisher (their "mentor"), Boom Boom, Ariel, Chance, and Gomi (with Bill and Don). Only Boom Boom was a known mutant, as Ariel and Chance's abilities had not fully manifested themselves, and Gomi was the recipient of cyber-technology which allowed him (and his lobsters) to duplicate Marvel Girl's powers. They were petty thieves, controlled only by Vanisher's empty threats.

Their numbers grew and their intentions changed with the addition of Sunspot and Warlock. Sunspot was fleeing for fear that his powers might harm someone; the latter tagged along to keep Sunspot from getting in trouble. Siryn and Jamie Madrox, sent to look for the pair, joined as well. Finally, one of Ariel's portals opened into a parallel dimension where Devil Dinosaur and Moon Boy lived, and the pair wandered into Manhattan where they joined the team.

The obviously mutant members of the Fallen Angels were kidnapped by Ariel's people, who were "harvesting" mutants for their genetic potential. Ariel had been sent to Earth by others of her race. Escorting the Fallen Angels to her homeland of Coconut Grove, Ariel betrayed them, turning them over to her people. Ariel was then revealed to be a mutant herself and, as such, was taken captive as well. She turned against her former leaders and helped free the other mutants and return to Earth.

Sunspot and Warlock have since returned to the New Mutants, as has Boom Boom (by means of the X-Terminators). As far as is known, Gomi, Vanisher, Siryn, Madrox, Moon Boy, Devil Dinosaur, Chance, Ariel, and Bill are still active members of the organization.

## X-TERMINATORS

As avowed mutant hunters, the members of X-Factor could not refer to themselves by that name when in costume, and as such they became the X-Terminators, the sworn foes of X-Factor's plots against mutant-kind.

The junior members of X-Factor, those rescued and being trained in their mutant abilities, took on the name when they fought against the demons of Inferno. The X-Terminators include Boom Boom, Rusty Collins, Richter, Artie Maddicks, the Morlocks Skids and Leech, and Whiz Kid. The last was not a ward of X-Factor, but a young mutant kidnapped by the demons with Artie and Leech.

With the defeat of the Infernal forces, Leech, Artie, and Whiz Kid returned to school. The elder four (Rusty, Boom Boom, Richter, and Skids) joined the New Mutants, and remain with that organization to date.

## EXCALIBUR

Excalibur is a super-hero group based in the British isles and consisting of mutants and non-mutants. Its members are Shadowcat, Nightcrawler, Captain Britain, Meggan, Phoenix, both Lockheeds, and Widget.

At the time of the "death" of the X-Men in Dallas, survivors Kitty Pryde (Shadowcat) and Kurt Wagner (Nightcrawler) were recovering from damage inflicted by previous battles on Muir Island. Captain Britain was also wracked by regret over losing his sister, Psylocke, in the Dallas battle. Meggan, fearing for the Captain, sought out Kitty and Kurt's aid in helping Captain Britain.

At the same time, Rachel Summers, the young Phoenix, escaped from Mojo back into this dimension. The powerful Opal Saturnyne ordered Phoenix's immediate arrest, hiring the Technet for this task.

The team came together as a unit in battle between Technet and Mojo's Warwolves over the young Phoenix. The mutant heroes defeated both groups, though not conclusively, and chose to remain together as a team to further Charles Xavier's dream of a

better world. They named the team "Excalibur," after the legendary sword of King Arthur.

In addition to Kitty's pet dragon, Lockheed, the team rescued a much larger, flightless, extra-dimensional Lockheed, who was being used by natives of a Nazi-controlled dimension to power a steam-locomotive. Aided by Widget, the locomotive spent several months jumping from planet to planet and from dimension to dimension, before returning home to England.

## MORLOCKS

The Morlocks were a group of mutants who, until recently, made their homes in the tunnels beneath New York City and the surrounding area, one spur even reaching Salem Center and Professor X's School for Gifted Youngsters. These tunnels, and the main tunnel beneath Manhattan (called the Alley), were originally created in the 1950's as a civil defense project, and later abandoned. The tunnels were discovered by Callisto, who settled them with other outcast mutants, taking the name of the Morlocks from H.G. Wells' *Time Machine*. Other mutants were located and recruited by Caliban's mutant-detection powers. Outcasts and rebels against society, these mutants often had their facial features twisted and deformed by Masque to further distance themselves from mainstream society.

Callisto was the leader of the Morlocks until she lost that position to Storm in one of the X-Men's early confrontations with the group. She continued to lead in Storm's frequent absences, but with her power challenged, never coherently controlled the group again. Subgroups such as the Tunnelers sprang up who disagreed with Callisto's rules, and raids and contacts with the surface became more common.

The Morlocks came to the attention of Mister Sinister, who dispatched a team of mutant assassins known as the Marauders to clear the tunnels. The great majority of Morlocks died in this raid, with only a double-handful rescued by teams such as the X-Men and X-Factor, and a few others escaping to the surface world.

Among the survivors were Callisto, who served until recently as Moira MacTaggart's bodyguard, Sunder, who perished recently in battle with the Reavers, and Healer, who still lives on Muir Island. Also surviving were Leech and Skids, who became wards of X-Factor, Plague, who became a servant of Apocalypse and later died, and Masque.

Masque has recently returned to the tunnels to create her new Morlocks, capturing and twisting normal humans into alien shapes. She captured Callisto, the nonpowered Colossus, Banshee, and Marvel Girl before being stopped.

## ORIGINAL BROTHERHOOD OF EVIL MUTANTS

The Original Brotherhood of Evil Mutants was formed by Magneto at the start of his career as a super-powered villain. At that time Magneto's powers were weaker than they are today, and he needed the support of other mutants to carry out his plans.

Magneto considered the tag "evil" mutant to be ironic and rebellious, his logic being that since people perceived those with super-human mutant powers as a threat, he and his members would live up to that expectation as the would-be conquerors of the human race.

Magneto's original Brotherhood consisted of Quicksilver, the Scarlet Witch, the Toad, and Mastermind. At the time, Magneto did not know that Quicksilver and the Scarlet Witch were his children, nor did they know he was their father. The team fought the X-Men and lost, even after attempts to recruit the Blob and (briefly) the Sub-Mariner. When Magneto and the Toad were taken into the space by the Stranger, the Brotherhood disbanded, with Quicksilver and the Scarlet Witch becoming the first mutant members of the Avengers, and Mastermind retiring to a more subtle criminal life, prior to his petition to join the Hellfire Club.

There were several revived "Brotherhoods," usually under Magneto's control and numbering various mutants, usually including the Toad. In its final battle, with the Defenders and Prof. X while the X-Men were first investigating Krakoa, the Brotherhood consisted of Blob, Mastermind, Unus, and the mutate, Lorelei. They and Magneto were reduced to infancy by Alpha, the Ultimate Mutant.

With the restoration of Magneto's power in a plot by the Shi'ar Eric the Red, Magneto found his abilities increased, such that he no longer felt he needed super-powered flunkies. He abandoned the idea of the Brotherhood and worked as a solo agent at this time. The name of the Brotherhood lay unused, until resurrected by Mystique for her Brotherhood (see Second Brotherhood and Freedom Force).

## THE SAVAGE LAND MUTATES

The second of the three mutant groups founded by Magneto, the Savage Land Mutates (also called the Savage Land Mutants) occupy a grey area between humanity and mutant-kind. They are either primitive humans or latent mutants who were modified by a genetic transformer built by Magneto. This device gave them a number of powers and abilities, though whether it freed their latent mutant abilities or merely altered their genetic coding (hence the term "mutates") is unknown. The entire group makes its home in the Savage Land, a prehistoric jungle preserved in the heart of Antarctica, unaffected by the polar conditions due to advanced technologies.

The original Savage Land Mutates consisted of Amphibius, Equilibrius, Piper, Gaza, Barbarus, Lupo, and Brainchild. In conflict with the original team of X-Men, Magneto also created Lorelei from a swamp woman. All these members were returned to their original primitive state with the destruction of Magneto's Savage Land base.

Magneto then abandoned his mutates (though he would later recruit

Lorelei into one of his later Brotherhoods of Evil Mutants). The Mutates regained their powers through unknown means, and, as the Beast Brood, battled the Avengers. At this point, they were turned over to Chilean authorities, save Piper, who had previously left the area with Magneto, and would control several prehistoric Savage Land Creatures for him.

The Mutates escaped and once more re-established their base, first under Brainchild and later under Sauron's control. This group lost Equilibrius and either created or gained Vertigo, who had similar powers. This team fought Spider-Man and the X-Men, and were once more reverted to their primitive state.

The Mutates were brought back again, apparently through the actions of the High Evolutionary and Zaladane. This team worked first for the High Evolutionary and later for Zaladane, and included the new mutates Whiteout and Worm. By this time Vertigo had left the team for the Marauders, replaced again by Equilibrius, while Lupo has been further mutated



into a more wolf-bear form.

The Mutates are still in existence at this writing, and are in the service of Zaladane as her advisors. It remains to be seen if Zaladane, upon gaining Polaris' magnetic powers in addition to her own sorcery, will have a need for such retainers in the future.

## MUTANT FORCE AND THE RESISTANTS

The Mutant Force was the third and last team of super-powered individuals created by Magneto. As with his previous teams, he was not looking as much for equals among his fellow mutants as agents and followers—those who would jump at his orders.

The Mutant Force consisted of super-powered mutant mercenaries, and had the code-names Burner, Lifter, Peeper, Shocker, and Slither. They battled Captain America and lost, and were soon abandoned by Magneto. Magneto soon returned to his "original" Brotherhood and was soon thereafter returned to a child-like state.

The group was discovered by another mutant, Mandrill, who gave them the name Mutant Force and used them as his agents in an attack on the US Government. The Mutant Force was stopped by the Defenders and arrested.

The Mutant Force cut a deal with the government, fighting the Hulk in return for their freedom. They were then recruited by a subversive group known as the Secret Empire, and under two non-mutants, Mad Dog and Professor Power, battled the Defenders on a number of occasions. After the last such battle the Force was captured and held by SHIELD.

Recently, possibly due to the shut-down of the SHIELD organization, the Mutant Force was again at large. This time, however, they found themselves in a society which had turned against mutant-kind, both heroes and villains. The members of Mutant Force became concerned with their own existence. In the face of the Mutant Registration Act, four of the core

members formed the Resistants, an organization of mutant freedom fighters who would recruit other outcast mutants and try to free their imprisoned mutant brethren.

The old members of the team took new identities to cover their criminal past—Burner became Crucible, Lifter became Meteorite, Peeper became Oracle, and Shocker became Paralyzer. Slither, the fifth member of the team, left the group and hooked up with Viper as a member of her Serpent Squad, and is currently under arrest for crimes committed in Washington, D.C.

The Resistants made their base in the old desert headquarters of Mesmero, last used when that mutant was serving the robotic Magneto. They have their own uniforms and face-covering helmets. The uniforms have the same color-scheme as the original X-Men costumes, probably to connect this group with the old, recognized mutant heroes.

The Resistants have since rescued and recruited a large number of mutants, including Mist Mistress and Quill, who had no previous criminal record other than failing to register under the Mutant Registration Act, and Mentallo, who gained an armored fighting vehicle and has resurfaced as Think Tank.

The Resistants have committed criminal acts in attempting to rescue other mutants, and have fought Freedom Force and Captain America (John Walker, who is known at the present time as USAgent). Several Resistants were severely injured or killed in a recent confrontation with foes.

## THE SECOND BROTHERHOOD OF EVIL MUTANTS & FREEDOM FORCE

For a long time the term "Brotherhood of Evil Mutants" lay unused, as Magneto was first turned into an infant, and later when it became clear that

the mutant master of magnetism was unwilling to create more groups of mutant servants. The phrase was then picked up by Mystique for her own band of criminal mutants. Mystique, like Magneto before her, was amused by the irony of being called "evil" in their criminal activities.

The second Brotherhood consisted of Mystique, her long-time companion Destiny, surrogate daughter Rogue, and the mutants Avalanche and Pyro. Blob was freed from jail to join the team, which soon afterward made headlines by attempting to assassinate Senator Robert Kelly, a leading supporter of anti-mutant legislation. The attempt was foiled by the X-Men.

The second Brotherhood battled the X-Men and other super-powered individuals after this initial confrontation, living up to their reputation as evil mutants. During this time Rogue, finding she was unable to control her powers, left the team to join the X-Men, in the hope that Professor X would find a cure. The remainder of the team continued its criminal activities.

To some degree, the second Brotherhood succeeded all too well, in that the attitude toward mutants in general turned chillier, in particular with the passage of Kelly's Mutant Registration Act. Mystique offered her group's services to Valerie Cooper and the US government. After completing a successful mission (bringing Magneto in for trial) the Brotherhood earned a full pardon and became Freedom Force, an official super-powered group acting for the US government.

Freedom Force is apparently led by Mystique, but the team is, in reality, controlled by the US government, represented by Val Cooper. As a result, the group does not have full control over its missions or membership. The team's roster has included Spiral (the extra-dimensional agent of Mojo), the second Spider-Woman (who has left the group and is in hiding), and three heroes from WWII—Crimson Commando, Stonewall, and Super Sabre. Their activities have brought them into conflict with non-governmental groups such as the X-Men, X-Factor, the Avengers, and the Resistants.

The organization has been plagued by various members, in particular the

former super-criminals, slipping back into their natural methods, resulting in a backlash against the Force. In particular, Avalanche, Blob, and Pyro have all left the team briefly for criminal activities, but they have returned to the group. All faced disciplinary action but no prison terms have been required yet.

Recently, the Freedom Force was dispatched with Forge to Muir Island to help repel an attack of the Reavers against the mutant research station there. In the resulting battle Destiny and Stonewall were killed, and Avalanche seriously injured. Crimson Commando ran the team for a short while, but Mystique returned to handle the leadership chores. Mystique was apparently shot and killed by Val Cooper, who was acting under the control of the Shadow King.

## HELLFIRE CLUB—INNER CIRCLE & LORDS CARDINAL

The Hellfire Club is a social institution with a long and notorious history. Founded in England in the 1760's, with the American branch appearing in the 1770's, the Hellfire Club was an elite group recruiting from the upper crust of society. It engaged in activities counter to the moral standards of the day.

The present Hellfire Club is an institution of the wealthy and powerful, and its trappings and ceremonies have retained much of the flavor of old-world decadence. Its apparent purposes are more civic-minded, and the club is better-known today for its spectacular parties and the deal-making abilities of its members. Many of the nation's leading political and economic figures are members of the club.

Unknown to most of the membership, the Hellfire Club is controlled by a secret leadership, previously known as the Inner Circle. This group, consisting of the most elite of the elite, sought to control the other members through their influence. The Inner Cir-

cle took their names from chess pieces, led by either a Black or White King. In addition, a Shadow King may have influenced the actions of this Inner Circle.

During the reign of Edward Buckman, the White King, Sebastian Shaw was recruited into the inner circle as a Black Bishop. It was Buckman who provided the financial support (through the club) for Stephen Lang's Mark III Sentinels. Buckman set these Sentinels not only against the X-Man, but against Shaw and Emma Frost, who were both super-human mutants, as well as Harry Leland and Lourdes Chantel. Shaw and the others defeated the Sentinel, at the cost of Lourdes' life. Shaw and Frost then slew Buckman and the remaining human members of the Inner Circle and took command of the secret center of the Hellfire Club. Shaw became the Black King, and Frost, the White Queen. Harry Leland became the Black Bishop, and Donald Pierce, who was not a mutant but a cyborg, the White Bishop.

Under Shaw's control, the Inner Circle, now called the Lords Cardinal, directed their attentions from the eradication of mutants to the best use and manipulation of the increasing mutant population. To that end Shaw has supported the government's Sentinel program.

At this time Jason Wyngarde, better known as Mastermind, sought entrance to the Inner Circle, offering to corrupt the former X-Man Jean Grey and install her as the club's Black Queen as proof of his abilities. His influence, aided by Frost's technologies, was successful, but failed to take into account that "Jean Grey" was actually the Phoenix mimicking Jean's body and abilities. Mastermind's effort led to the unleashing of Dark Phoenix, and after a pitched battle with the X-Men, Mastermind's application was refused.

As a result of the Dark Phoenix fiasco, Donald Pierce challenged Shaw's leadership, and kidnapped Shaw's assistant, Tessa. Pierce's challenge was stopped by the New Mutants, a team formed, in part, as a response to Pierce's anti-mutant activities. Pierce was placed under pro-





tective custody by Shaw for his crimes.

Shaw stepped up the inclusion of super-human mutants in his organization, recruiting Emmanuel Da Costa, father of the mutant Sunspot, as his White Rook, and Selene, an ancient mutant from Caesar's Rome, as a Black Queen. Selene brought with her Friedrich von Roehm, a follower of her old faith, as a Black Rook.

The Hellfire Club fought with the X-Men and other mutant organizations several times. Finally, a battle between the young Phoenix II and Selene drew in both teams. This was interrupted by the appearance of the mutant-hunting Sentinel from the future, Nimrod. Both Leland and Roehm died in the resulting battle with the Sentinel, but a bond was forged between the Hellfire mutants and the X-Men, in particular with Magneto.

Magneto and Storm joined the club as the joint "White King" of the Inner Circle, in hopes of protecting their own interests. Storm soon disappeared from the scene, apparently dying with the rest of the X-Men in Dallas in battle with the Adversary. Magneto challenged Shaw's rule by himself and overthrew him, becoming the new "Grey King" of the Club.

About this time Pierce broke free and began raiding Shaw's and Frost's installations, eventually taking command of the Reavers, a team of mutant-hunting cyborgs. Pierce has installed himself as the new White King of the Hellfire Club, though he leads from exile, and intends to destroy the other members.

Having overthrown Shaw, Magneto was drawn into other matters, returning to his "super-villain" status and joining Loki and other villains in the Acts of Vengeance.

The Inner Circle is now divided into three parts (possibly more). Pierce rules as a White King with his Reavers, which include former Hellfire Mercenaries. Shaw remains the self-styled Black King and with Tessa plans to take command again. Magneto controls the Inner Circle in name but not in action, and both the White and Black Queens, while swearing allegiance to Magneto, have their own plans for the organization. Further, the reappearance of Amahl Farouk, the

Shadow King of the Hellfire Club, may complicate matters. The results of the upcoming conflict for the soul of Hellfire remain to be seen.

## HELLIONS

The Hellions are a team of super-powered mutant youths similar to the New Mutants, operating out of the Massachusetts Academy under the direction of the Academy's chairman, Emma Frost, the White Queen. Like the New Mutants, Frost's team members are trained in the control and use of their mutant abilities. It is unknown if Frost sees her charges as members of an eventual super-human team, or as potential individual agents for advancing the goals of the Hellfire Club.

The membership of the Hellions has remained fairly stable: Thunderbird II, Roulette, Tarot, Jetstream, Catseye, and Empath. Firestar, while a member of the Academy, was never an official member of the Hellions. Magma of the New Mutants joined the team, but is currently on leave with her family in Nova Roma. Empath accompanied her and is living in Nova Roma as well.

The Hellions have battled the New Mutants in an inter-school rivalry, but have yet to acquire the depth and breadth of experience of the New Mutants.

## MARAUDERS

The Marauders are a team of super-powered assassins, primarily mutants, gathered by Mister Sinister for the purpose of destroying the Morlock civilization beneath Manhattan. They are also capable of committing other mayhem either on their own or under Sinister's direction.

The team is led in the field by Scalphunter, but takes its orders from Sinister through Malice, who until recently possessed the body of Lorna Dane. The rest of the team consists of Blockbuster, Prism, Riptide, Arclight, Vertigo, and Sabretooth. Of these Vertigo was previously a member of the Savage Land Mutates, and Sabretooth has a long history as a freelance assassin, and can often be found cre-

ating mayhem on his own.

During the Morlock massacre, a number of the Marauders apparently died, only to appear later hale, healthy, and deadly. Mister Sinister has extensive cloning abilities, but it is not known if these abilities extend to passing the consciousness of one individual to another body. Sinister himself was destroyed by Cyclops, but may be able to return as well, using this technology.

## FACTOR THREE

Factor Three was an organization of mutants used by an alien race from Sirius to ignite a nuclear war on Earth, killing off human and mutant alike and allowing them to take control of the planet. Factor Three made extensive use of mutants to further this goal.

In the initial stages of their plot, Factor Three captured and controlled Banshee by means of an explosive headband. Banshee could not remove the band, but attracted sufficient attention through spectacular crimes to bring in the X-Men, who defeated him and removed the headband.

Thereafter, Factor Three operated through more willing partners, in particular criminal mutants. These criminal mutants included Changeling, Mastermind, the Blob, Vanisher, and Unus. The group used agents such as Juggernaut as well. Factor Three took its name from the fact it would represent a third major factor in the nuclear equation, offsetting both US and Soviet forces.

The Sirian plot to set off a nuclear war, decimating the population and paving the way for their conquest of Earth, was revealed by the X-Men, who teamed up with Factor Three to defeat the alien menace. The Sirians have not since returned to Earth, as far as anyone knows.

## ALLIANCE OF EVIL

This was the first of two known groups of mutants formed by Apocalypse, himself an ancient mutant devoted to the cause of winnowing out the weak

and letting the strong survive. The initial Alliance, consisting of Frenzy, Tower, Timeshadow, and Stinger, came into conflict with X-Factor when they kidnapped Michael Nowlan, a mutant with the ability to enhance other mutant abilities.

Upon the death of Nowlan and the defeat of the Alliance, Apocalypse broke off his relationship with them. They have since attempted to act as free agent mercenaries, with limited success.

## THE FOUR HORSEMEN

This was the second of two groups of mutants formed by Apocalypse. The Four Horsemen were the ancient mutant's attempt to create an irreparable rift between human-kind and mutants, with only the strong surviving from the resulting war.

Apocalypse recruited four mutants specifically for his attack on Manhattan: An anorexic child became Famine; a disabled vet became War; Plague of the Morlocks was saved from the Mutant Massacre to become Pestilence; the Angel, driven to suicide by the loss of his wings, was given deadly metallic wings and became Death.

Apocalypse's Four Horsemen did not achieve their ends, and in effect aided the mutant cause when mutant heroes such as X-Factor rose against the threat. Pestilence was killed in a fall, and Death turned against Apocalypse, rejoining X-Factor as Archangel. War and Famine remain with Apocalypse as his aides, but have seen no combat since their initial raids on Manhattan.

## MUTANT LIBERATION FRONT

The Mutant Liberation Front is a shadowy organization of unknown origin. The MLF appeared recently to make terrorist attacks against "human" targets (research stations, genetics

plants, and areas connected with mutant research).

The MLF consists of young mutants, including Zero, Thumbellina, Reaper, Strobe, Wildside, and Tempest. They act on the orders of Stryfe, who is supposedly a mutant himself, though has not manifested any mutant powers.

Recently, the MLF "rescued" Rusty Collins and Skids from the government. They were then rescued by the New Mutants.

## THE SOVIET SUPER SOLDIERS

The USSR's unofficial super-hero team, replaced in the administration by the Supreme Soviets, the Soviet Super Soldiers are unintentionally all mutants. They include Ursa Major and the brother/sister team of Vanguard and Darkstar. Gremlin, also a mutant, was a member but is believed dead after a battle with Iron Man. Finally the Crimson Dynamo was a member, but was expelled from the group after it was revealed that he was a member of the KGB. Dynamo has since joined the Supreme Soviets.

The Super Soldiers began their careers as agents of the government, but dissatisfaction with official policies caused them to resign and form their own team, operating out of Gremlin's base at Bitterfrost, hoping to change the system from within. With Gremlin's death, the three surviving Super Soldiers attempted to defect to the US, but they were attacked by the Supreme Soviet, who had orders to prevent the defection one way or another. The Super Soldiers were severely wounded in the attack, but their combined lifeforce created a giant black bear which attempted vengeance on the Supreme Soviet. Captain America persuaded the transformed Super Soldiers to spare their attackers, and return to their own bodies.

The current status of the Super Soldiers' attempt to defect is unknown.

## THE PRESS GANG

A group of humans and mutants was appointed by the government of Genosha to retrieve runaway Genoshan mutants. Genosha recognizes no citizenship other than its own, and reserves the right to pursue both runaways and what it terms "mutant terrorists"—effectively anyone who disagrees with their repressive policies.

The Press Gang is led by an apparent human named Hawkshaw, but its primary members are Punchout, who provides the muscle power, and Pipeline. Pipeline has the mutant ability to digitize individuals and send them, via a special modem hook-up, to other locations. In this way runaways may be smuggled back to Genosha by a phone call, and reinforcements of Genoshan magistrates may be summoned to dicey situations involving super-powered foes. The Press Gang prefers a low profile, and the members wear fatigues and soft "baseball" caps rather than flashy uniforms.

## OTHER SUPER-HUMAN GROUPS

In addition to the groups listed above, a number of other super-human organizations have had mutant members, though none have been primarily directed towards mutants and mutant affairs.

The **Avengers** had no mutants in their initial membership, consisting of a mutate (the Hulk), three technologically-based heroes (Iron Man, Wasp, and Ant-Man), and a Norse God (Thor). Quicksilver and the Scarlet Witch were the first mutant members of the organization. Since that time, both Sub-Mariner and Beast have been members as well. The great bulk of Avengers have been non-mutant in nature.

Similarly, the **Fantastic Four** were originally mutates, individuals whose genetic make-up was mutated by outside forces as opposed to those born

with the genetic "X-Factor." While its membership has included other mutants (such as Ms. Marvel and She-Hulk), its only true mutant member is Franklin Richards (Tattletale).

**Power pack** is a group of mutants, though the mutant Tattletale is also a member of that team.

The **Defenders**, a long-standing "non-group," had a number of mutants in its core organization, including Sub-Mariner, Beast, Angel, and Iceman. In addition, other heroes who have lent their support include Professor Xavier and the Scarlet Witch, though they could not be considered "regular" members.

The **Champions of Los Angeles** team was founded by the Angel, and in addition to fellow-mutants Iceman and Darkstar, the group included Black Widow, Hercules, and Ghost Rider.

The various Canadian super-teams have included a number of mutants. Aurora and Northstar of **Alpha Flight** were originally considered mutants, though a full revelation of their history proves this not to be the case. In situa-

tions where their "mutant nature" came under question (e.g., in combat with Sentinels) they were revealed to be non-mutants. **Beta Flight** included the mutant Flashback, while **Gamma Flight** included Diamond Lil and Wild Child. These three were recruited into the villainous **Omega Flight**, though Diamond later joined Alpha Flight, with the other mutants Laura Dean and Persuasion. Finally, the current "official team" of Canada, **Gamma Flight**, includes the mutants Silver, Auric, and Wild Child.

Silver and Auric were also members of **China Force**, a government strike force of Mainland China. The group was formed by the government but was plagued by defections and problems from its outset. It is unknown if the other members of the team are mutants or not, though they include Rabbit, Horse, She Devil, Monkey, Ox, and Snake. The present status of the group, and its relationship with Jade Dragon, the Collective Man, and other Chinese super-powered individuals, is unknown.

It is not known if the **Supreme Soviets**, the "official" super-hero team of the Soviet Union, includes any mutants. Given the attitude in that country toward its mutants, it is unlikely, though Fantasia's abilities may be mutant in nature.

## THAT WHICH ENDURES

Not truly a group, nor exactly an entity in its own right, That Which Endures is a genetic parasite which may be the first mutant and the driving force of evolution.

That Which Endures, also known as the Survivor, claims to have come about in the primal splitting of the first, ancestral cell. Its difference led it to re-infect the cell it had split from and to use its abilities to direct evolution, favoring first one species, then once that species had reached its full potential, transferring to another. In this way the entity claims to be responsible for the rise and fall of the dino-



saur and other major prehistoric creatures.

With the rise of mutants among the hominid population, That Which Endures decided to make the jump from human to mutantkind, leaving humanity as an evolutionary dead end which would then die off in competition with the more vital and vibrant mutant stock. To that end, That Which Endures took control of a number of human minds and forced them to direct their energy and abilities to creating an Assimilator by which they could directly infect and control mutant stock.

The Survivor, working through the minds of humans under its control, chose the Scarlet Witch as the perfect candidate to facilitate its jump from humanity to mutant-kind. On the promise of repairing her previously disassembled husband, the Vision, she was kidnapped and fed the memories of That Which Endures and its genetic purpose in life.

The Scarlet Witch's personality was altered by the Survivor, which also tried to control She-Hulk and Captain America (though Captain America's super-soldier formula made him immune to the Survivor's power). The timely arrival of Hawkeye and his Great Lakes Avengers destroyed the Assimilator, breaking the Survivor's direct contact and control, returning She-Hulk and the humans to normal.

The Scarlet Witch, however, experienced a traumatic personality shift, contributed to by the deconstruction and rebuilding of her husband and the loss of her two apparent children. She became violent, and ruthless, exceeding even her brother and father in these qualities. In this state, she was further manipulated by Immortus, the Lord of Limbo, in one of his cosmic plans. The West Coast Avengers defeated Immortus and returned the Witch to normal.

In game terms, That Which Endures has FE mind control power, and can only influence, as opposed to control, the actions of others. Once aided by the Assimilator, however, this power is increased to ShX ability to control minds among those who have been "assimilated" in the device. Whether the Survivor truly is the motive force of evolution, or whether it has or will make the jump between hu-

man and mutant, remains to be seen, but as the entity works on a timescale of millions of years, the results may not be immediately forthcoming.



# MUTANT SETTINGS

## X-MEN MANSION

**LOCATION:** 1407 Greymalkin Lane, Salem Center, Westchester County, New York, about 30 miles north of New York City.

**HISTORY:** Built on land in the Xavier family for generations, the original mansion was built by one of the family founders, a Dutch sea captain, on the shores of Breakstone Lake.

Professor Xavier converted it into his School for Gifted Youngsters, excavating the sub-basements as special training facilities for his mutant charges. These facilities were originally modest, funded in part by Moira MacTaggart and the FBI, but with the increased abilities of the X-Men teams and their allies, soon became a state-of-the-art complex.

After major damage to the complex, it was rebuilt with the aid of alien (Shi'ar) technology, giving it a level of

capability an order of magnitude greater than before.

The mansion was abandoned by the X-Men, and later by Magneto and the New Mutants. It was used as a base by Mister Sinister, but during a battle with the combined X-Men/X-Factor teams, the surface structures (from the basement level up) were destroyed. The sub-basement complex and underground tunnel system survived, and was recently secured by Forge, Banshee, and Marvel Girl to prevent exploration by intruders. Recently, the sub-basements were occupied by the New Mutants.

The mansion is described here as it was originally designed, before it was abandoned. Future rebuilding under Charles Xavier (if any) will likely follow the existing plans.

### The Grounds

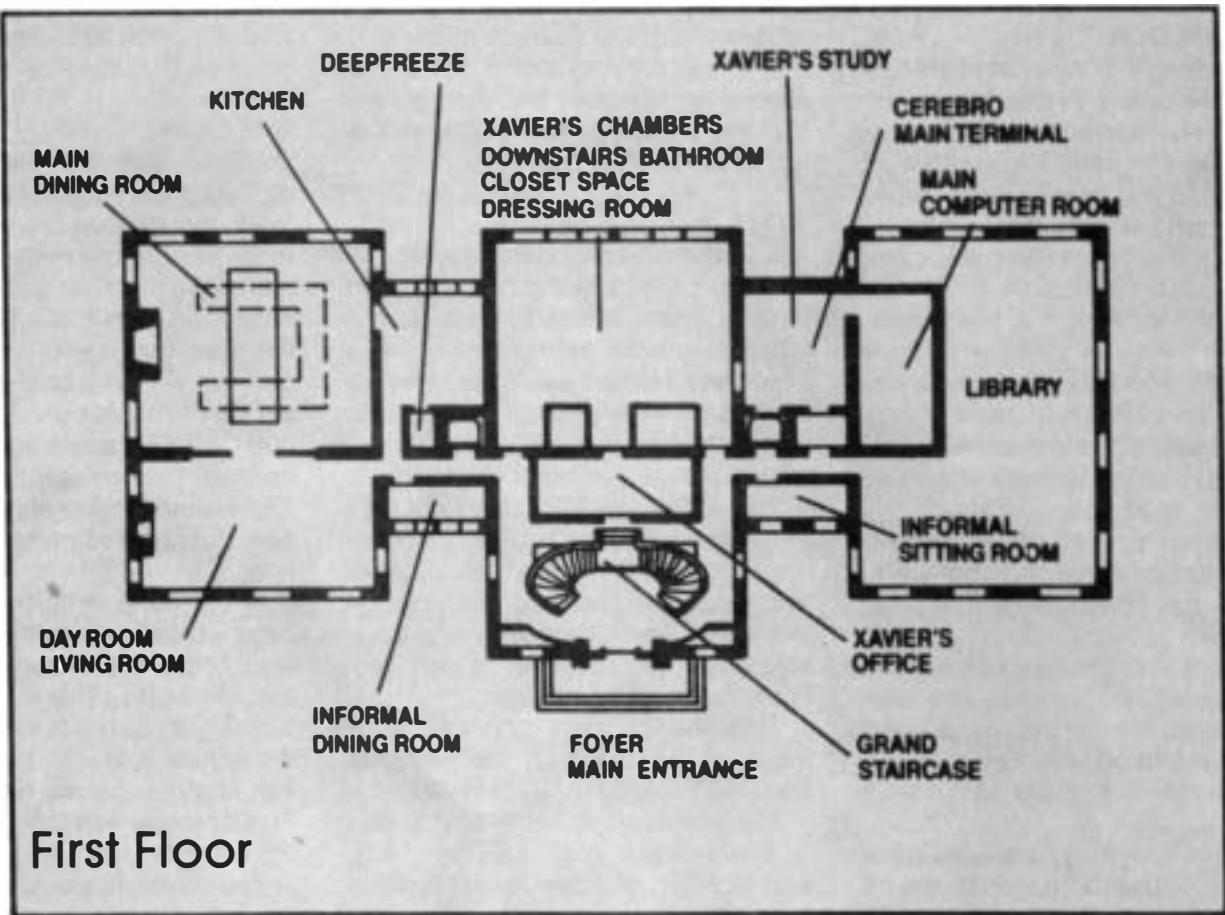
The grounds occupy a three-mile stretch between Greymalkin Lane and

Breakstone Lake, on 2000 acres of wooded land. The grounds around the main house, leading down to the lake are well-tended, but the remaining land, particularly near the property lines, is left wooded. The property rises to the east in low foothills. A landing strip is hidden in these hills.

Before its destruction, the main building was visible from the surface. Now, the visible buildings include the garage, boat house, and communications tower. The hangars and turntables for the aircraft are located underground, as are a set of tunnels for transporting personnel and large objects between the strip and the mansion. An emergency entrance also links the underground hangars with an airlock into Breakstone Lake.

Buried beneath the property is a VLF (very low frequency) antenna used for world-wide communications. The antenna was hooked into the Cerebro mutant-detection equipment within the mansion before the main





First Floor

building was destroyed.

The main building was leveled sometime ago, but the other buildings are generally undamaged. The landing field is still usable, though the underground hangars, like the sub-basements of the house, have been sealed off.

**FIRST FLOOR**

The main floor of Xavier's mansion was devoted to daily life at a small prep school. The south wing was dominated by living facilities: dining rooms, kitchen, and day room. The north wing contained the library and sitting room, as well as Xavier's study. It was here that Xavier's pupils attended classes. The main school computer (of Earthly manufacture) was situated here as well.

Xavier's study contained Cerebro, a mechanical device which Prof. X used to pinpoint mutant activity throughout the world. Without Prof X's guidance, it could only detect mutants with Feeble ability, but within a 100 mile radius. This was usually sufficient to an-

nounce the presence of any unknown but powerful use of mutant powers in the northeastern United States, or the presence of uninvited mutants on the grounds of the estate.

The central portion of the main building consisted of the main entrance hall, as well as Xavier's reception area, and the first floor of his private quarters, including bath and dressing area.

A grand staircase led up from the main hall to the second floor, and a spiral staircase connected Xavier's chambers with his quarters. In addition, two elevators ran from attic to basement. These elevators would proceed to the sub-basement levels only if the user's palm-print was recognized by the house computers.

The main floor's exterior walls were made of standard construction, and were only EX material strength. The interior walls were GD material strength, and could be easily replaced after battles with evil mutants and extra-dimensional monsters.

The security systems of the man-

sion were of RM intensity, and were of standard electrical type. As opposed to those which contact the local police, these alerted Prof. X and/or the team members to the presence of intruders. The house computer could locate known individuals within the complex to announce possible intruders, identifying location by "Zone." The Zones were:

- Zone 1: Main Level
- Zone 2: Second Floor (New Mutants Wing)
- Zone 3: Ororo's Attic
- Zone 4: Remainder of Attic
- Zone 5: Second Floor (X-Men Wing)
- Zone 6: Xavier's Quarters
- Zone 7: Basement
- Zone 8: Sub-Basement Level One
- Zone 9: Sub-Basement Level Two
- Zone 10: Danger Room
- Zone 11: Transport Tunnel
- Zone 12: Personnel Tunnel
- Zone 13: Hangar Area
- Zone 14: Boat House
- Zone 15: Garage

## SECOND FLOOR

The second floor was dominated by the living quarters of the two teams that made the mansion their home before its abandonment. The south wing was home to the New Mutants, while the north wing housed the X-Men.

Each of the wings was equipped with four full bathrooms in addition to 11 regular rooms and a guestroom. The north wing, in addition, had a multi-mode workshop (with tools capable of handling wood-and metal-work as well as electronics). The south wing had the laundry as well as a studio for both art and video.

The central portion of the second floor was Xavier's personal chambers, including his bedroom and master bath.

The grand staircase led down to the main floor, while a second staircase led to the attic. One of the rooms in the New Mutants wing was turned into a hall with stairs leading to Ororo's Roost.

As for the first floor, the walls were made of EX strength material, the interior

walls of GD strength material.

The security systems were RM around the windows and external entrances, EX within the house, in particular in Xavier's chambers.

## ATTIC

Used primarily for storage and communication relay equipment from the outside tower, the attic also had a large playroom in its central area which was cleared and often used for classes as well. Most of the items in storage were mementoes or belongings of the various team members.

The attic also contained Storm's room, located in the southern wing as opposed to the X-Men's normal northern wing. Skylights had been placed in the roof, and a wide variety of tropical plants, well watered, thrived here in the mansion's heyday.

The exterior walls and roof were made of EX material, the skylights and interior walls of GD material.

The electronic security of the attic was fairly weak, only of GD intensity, and like that of other floors, notified

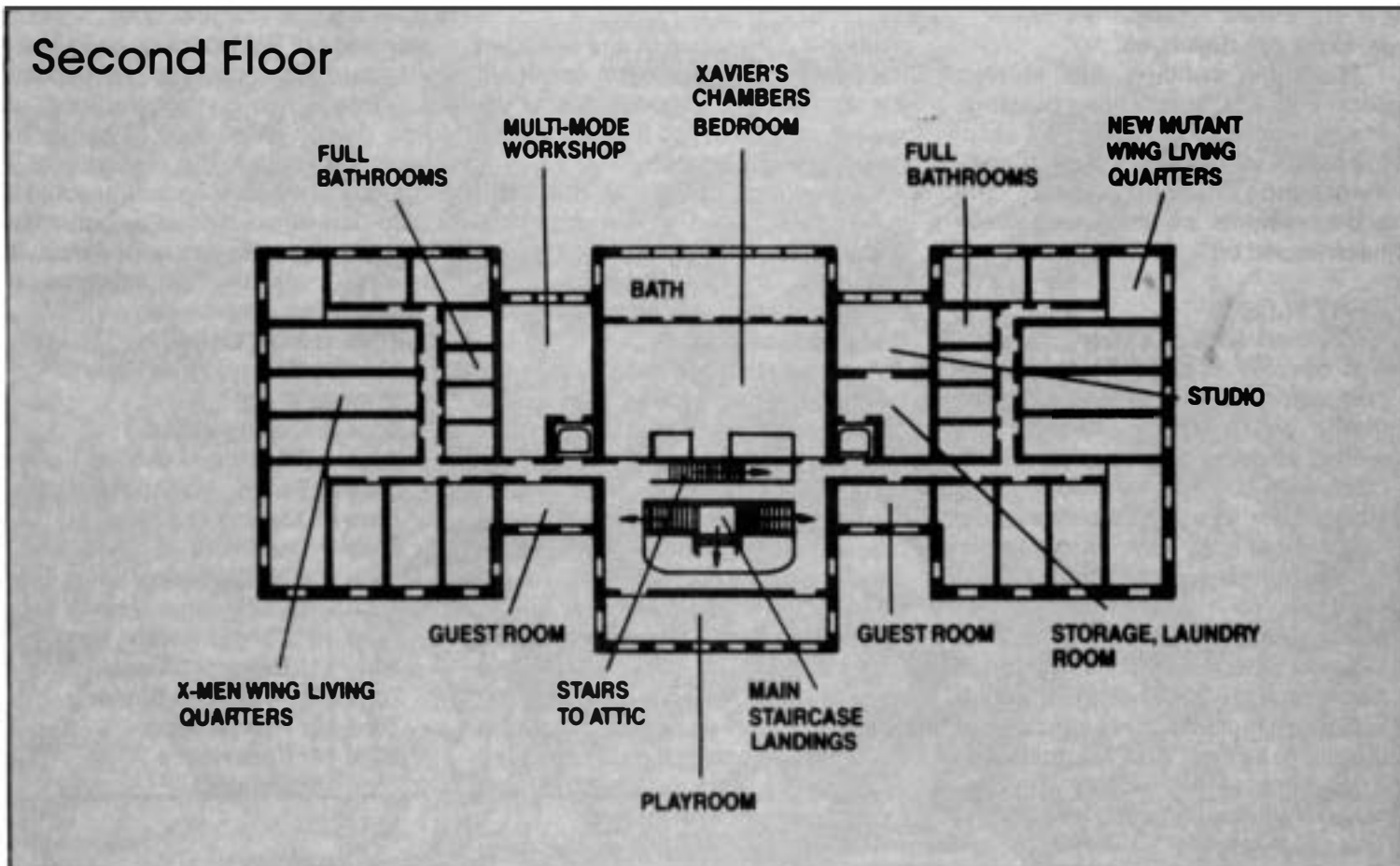
Xavier's office and those of the team when an intruder was detected.

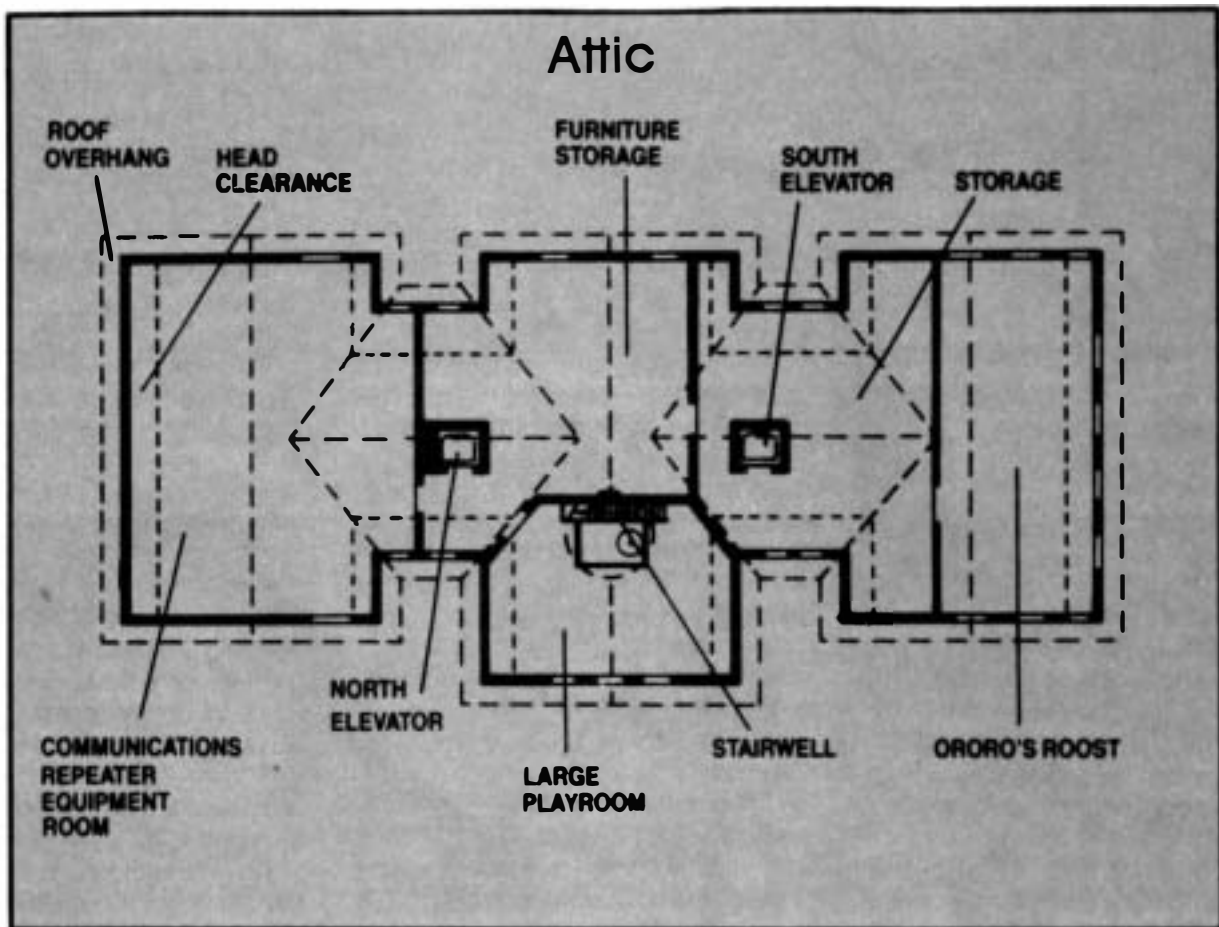
## BASEMENT

The basement of the mansion had all the appearances of a normal basement, though that of a well-off school. In addition to the main oil heater and fuel, wine storage, and main laundry room, the basement also contained the main memory of the house computer as well as a back-up power supply of Shi'ar design. The latter was behind a concealed door in the room housing the computer main memory. The basement was also used for storage, in this case furniture from the first floor.

In the north wing is a secret passage which leads both to the second level of the sub-basement and to the outside world. This tunnel originally led only a couple hundred yards into the woods, but was later linked with the Morlock tunnel system as well. This passage was used as a backup if the elevators were knocked out.

The elevators would not pass below





this level without palm-print identification of the car's occupant.

The security systems of the basement were beefed up to RM level when the building was occupied, and are now at the IN level, with the additional locks placed by Forge and Banshee.

The material strength of the walls and floor of the basement was RM, further deterring exploration below.

### SUB-BASEMENT LEVEL ONE

With the sub-basements, the true purpose of the X-Man Mansion becomes clear, as a training ground for young mutants, and a command center for mutant activities. In addition to a fully stocked gym, indoor pool, and sun-deck, the first sub-basement contains the following facilities:

- Medical Facilities of RM ability, capable of adding +1CS to individuals with Medicine talent and +2CS to those with First Aid talent in the treatment of wounds and illnesses.

- Chemical Labs capable of adding

+1CS to any individual with chemistry talent in performing FEATs involving chemistry.

- Practical Physics Lab, including laser and computer arrays which allows a user with Physics talent to add +1CS to all FEATs involving physics.

- An Electronics lab which allows a user with Electronics or Tinkering talents a +1CS in all applicable FEATs.

- A Robotics lab which allows individuals with appropriate talents a +1CS in related FEATs for understanding and creating robots and other mechanical forms.

The sub-basement also holds the back-ups for the house computer, this time using Shi'ar technology and data storage facilities, occupying a fraction of the space allocated to the computer's main memory.

The entrances for the personnel and transport tunnels to the underground hangars meet the mansion complex at this level. The monorail travels at RM groundspeed, and is made of EX strength material. If required, "people catchers" are avail-

able at the mansion and hangar ends to aid if a car goes out of control.

In addition, two elevators to the upper floors and two elevators to the second sub-basement connect with the remainder of the mansion. Fire stairs are available as an emergency exit as well.

The security of this area was always high, at the IN level during the mansion's occupied times. It is now AM with the modifications made by Forge. These modifications include the sending an alarm to Muir Island in case of a break-in, as well as locking all available doors and flooding the complex with IN intensity gas.

### SUB-BASEMENT TWO

The bulk of the Shi'ar technology, including the danger room, is located in the second sub-basement, over 30 feet beneath the mansion itself.

This level contains the mansion's power source—a Shi'ar geo-thermal tap with accompanying transducer. Upper house functions operate on normal current with traditional auxil-



ary generators in the basement. The sub-basements and monorails are powered from the tap, so no suspicious charges appear on the local electric bill.

The second sub-basement also contains additional back-up files for both house and danger room computers, as well as mission rooms, a communications hub, and reserve living quarters. The main feature of this sub-basement is the Danger Room, discussed separately below.

The security system of the second sub-basement is of IN intensity, consisting of normal human mechanisms as well as Shi'ar devices. Further modified by Forge, inappropriate break-in will cause IN intensity knock-out gas to flood the complex, and the Muir Island Base will be contacted automatically. There may be other robotic and mechanical traps as well.

This floor can be reached by any of the four elevators from sub-basement one, or by the secret passage.

The walls, floor, and ceiling of this part of the complex are made of RM

strength material, including the door sealing the complex from the secret passage and Morlock tunnels.

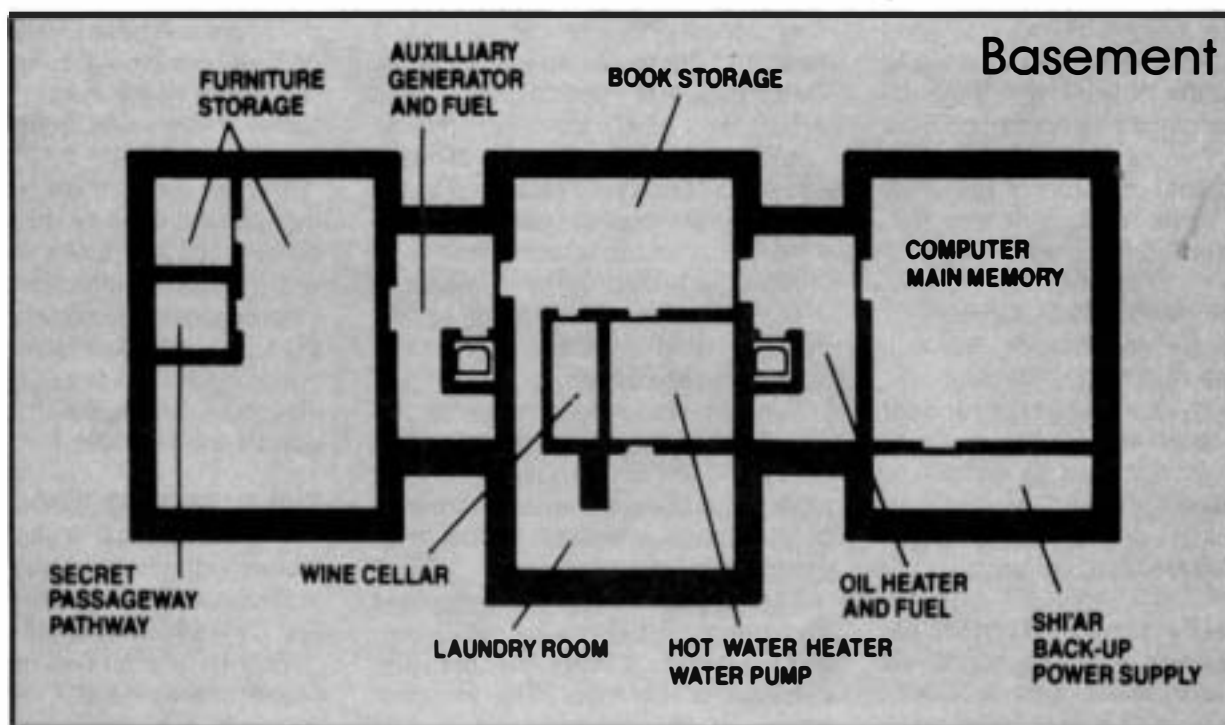
### THE DANGER ROOM

The original Danger Room was established in the area of what later became the main dining area, though insufficient security often resulted in accidental entry and activation.

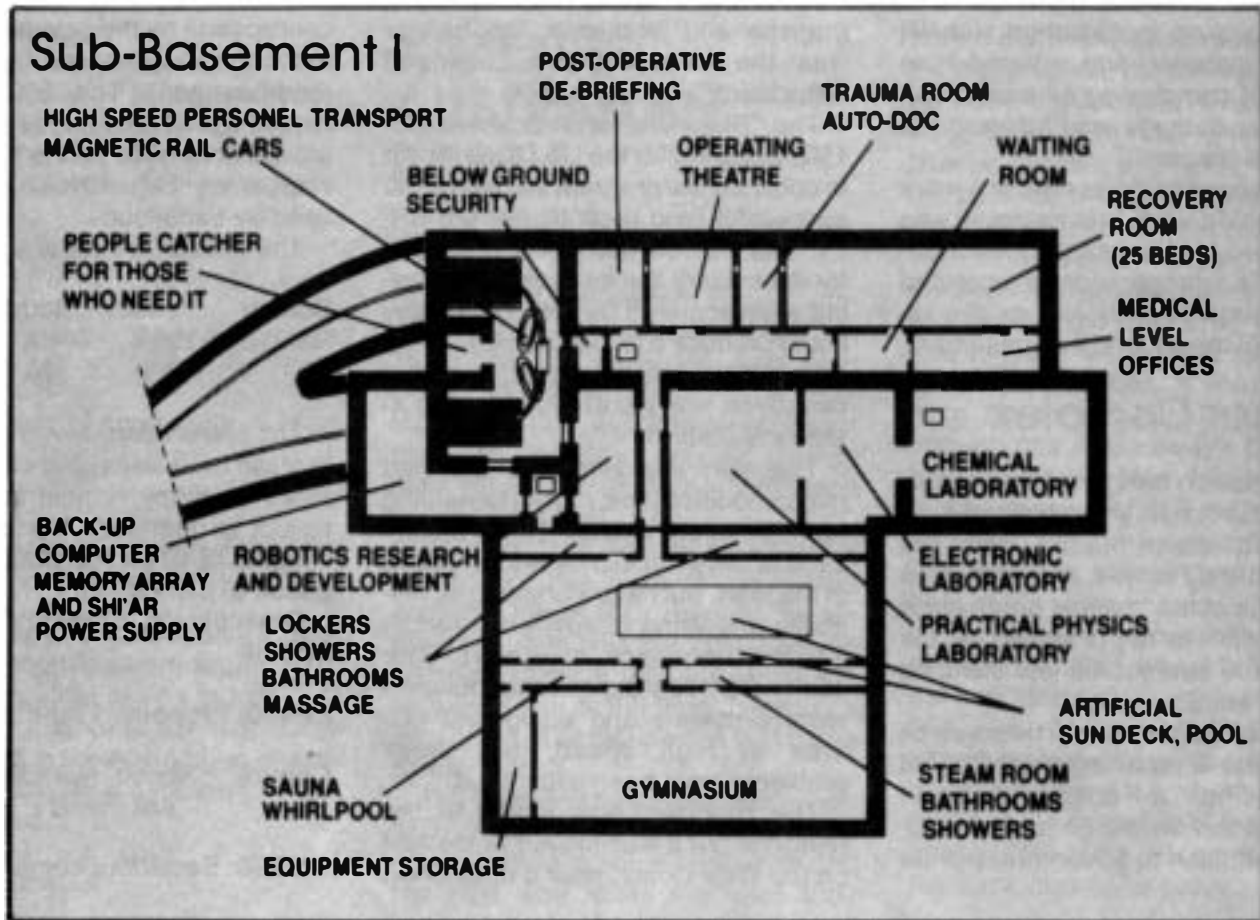
The original danger room was equipped with mechanical traps of EX to RM intensity or damage. Modifications (occurring about the time of the move to the sub-basement) expanded the capacity of the danger room to the IN or AM rank, but still limited to terran technology, these features, still part of the danger room, include:

- Ensnaring Metal Coils of up to IN material strength.
- Flame jets of up to IN material strength.
- Force fields of up to IN intensity.
- Tracking missiles of up to RM damage, but IN ability to follow motion, heat, scent, or mutant energies.

- Energy Rays of up to IN intensity.
  - Force Beams of up to IN intensity.
  - Sonics of up to IN intensity.
  - Weights and presses of up to UN weight or force.
  - Moving hoops and bars of IN difficulty.
  - Water jets of IN intensity.
  - Moving panels and walls of IN slipperiness.
  - Multiple thrown weapons (cane-like clubs similar to those used by Daredevil) or iron balls for up to IN blunt damage.
  - Blades, fans, and darts capable of inflicting up to IN edged damage.
  - Pits up to 20 feet deep.
  - COLOSSO—a giant robot opponent who fought the X-Men in various training exercises. Colosso had a number of configurations, but could have up to IN material strength, IN physical stats (Fighting, Agility, Strength, Endurance) and occasionally a special weapon (fire, paste, water, energy, force) of up to IN intensity.
- The settings for training in this early danger room were usually tailored to



# Sub-Basement I



test particular X-Men abilities. As a result, the settings for various traps were either at the rank of the ability being tested, or one rank higher, depending on the nature of the test.

All of Xavier's students had their abilities logged into the computers as well as their unique test settings. Danger could result from using the wrong settings (e.g., Cyclops in a test designed for the Beast) or if the settings were changed or sabotaged.

The danger room had overrides both in the control booth and in the room itself, shutting down all functions in case of danger to the occupants. Safety interlocks could prevent the death of those being tested, but would not prevent less serious injury.

The old danger room had a tendency to malfunction if its main computer was damaged, or if the integrity of the floor or walls was breached. This floor and walls were only of GD material strength, but were laced with pipes, conduits, wires, and circuitry. Breaching the walls created massive overload and could (DM's option)

cause the entire room to activate and attack.

With the rebuilding of complex, heavy use of Shi'ar technology was incorporated into the Danger Room. This had the advantage of increasing the possible intensity of the threats to UN, maintaining improved safety checks to prevent serious injury, and allowed incorporation of holographic projectors.

These projectors are of Shi'ar design, and create images of MN intensity and believability. They are used to supplement the threats and tests presented by the room. A jungle-gym of bars to test agility can be transformed into a realistic jungle, and Colosso (and other robots) can be made to appear like Sentinels or super-powered foes. The walls themselves can be concealed (hiding the safety buttons) to enhance the believability of the simulation.

The danger room in its upgraded form has all the abilities, tricks, and traps of the old room, raised to a maximum of UN intensity. In addition,

these traps can take a variety of forms and appearances to so mask their true nature. As before, the intensity or potential damage is kept within the known range of the hero's abilities, or one rank higher.

The Shi'ar technology also includes gravity controls, allowing the room to duplicate weightless environments and the conditions on other planets.

Like the old version, the improved danger room has been known to malfunction, increasing its damage potential or creating nightmare situations for those within. Possible threats for the Judge to throw in include past opponents, Sentinels, alien attacks, and sequences from famous movies (giant rolling boulders, space attacks, burning of Atlanta, fields of narcotic poppies...).

The walls and floor of the new danger room are made of EX material, but, as in the old danger room, this material represents only the surface covering the wires, conduits, and Shi'ar circuitry required to operate the room. Beyond this internal work, the

entire structure is sheathed with IN strength material, and isolated from the rest of complex so extensive battles and/or damage won't disturb the rest of the house.

The danger room computers were fully disabled when the complex was abandoned, preventing accidental activation. The danger room is protected by the same security net as the remainder of the second sub-basement.

## Hangar Complex

The Mansion hangars are primarily underground, with lifting turntables to raise and lower planes from the hangar to the runway. In this fashion the illusion of the "typical upper-class prep school" is not dispelled by the presence of supersonic jets standing on the runway.

The hangar facilities themselves are capable of repairing anything that flies, using a combination of advanced human and Shi'ar technologies. In addition to hovercraft, private

propeller-and jet-planes, the hangar was the base for the Lockheed "Blackbird."

The "Blackbird" is a Lockheed RS-150, designed for the US Government to continue the program started by the successful (and recently retired) SR-71. The RS-150 was never produced for the military, but its design and tooling were acquired by SHIELD so they could produce a limited number of the craft. All of these have been retired or destroyed, with the exception of the X-Men's Blackbird.

This surviving Blackbird has had major modifications, mostly benefiting from Shi'ar technology. These modifications have not increased the speed of the craft, but have increased its reliability and flying radius, while reducing the frequency of repairs. The earlier RS-150's experienced temperature problems and equipment failures at high speed, but these problems have been eliminated.

The Blackbird was stored in the hangars, but it was moved to storage on the West Coast, after a threatened

confiscation by the government (interested in the advanced technological modifications). The Blackbird was moved again, to a storage facility at an airfield controlled by the WHO (Weird Happening Organization). It is now used by Excalibur.

The Blackbird's Stats are:

Control	Speed	Body	Protection
RM	ShY	EX	GD
30	200	20	10

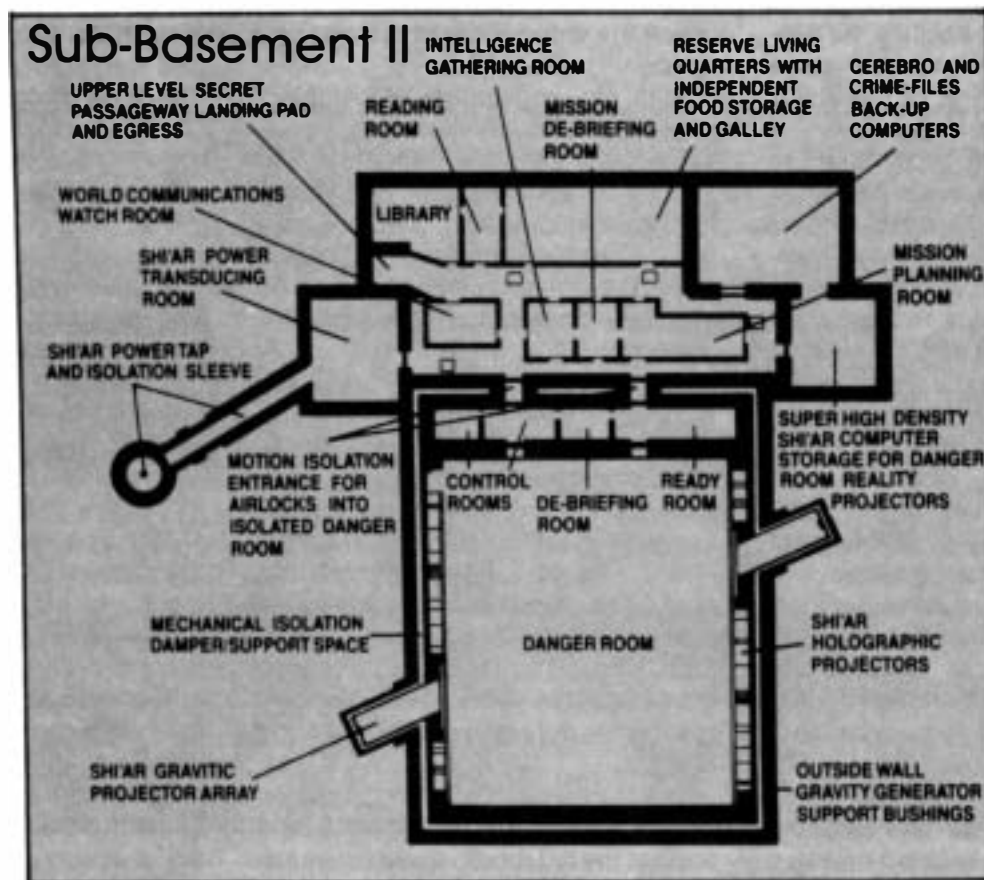
The plane seats seven comfortably in crash harnesses, and can carry four times as many without such protection. It is unarmed. The Blackbird is capable of VTOL (Vertical Take-Off or Landing) modes.

Other planes in the hangar complex include:

### Private Propeller Plane

Control	Speed	Body	Protection
TY	AM	FE	TY

NOTES: Seats four comfortably.



### Small Seaplane

Control	Speed	Body	Protection
PR	AM	PR	PR

NOTES: Seats three. Can be used for water landing.

### Private Jet

Control	Speed	Body	Protection
TY	AM	PR	TY

NOTES: Seats 10 comfortably.

### Hoverjet

Control	Speed	Body	Protection
IN	RM	PR	TY

NOTES: Seats 10 comfortably. Capable of low-altitude short-range flight, making it an ideal device to take into battle. Unfortunately, this capability has resulted in the destruction of several Hoverjets. It is unknown if any have survived.

### Shi'ar Shuttlecraft

Control	Speed	Body	Protection
GD	CL1000	RM	RM

NOTES: Fully self-contained environment, capable of VTOL, seats up to six humanoids comfortably, twice that in a pinch.

### Hovercraft

Control	Speed	Body	Protection
EX	RM	GD	GD

NOTES: Capable of functioning on land and water, seats up to 10.

Most of these craft have either been destroyed or are still in storage within the hangar area. The Shuttle Craft was reclaimed by the Shi'ar when Neramani returned to space in the company of the Starjammers.

The Hangar Complex walls are made of reinforced concrete (IN strength material). They were connected to the main house by the monorail line, but this entrance was sealed by Banshee, Forge, and Marvel Girl. The security systems are only RM.

## X-MEN'S AUSTRALIAN BASE

### (Reavers' Base)

**LOCATION:** Somewhere in the southwest corner of Australia's Northern Territories, in the Great Australian Desert, this area appears to be nothing more than an abandoned ghost town. The surface conceals a large (and largely unexplored) high-tech complex beneath.

**HISTORY:** The Aborigines consider the site of this base to be sacred ground. One of their number, an apparent mutant with the Reaver-given name of Gateway, remains on the site as a guardian of the land. Gateway's own origin is as clouded as that of the complex itself.

The town first came to the attention of the X-Men as the base of the Reavers, a team of cyborged criminals and terrorists who made the town their base. They threatened to desecrate Gateway's holy site if he did not aid them, so with the mutant's unwilling help, the Reavers were able to strike at will throughout the Pacific Rim, capable of moving into and out of their objectives without difficulty.

After a Reaver raid in Singapore, the X-Men attacked the Reavers' base, defeating and capturing all but three of the Reavers. The captives were herded into the Siege Perilous where they would be judged and supposedly reborn in new forms. Three Reavers escaped—Bonebreaker, Skullbuster, and Pretty Boy. The X-Men took possession of the town and for the next several months used it as their base of operations.

Hidden beneath the surface is an elaborate network of natural caverns and artificial tunnels, including not only an underground lake, but treasure rooms and a highly advanced communications array.

The X-Men used the base, in connection with Gateway's ability to teleport anywhere and their own invisibility to recording devices, to es-

tablish themselves as heroic legends. Finally, however, the Reavers, now reinforced by Donald Pierce, Lady Deathstrike, and the Hellfire cyborgs (Reese, Macon, and Cole), moved on the base for vengeance. Warned by a vision, Psylocke led the surviving X-Men of that time through the Siege Perilous. Wolverine was captured and tortured by the Reavers, but broke free of his imprisonment with the aid of Jubilee. (Jubilee, a young mutant from California who tagged along through one of Gateway's portals behind the other X-Men, had been living in the tunnels.) After a battle with the Reavers, they managed to escape and began to collect the other members of the team.

The Reavers are currently in control of the Australian base, but they are not fully aware of its extent or capabilities. They have noted that the base seems to have expanded since their original tenancy, but whether this is a result of their own lack of exploration the first time around or some unknown force remains to be seen.

## The Grounds

The Australian base appears to be a ghost town. Such towns litter the outback, remnants of attempts at prospecting or sheep ranching in this desolate land. This particular town consists of some two dozen inhabitable buildings, some up to three stories in height. There may have been more structures, but they have collapsed over time. Water is readily available from an underground lake, pumped to the surface by a fairly reliable windmill. With a ready supply of water, it is a wonder that the town was abandoned in the first place, much less that, once abandoned and decayed, it was taken up by the Reavers as their home base.

The center of the town's activity during the Reaver days was the hotel, a three-story building. Several of the X-Men, including Wolverine, made this their home after first routing the Reavers, while most found quarters elsewhere in town, redecorating to suit their individual temperaments.

With the retaking of the town by the Reavers under Pierce, the Reavers seem to have moved underground in order to be closer to the base communications center.

The only other major point of interest on the surface is Gateway, who sits in meditation on a rocky outcropping overlooking the town. It is to and from this outcropping that Gateway teleports his charges.

## The Underground Complex

The complex beneath the hidden base is as yet not fully explored. It contains a variety of natural and technological treasures. The prize possession of the complex is the computer and communications center, a high-tech network far more advanced than most such systems, including those used by the X-Men themselves in their old mansion. The communications center can pinpoint and trace phone, radio, or other energy any-

where on the globe, as well as monitor any broadcast. With the aid of Spyeeye trackers, any individual in the area can be similarly monitored. The Spyeeyes are small, levitating cameras of EX material strength, and once programmed to follow an individual, will do so until that person leaves the area.

The communications center also has the distinction of being one of the few mechanical constructs which can photograph and register the X-Men. How this is possible is not known, though this may be one more gift from Roma to the X-Men, the result of Madelyne Pryor's dealing with N'astirh and other entities from Limbo, or some as-yet-unrevealed agency. Finally, unrecognized by most of the inhabitants, the communications center has extensive self-repair abilities, the equivalent of MN regenerative powers.

The computer and communications arrays are very user-friendly, though they seem to be friendly to only one user at a time. First, Madelyne Pryor,

then Havok, became skilled in using the computers. Others attempting even simple tasks found the computers clunky and stubborn. Future users may find the system easy to operate (no FEAT roll needed) or requiring an Reason FEAT, depending on circumstances.

Also beneath the surface is a series of natural caverns, dominated by an artificial lake. The lake flooded some of the lower tunnels, but the damage has since been repaired.

The Reavers did make use of an old vault beneath the town as a repository of their stolen loot, primarily gold and gems. The X-Men returned this ill-gotten material to the rightful owners, and the vault is currently abandoned.

Finally, in the maze-work of new systems and tunnels, Jubilee made her hiding hole. There she hid, first from the X-Men and, later, with the recovering Wolverine, from the Reavers. It is not unusual that the new areas of the complex have these convenient dead ends, but this particular one was lost to the scanners in the



main area, almost as if the computer were protecting the fugitives from the Reavers.

The true nature of the computer and the complex has yet to be fully revealed, but the situation to date indicates that the complex is more than either the X-Men or Reavers are aware of.

## The Siege Perilous

Not a part of the Australian Base per se, this device was presented to the X-Men by Roma soon after they captured the town from the Reavers. It was destroyed by Pierce soon after the surviving X-Men fled through it.

The Siege Perilous appears to be a huge red gem set in a rectangular golden frame. On command, the frame expands into a doorway, leading into the Siege itself. Within the Siege Perilous, individuals are supposedly judged by a higher force, and then returned to earth in new identities. This is a CL1000 ability, and while it will function on most humans, it is unknown how it would work on extra-dimensional creatures, aliens, or cosmic beings.

The first to pass through the Siege were the captured Reavers, of which nothing has been heard since. Rogue and a united Master Mold/Nimrod were knocked through the doorway in a battle in Manhattan, but neither has been seen since. Finally, the surviving X-Men—Colossus, Havok, Psylocke, and Dazzler—passed through the doorway under Psylocke's influence, as a way of escaping the returning Reavers. Colossus was restored as an American artist with no memory of his previous past. Dazzler was found by Lila Cheney's servants. She had no memory, but has captured some attention with the successful re-release of the Dazzler movie. Havok has been restored as a freedom fighter in Genosha. Psylocke, with her telepathic abilities, has maintained some memory of her past life and superabilities, and has rejoined the X-Men.

The doorway was destroyed by Pierce, but the Siege itself is apparently a multi-dimensional entity which

can't be destroyed so easily.

## X-FACTOR'S SHIP

**LOCATION:** Mobile. When first discovered, hovering invisibly over Manhattan. Then in the East River, off the Atlantic Coast, in deep space, and most recently once again in Manhattan.

**HISTORY:** Apparently a construction of the Celestials, a race of extremely powerful entities which manipulate and judge lower races, the ship was nothing more than a sophisticated monitoring device planted on Earth to keep an eye on the progress of humanity, and of its sister races, the Eternals and Deviants. The sentient ship was discovered and enslaved by Apocalypse, an ancient mutant dedicated to the concept that the strong survive. Apocalypse controlled the Ship's artificial intelligence, and in addition planted a powerful time bomb to destroy it if it disobeyed.

The Ship was Apocalypse's main base during his attack on New York with his Four Horsemen. During battle with X-Factor, the Ship was damaged, and fell to Earth, damaging a number of buildings and leveling the old X-Factor complex before finally settling in the East River.

With the aid of the X-Terminators, the Ship regained control of its abilities, and with the help of X-Factor got rid of the time bomb. Restored to full control, Ship became X-Factor's ally and home base. An incident where Infectia attempted to control it caused Ship to retreat off the Atlantic seacoast to avoid danger. During this time Ship became the headquarters of the New Mutants, who had abandoned their destroyed school when Magneto became the Grey King of the Hellfire Club.

Ship was summoned into space recently (taking X-Factor with it) to serve its true Celestial masters. Ship disobeyed them to help X-Factor, showing its own independent thought. X-Factor and Ship have returned to New York, where it has set itself on end, looking for all the world like an of-

fice building on the site of the old X-Factor offices.

## The Ship

The ship is 1880 feet in length by 630 feet across, and contains multiple levels, accessways, and portals. It hasn't been fully mapped or explored by its current tenants, and only a fraction of its huge size is currently inhabited. It may be that Ship can rearrange its interior at will to meet its needs, and may construct new items (such as jet planes or boats) as it or its tenants require them.

Ship has created living quarters for the New Mutants and X-Factor, viewing domes and portals, factories and labs for Apocalypse, a fully stocked computerized auto-doc with the ability to give those within the equivalent of Medicine and First Aid skill, and to allow those with such skills the ability to function at +1CS to their abilities. It may construct restraints, including those nullifying mutant abilities, up to MN ability. It may also create weapons (projectile, force, or energy types), of up to AM range and damage, including rocket launchers, energy cannons, and smartbombs (missiles flying at EX air speed with EX ability to track through motion or heat detection).

As a vehicle, Ship has the following abilities:

Control	Speed	Body	Protection
IN	CL3000	CL1000	UN

Ship limits itself to AM speed within the atmosphere, and can hover in place. It has UN intensity invisibility to both visual spotting and electronic devices. Its engines, if used as offensive weapons, can inflict up to Shift Z damage to all objects in their wake.

Ship has a wide number of tools at its disposal, including but not limited to:

- Electro-magnetic tractor and repulsion beams of MN intensity
- Force field of UN protection against physical and energy attack.
- Various types of force walls which

it may use to keep others out. One in particular allows only mutants to pass.

- Restraining devices of up to RM ability.

Ship's Hull is made of MN strength material.

Finally, Ship itself is sentient, and while it has no true physical abilities, it can be considered to have UN Reason, EX Intuition, and RM Psyche.

As a machine it cannot be affected by standard forms of mind control, but with its new-found sentience, it can be frightened or otherwise affected by those things which control emotion.

The ship is aware of all living beings on board, unless they are protected against detection by mechanical devices (like the X-Men). Its security systems should be considered equal to its reason, UN in this regard.

Since discovering its true purpose as a monitoring device of the Celestials, attaining its full sentience, and reporting to its final masters as ordered, Ship has begun to develop its own personality. This personality is more pro-active than its normal machine-self, actively seeking out that which it can do as opposed to responding to need. The decision to take up residence in New York as the X-Factor's headquarters was Ship's decision, not that of the X-Factor.

house when he returned to active adventuring, and used it as a retreat for himself and Meggan.

When Meggan and Captain Britain formed Excalibur (with Phoenix, Shadowcat, and Nightcrawler), the Lighthouse proved to be the ideal headquarters: It was close enough to Britain's major cities, and its secluded nature lessened the danger to civilian life and limb that resident heroes tend to bring with them (case in point, the Manhattan of the Avengers, X-Factor, and Spider-Man).

The lighthouse seems to be the focal point of some trans-dimensional traffic as well, and a number of the members of the group have encountered parallel dimensional entities similar to themselves. The reason for these cross-dimensional jaunts is currently unrevealed.

## The Grounds

The Excalibur Lighthouse is situated on Britain's West Coast, on an outcropping of water-worn granite. A rough, natural causeway leads to the mainland, and nearby roads. However, the rugged terrain poses few problems for all members of the team can fly, teleport, or walk on air. There is no boat dock, though rescue boats can be launched.

At the entrance to the Lighthouse is Illyana Rasputin's Soulsword. Rasputin, as Magik of the New Mutants, defeated the demonic side of her personality and regressed to the age she had been before she entered Limbo. The Soulsword, symbol of her rulership over Limbo, left her at that time and appeared in front of the Lighthouse, its blade encased in a granite boulder.

Previously, when Magik had lost her abilities, the magical sword had been transferred directly to Shadowcat, but on this occasion it had not. The sword cannot be removed by any force, and Shadowcat believes that she is only one it will respond to. However, not wanting to deal in magic, she refuses to touch it.



SIZE COMPARISON



SHIP" LENGTH 1880 FT



CVN-66 U.S.S. NIMITZ LENGTH: 1100 FT

## EXCALIBUR'S LIGHTHOUSE

**LOCATION:** Off the West Coast of Britain.

**HISTORY:** Its foundations dating back almost five centuries, the current structure on this site is built to withstand the strongest storms the Atlantic can come up with.

The lighthouse was decommissioned as a result of reduced shipping in its area and improved electronic navigation equipment. It was purchased by Brian Braddock (Captain Britain), and used as a "retirement villa" during his brief attempt to quit his position as Britain's super-powered hero. He retained the light-

# The Lighthouse

The lighthouse is a five-story circular structure with separate basements and storage cellars bored out of the rock upon which it rests. Each floor is reached by a clockwise spiral stairway along the inside wall. While the lighthouse was spacious as a hide-away for two super-powered individuals, the quarters have proved to be a little tight for five such individuals (plus the odd dragon, visiting dignitary, and what-have-you). The lighthouse offers no competition with the high technology wonders of X-Factor and the X-Men, but it serves as home.

## FIRST FLOOR

The first floor contains the entrance hall, mud room, a half-bath, and a doorway leading to a short set of stairs down to the storage cellar. The cellar serves as a pantry and cold room for the tenants of the lighthouse, as well as containing the emergency generators for the building. It is here that a

number of reports of multi-dimensional crossings have been reported, but they have neither been explained nor investigated.

## SECOND FLOOR

The second floor contains the lighthouse's small kitchen and larger dining area. The dining area also serves as the living room, and contains the requisite TV set. When Meggan is not out playing with dolphins or engaging in super-heroism, she is a couch potato, and tapes practically everything she misses. This floor also has the only full bathroom in the building. More and better plumbing is on the list of "things-to-do" for the heroes as they are currently working out a morning schedule for bathroom access.

## THIRD FLOOR

Kitty Pryde (Shadowcat) and Rachel Summers (Phoenix) room here. This is a single large room with drapes and sheets hung to create some privacy for the young women. Formerly the living room (before that was

moved downstairs), the walls of the room are now bare save for Kitty's posters of heroes and rock bands.

## FOURTH FLOOR

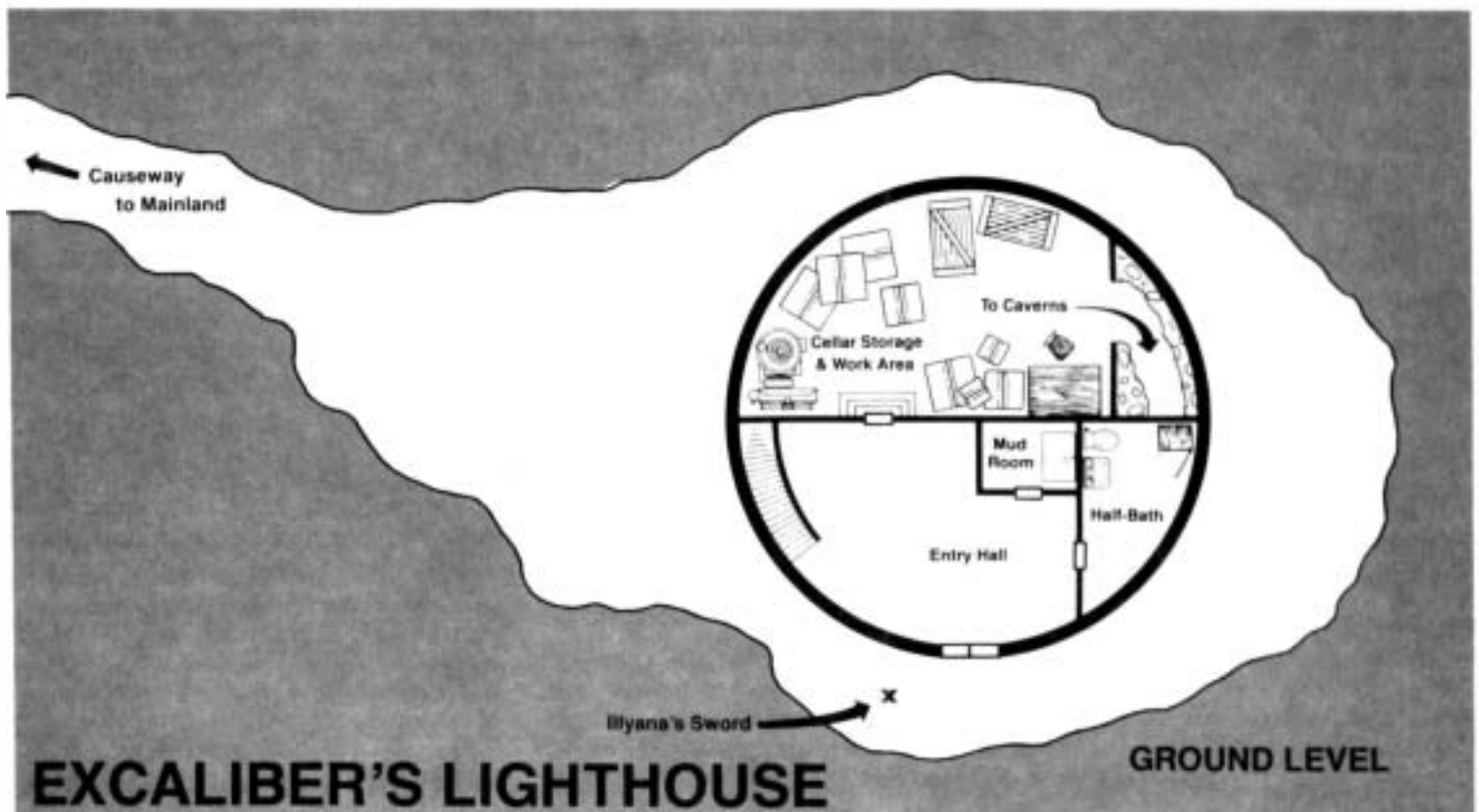
Meggan and Brian Braddock's room. Dominated by a huge bed, this room also contains Braddock's desk and mementoes of his adventures as Captain Britain.

## FIFTH FLOOR

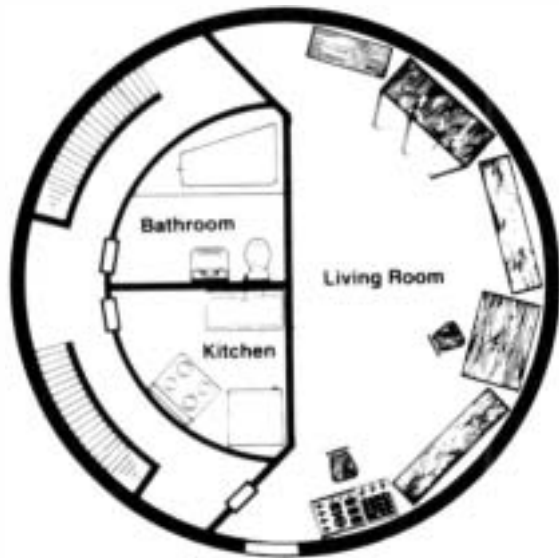
Here is the meeting and conversation area. The top-most room occupies the space where the lights would be if the lighthouse were still operational. A full 360-degree balcony around the edge allows easy landings for the flying members of the team. (It also provides a spectacular view of the surrounding area.) This room also contains a fold-out bed where Nightcrawler sleeps.

## BASEMENT

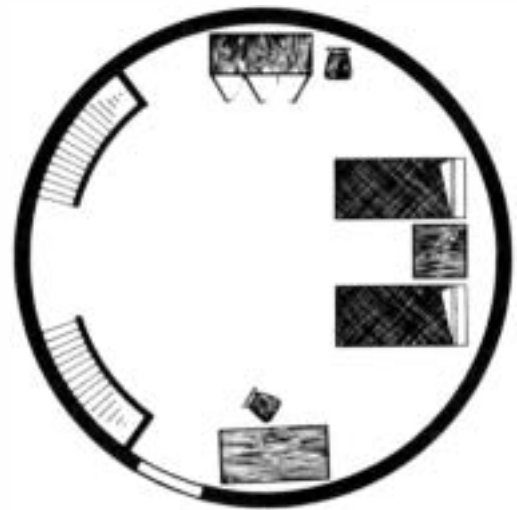
The basement is used as Kitty's lab and computer set-up. Nightcrawler's gym set clings to the basement's high



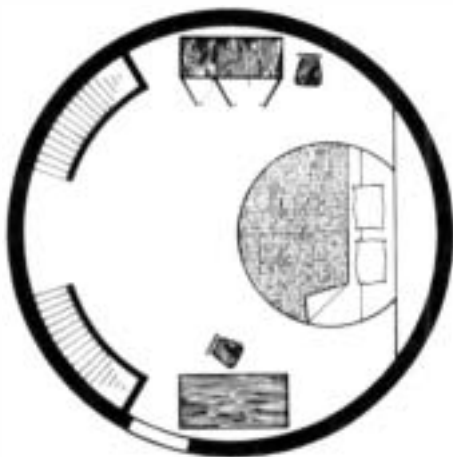




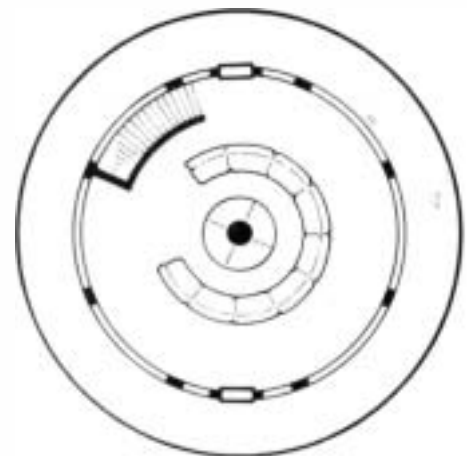
**SECOND LEVEL**



**THIRD LEVEL**



**FOURTH LEVEL**



**FIFTH LEVEL**

ceiling. Neither the lab nor the exercise equipment matches that which the former X-Men used previously, but they function adequately enough. With her on-hand equipment, Kitty has managed to couple together a number of devices, including a Cerebro-type unit.

All of the walls of the lighthouse are made of RM strength material, designed to resist the worst storms imaginable. The floors, however, are only GD material, and the team has only recently repaired the damage inflicted to floors four and up from Phoenix's hasty departure during the Inferno in New York. At present, the lighthouse has no security system, relying on its secluded and partially secret nature to prevent break-ins.

## MUIR ISLAND

**LOCATION:** The Outer Hebrides of Scotland's North Coast. Muir Island can only be reached by boat or VTOL aircraft. The entire island is rocky and covered with grass and heath, with very few trees or bushes of any type away from the cottages. Most boats reach Muir Island from the town of Stornoway on the mainland, though the smaller village of Ulaport also provides launches to cross the North Minch Channel.

**HISTORY:** Part of the extensive holdings of Kinross Clan, of which Moira MacTaggart is heir and leader, Muir Island is her home. She likes the peace and loneliness of the isle, and the island's seclusion makes it excellent place for her Mutant Research Centre.

A leading expert in genetic mutations whose abilities in science match or exceed those of Charles Xavier, Moira MacTaggart built and maintains a large research station on the island. This station is responsible not only for the advancement of knowledge in genetics, but also functions as a refuge for outcast mutants, and a place of imprisonment for dangerous mutants such as Proteus.

In the past, MacTaggart has worked

with Xavier's X-Men, either behind the scenes, or, with the new team, as an active researcher. Recently, with the reported "death" of the X-Men in Dallas, followed by the Reaver Attack on Muir Island, MacTaggart's compatriots and mutants formed their own "X-Men" team of mutants and humans. This team consisted of Moira, Amanda Sefton, Legion, Lorna Dane, Forge, Banshee, Sunder, Tom Corsi, and Sharon Friedlander.

Sunder was killed in the Reaver attack, and Banshee and Forge are believed dead in a plane wreck that Moira may have been responsible for. Other individuals present included the non-mutant Warpies, and a group of Morlocks, including both Healer and, until recently, Callisto.

This new team is much more aggressive in nature than would seem normal. This may be the result of Lorna Dane's powers, and/or the growing influence of Legion, who seems to enjoy harming individuals maliciously.

## The Grounds

Muir Island is a wind-swept chunk of rock and grass off Scotland's northern coast. There are a few scattered beaches, but most of the shoreline is sheer cliff. Most of the settlement surrounds a relatively tranquil anchorage for boats, and contains not only the main house, but a number of smaller cottages for tenants and Moira's guests. The highest point on the island is dominated by the Mutant Research Centre, Moira's combination lab, research facility, outcast home and detention area. Most of the buildings on Muir Island get their energy from the Mutant Research Centre's generators.

## Mutant Research Centre

Moira's Mutant Research Centre is a sprawling complex dotted with antennae and receiver dishes. It is divided into three general areas, much like the X-Men Mansion. The central

portion, the largest of the three parts, is the Mutant Research Centre itself, a great, dome-shaped building rising above the others.

Within this complex are Moira's labs, which allow her a +2CS on all mutant studies, and +1CS on all genetic research activities. She has the ability to clone individuals in her lab, and can run most diagnostics automatically with her computers. In addition, she has a fully-functional medical facility, backed up by the presence of the Morlock, Healer.

Flanking the main facility are two wings, one for the living quarters of mutant outcasts and refugees such as the Morlocks, the Warpies, and Xavier's son, Legion. The other wing is devoted to incarcerating and studying dangerous mutants. It is here that Proteus, Dragonfly, the infant Magneto, Mastermind, Lorelei, Blob, and Unus were confined, and where Lorna Dane is currently being kept.

All interior and exterior walls in the complex are made of RM strength material. Prior to recent incursions by Master Mold and the Reavers, security was at the PR level. However, mechanical and electronic "sweeps" created by Forge now protect the island with IN intensity detection capabilities. Any unauthorized individuals on the island will be caught immediately unless they can foil these scanners.

**PERSONNEL:** In addition to Moira and the mutant members of the team, all of whom have their own entries in the Roster Book, Moira has a pair of human aides who help run the facility. They are Thomas Corsi and Sharon Friedlander.

### TOM CORSI

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

**TALENTS:** Handguns, Law Enforcement.

## SHARON FRIEDLANDER

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

Health = 42                      Karma = 30  
 Resources = TY                Popularity = 0

**TALENTS:** First Aid, Medicine.

**IN BRIEF:** Tom Corsi, a patrolman, and Sharon Friedlander, a nurse, were attacked by a Demon Bear—a spiritual enemy of Mirage. This bear slew their physical forms, but upon the bear's defeat, they were returned to life as native Americans. They joined Professor Xavier, helping him run his School for Gifted Children. With the Morlock massacre and the airlift of many of the fleeing and injured Morlocks to Muir Island, Tom and Sharon came along to help Moira through the crisis. Tom and Sharon are now regular members of Moira's "X-Men" team, though neither is a mutant.

Both of them wear the form-fitting battlesuits of the "new" X-men. These

outfits provide EX protection against physical and energy attacks.

## SAVAGE LAND

**LOCATION:** A jungle paradise located on the Antarctic continent, in the Eternity Mountain Range, approximately 400 miles from Tierra Del Fuego and Cape Horn.

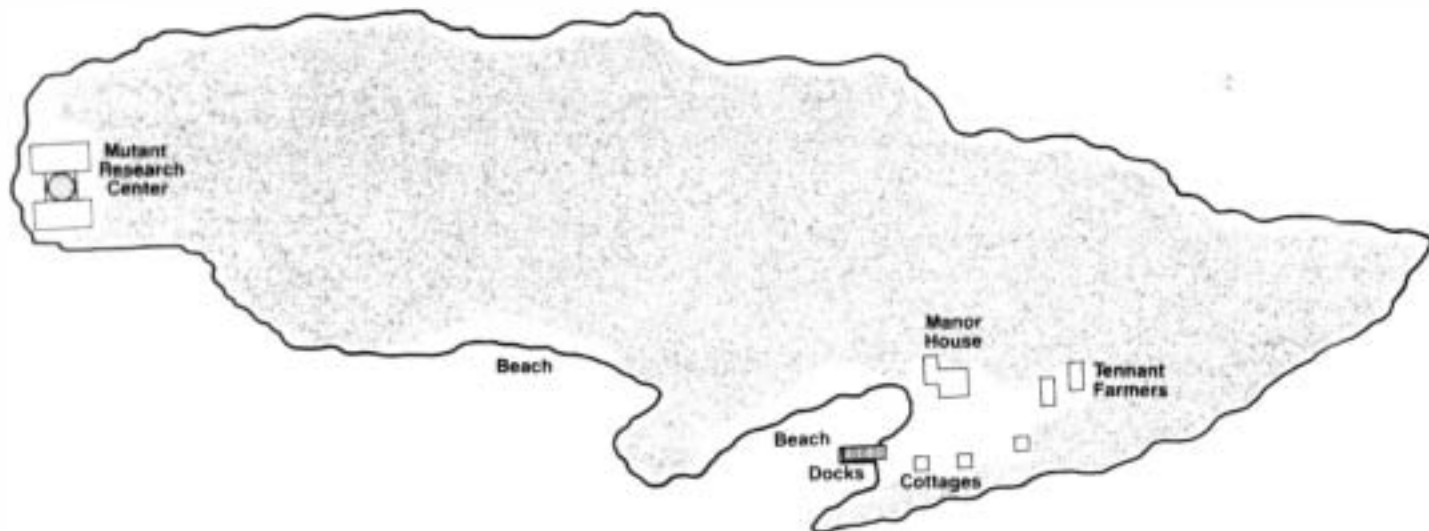
**HISTORY:** The Savage Land was created millennia ago by a race called the Nuwali, at the behest of another powerful, enigmatic race known as the Beyonders. The Savage Land was built as a wildlife preserve for life spanning the time from the Triassic to the Pleistocene epochs. As a result, the tropical area is home to many ancient creatures, including primitive humans and dinosaurs.

The Savage Land maintained its tropical nature through advanced science, using the volcanoes in the region as a heat source. The Beyonders and Nuwali abandoned the Savage Land, but automatic engines contin-

ued to operate even as the rest of Antarctica became polar in climate. Atlanteans found the area, and maintained and improved on the alien machinery, eventually expanding the park out beyond the Savage Land's refuge into a larger area, called Pangea. Further, they genetically manipulated the humans found within to create a wide variety of variant human races. Many of these still exist today, despite regular interruptions from the outside world: Magneto transformed primitive swamp men and women into his Savage Land Mutates. Lord Kevin Plunder became Kazar, the protector of the Savage Land. The X-Men have visited the area on a number of occasions for various reasons.

Recently, the entity known as Terminus destroyed much of the Savage Land, reducing it to a scorched, lifeless land and killing many of the native races. This damage was undone when the High Evolutionary, aided by the X-Men and the apparent sacrifice of Garrok, the Petrified Man, returned the area to life. The prehistoric crea-

## MUIR ISLAND



tures and surviving races have returned to the land. The fate of the larger area of Pangea is as yet unrevealed.

The Savage Land is currently the object of Zaladane's dream of empire. Zaladane, a former sorceress, high priestess of Garrok, and assistant to the High Evolutionary has stolen Polaris' mutant abilities, and seeks to dominate the Savage Land as her first step toward greater world dominion. She is aided in this by the Savage Land Mutates, who are her willing pawns.

## The Land

The Savage Land is part of a larger area called Pangea, representing the full extent of Nuwali, Beyonder, and Atlantean interests. Most of Pangea is still believed destroyed by Terminus and has not been recovered by Garrok's sacrifice. The floor of the Savage Land's valley has only a few landmarks, including:

- The Lost Lake—a freshwater lake fed by deep springs, with an underground outlet leading to Marguerite Bay and the Drake Passage south of Chile. This passage is rough but navigable.

- Mystic Mists—a large, swampy area where the young Ka-Zar and Zabu grew to adulthood. The strange mists had little apparent effect on Ka-Zar, but seem to have slowed down the aging process for Zabu, such that the great cat is still in the prime of life.

- Ka-Zar and Shanna's Home—a huge, multi-level, tree-fortress with most of the amenities of civilization, including a generator (usually off-line) and communications array. These are not used much, as Ka-Zar enjoys the Savage Land's lack of civilization.

- Zaladane's Citadel—perched on an outcropping overlooking the Savage Lands, it is from here that Zaladane considers her conquest of the Savage Land. An imposing structure of white rock and crystal, it is defended both by Zaladane's mystic and magical abilities, and by her enslaved minions, commanded by Worm.

- Eternity Falls—a 2000-foot water-

fall that acts as the gateway between the Savage Land and the larger Pangea, beyond. Barring flying ability, the only way between the two lands is down the sheer cliff face of the falls.

## The People

There are many races in the Savage Land, manipulations of the original stock by Atlanteans and others. In addition to the Savage Land Mutates listed in the Roster Book, there are a number of races in the Savage Land.

### AERIANS

F	A	S	E	R	I	P
TY	GD	GD	EX	IN	GD	GD
6	10	10	20	40	10	10
Health = 46			Karma = 60			
Resources = EX			Popularity = 20			

**SPECIAL ABILITIES:** Flight: GD air-speed.

**TALENTS:** Aerial Combat, Atlantean Technology.

**IN BRIEF:** One of the most advanced of the Savage Land Races, the Aerians understood and could manipulate some of the Atlantean technology in Pangea. They made their home in a tall city built on a volcanic spike named Aerie Shalan. The Aerie was destroyed in Terminus' attack, and most of the Aerians are believed extinct.

### FALL PEOPLE

F	A	S	E	R	I	P
GD	GD	EX	GD	TY	EX	TY
10	10	20	10	6	20	6
Health = 50			Karma = 32			
Resources = PR			Popularity = 4			

**SPECIAL ABILITIES:** None

**TALENTS:** Thrown Weapons, Animal Handling, Bow, Survival.

**IN BRIEF:** The Fall People were the allies of Ka-Zar and natives to the Savage Land's Prehistoric Refuge. A primitive but healthy race, they built wooden barricades and made permanent homes. Before Terminus' invasion, they were led by Tongah, who apparently perished in the catastro-

phe. They are now led by Nereel, who leads the Fall People and other races in the United Tribes, a coalition of races to oppose Zaladane and other tyrants. Nereel and Colossus were lovers at one point and, unknown to Colossus, he is the father of her son, Peter.

### SUN PEOPLE

F	A	S	E	R	I	P
TY	TY	TY	TY	GD	GD	GD
6	6	6	6	10	10	10
Health = 24			Karma = 30			
Resources = IN			Popularity = -20			

**SPECIAL ABILITIES:** None

**TALENTS:** Swords, aerial combat (from pteradon-back), religious fervor.

**IN BRIEF:** The Sun People were the most advanced race in the Savage Land reserve, though they were no match for the Aerians of Pangea. Fervent sun-worshippers who venerated Garokk, the petrified man, they felt it their duty to conquer the rest of the Savage Land and bring it under Garokk's rule. Their "Empire of the Sun" was small by most empires' standards, but under Zaladane's leadership as high priestess, threatened to overwhelm the other tribes. Many of the Sun People perished in Terminus' disaster, with those surviving firmly under Zaladane's control.

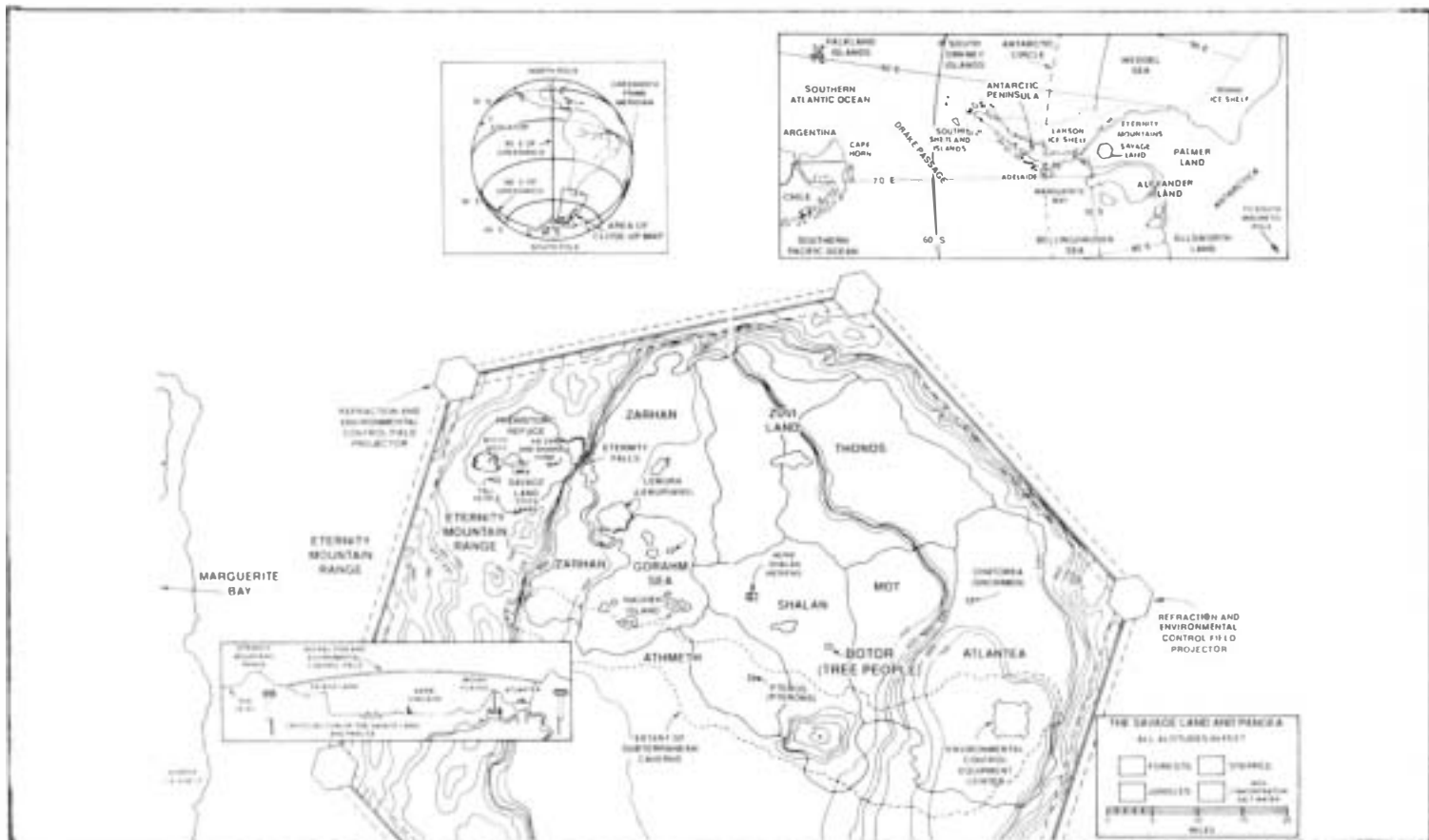
### PTERONS

F	A	S	E	R	I	P
GD	TY	EX	RM	PR	TY	PR
10	6	20	30	4	6	4
Health = 66			Karma = 14			
Resources = FE			Popularity = -20			

**SPECIAL ABILITIES:** Flight at TY air speed, agility is EX when in the air.

**TALENTS:** Aerial combat.

**IN BRIEF:** A race of pteradon-men, the origins of this race are unknown, though they may be either the result of Atlantean experimentation, or of some lycanthropic disease similar to that received by Karl Lykos, turning him into Sauron. Primitive and brutish, the Pterons lived in cavern complexes near the center of Pangea, and



regularly fought with their more civilized airborne neighbors, the Aerians. In a war between the two races the Aerians collapsed the Pteron tunnels and killed most of the race. Those which survived were probably killed by Terminus' attack on the land. None have been spotted since that time.

### LEMURANS

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

Health = 36                      Karma = 60  
Resources = RM      Popularity = -5

**SPECIAL ABILITIES:** None

**TALENTS:** Politics

**IN BRIEF:** The human-appearing Lemurans are very close in appearance, dress, and behavior to western Europeans of the Middle Ages, and like the princes of Italy, are master politicians and manipulators. They supported the attacks of the Pterons on the Aerians, hoping to knock out two enemy races and allow themselves access to Atlan-

tean technology. The Lemurans control the lands around Eternity Falls, the only entrance from Pangea to the Savage Land.

### MAN-APES

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

Health = 56                      Karma = 24  
Resources = PR              Popularity = 0

**SPECIAL ABILITIES:** None

**TALENTS:** Primitive Weapons, Survival.

**IN BRIEF:** The primitive base stock of proto-humans were one of the last additions to the Savage Land by the Nuwali before abandoning the project. These Man-Apes were one of the several races of earthly hominids, only one of which would become homo sapiens. The Man-Apes were the stock used by Atlanteans to develop their other semi-human races. They were a brutal people, and the survivors were killed in recent times by Ka-Zar, who

fought them continually while growing up. The Man-Apes had a single male survivor, Maa-Gor, who may have survived Terminus' destruction as well.

### SWAMP MEN

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

Health = 50                      Karma = 30  
Resources = GD      Popularity = -10

**SPECIAL ABILITIES:** None

**TALENTS:** Swords, Primitive Weapons, Weaponry.

**IN BRIEF:** Natives of the swamps of the Savage Lands, the Swamp Men were continual adversaries of Ka-Zar and Zabu. They were also the most "balanced" stock of those available in the Savage Land, and as such Magneto's choice to create his Savage Land Mutates. The swamp men were excellent weapon-smiths, though they worshipped a giant alien robot, Umbu. The Swamp Men are presumed to have survived the destruction of Ter-

minus, and are continuing to provide genetic stock for Zaladane's experiments, as evidenced by the appearance of Whiteout and Worm.

### TREE PEOPLE

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

Health = 42                      Karma = 26  
Resources = PR              Popularity = 5

**SPECIAL ABILITIES:** The Tree People have prehensile tails, granting them both multiple attacks and the ability to travel through trees with great ease.

**TALENTS:** Hunting, survival

**IN BRIEF:** The Tree People live in Shalan, an area nominally under the control of the Aerians. A simple hunter-gathering people, the Tree People are relatively peaceful, but can lay deadly ambushes if aroused. They were likely destroyed by Terminus' invasion of their land.

### ZEBRA PEOPLE

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

Health = 36                      Karma = 26  
Resources = TY              Popularity = 5

**SPECIAL ABILITIES:** None

**TALENTS:** Primitive Weapons, Survival.

**IN BRIEF:** Also called the Swamp Tribe due to the fact they make their homes in the swamps of the Savage Land, this group should not be confused with the Swamp Men who live in the same locales. Unlike most of the other tribes, the Zebra people are fully racially integrated, and cover themselves with striped body paint to further reduce the difference between black-skinned and white-skinned members. The Zebra People survived Terminus' attacks, and are members of Nereel's United Tribes.

### TUBANTI

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

Health = 28                      Karma = 16  
Resources = PR              Popularity = -5

**SPECIAL ABILITIES:** Water Breathing, fins.

**TALENTS:** Swimming (GD water speed)

**IN BRIEF:** The Tubanti, also called the Manphibians, were another humanoid race created by the Atlanteans to serve them in the Savage Land. They made their home in the Gorahn Sea in the center of Pangea, and as such probably did not survive the attack of Terminus.

### CAT PEOPLE

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

Health = 36                      Karma = 36  
Resources = TY              Popularity = 0

**SPECIAL ABILITIES:** Tracking at RM intensity, Infravision.

**TALENTS:** Hunting, Survival.

**IN BRIEF:** A nomadic hunting people transformed by the Atlanteans into a cat-like race. The Cat People of Pandori are under the nominal rulership of the Lemurans, and are used by them as trackers. Most if not all of the Cat People perished in Terminus' attack.

### SNOWMEN

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

Health = 56                      Karma = 18  
Resources = PR              Popularity = 0

**SPECIAL ABILITIES:** RM resistance to cold.

**TALENTS:** Primitive weapons, swords.

**IN BRIEF:** The furred snowmen are natives of Chatoarea, the high southern steppeland of Pangea, and as such guardians of the Atlantean environmental control equipment that main-

tained Pangea's life support systems. Adapted to the cold and fairly removed from the lowlands of Pangea which Terminus devastated, the Chantorean Snowmen are the most likely survivors of Terminus' attack.

**A Final Note on the Savage Land and Pangea:** This region's secluded nature, coupled with a rich genetic diversity of life and primitive peoples, has made this region of Antarctica a favorite hiding place for secret bases far from the prying eyes of the industrial and military giants of the north. In addition to Magneto, the Savage Land has served as a base for the High Evolutionary, Belasco (within Mt. Flavius), and Apocalypse. Both the Avengers and Spider-Man have visited the Savage Land, but its most frequent off-continent visitors have been mutant teams such as the X-Men.

## MADRIPOOR

**LOCATION:** An independent island nation in the western Indonesian archipelago. The name Madripoor refers to both Madripoor Island and its only city.

**HISTORY:** Originally a pirate base, its present ruler, Prince Baran, is the descendent of the corsairs who first conquered and tamed the island's freebooters. The Princes of Madripoor ruled by allowing a great leeway to everyday dealings, including drugs, smuggling, and stolen goods, provided that the proper etiquette was observed and the appropriate palms greased. This laissez faire attitude to its citizenry applies to its international laws as well, such that Madripoor will not extradite criminals caught within its borders.

As a result, Madripoor has blossomed as a center for local and international criminal organization. It has also provided the island with one of the most efficient and largest shipping yards in the Pacific, making it a frequent stop for container ships passing between the Pacific and Indian Oceans, in particular those carrying

cargos that do not fully agree with their manifests.

Prince Baran is the current ruler of Madripoor, an absolute monarch so long as he remains content in his role as power-broker and does not take an active role himself. He is aided by a capable and corrupt bureaucracy, which functions efficiently only as long as the money flows into the correct pockets.

Madripoor has recently seen the arrival of Patch, a hard-nosed adventurer who is in reality Wolverine of the X-Men. The gritty reality of Madripoor appeals to Patch, and gives him a chance to cut loose with fewer of the restrictions placed upon him as a mutant hero. To that end he is co-owner of the Princess Bar, which is a magnet of intrigue and deal-making. Most of those who know Wolverine or have heard of him have figured out that Wolverine is Patch, but most feel that if a noted super-hero with adamantium claws and a bad attitude wants to put on an eyepatch and pretend to fool anyone, that is his business, and he should be granted his indulgence. This is, after all, Madripoor.

## THE ISLAND

Madripoor Island is divided into two parts: Wilderness and the city of Madripoor proper. The great majority of the land is impenetrable jungle which has frustrated development of what few natural resources the island has. As a result, the bulk of the island's business is in trade, both legal and illegal.

The jungle is dotted with small villages and estates, linked by roads which turn muddy and treacherous soon after leaving the city. Within the city the streets are cobblestone in the poorer quarters, brick and asphalt in the more affluent areas.

One road in excellent shape is the one leading to the Madripoor International Airport, on the west side of the island. This modern facility is capable of handling Concorde flights, and is busy with a frequent flow of tourists, businessmen, and criminals.

There are other airports on the is-

land in addition to Madripoor International. The most primitive are merely runways hacked out of the jungle for use in smuggling. Others, like South Seas Skyways, are small, local operations, which engage in (mostly) legitimate traffic through the islands.

The city of Madripoor itself is divided into two parts. The coastal area is LOWTOWN, a cramped, squalid, poverty-stricken area where labor and lives are cheap. Here, the traveller will find warehouses, chemical factories, and docks, as well as dives, bawdy houses, and drug manufacturers. Lowtown has scarcely changed since colonial days, catering to the darker needs of the people.

Moving inland, the island rises and the rubble and squalor give way to HIGHTOWN, an opulent area built on the backs of the poor, moving into the twenty-first century without them. This is the Madripoor the tourists see, with expensive, shining hotels, shops, glittering casinos, and the occasional temple or old garden complex to show that the island's master has not lost touch with his heritage. Here the dives become respectable nightclubs, the brothels become escort services, and the criminals wear suits and travel with packs of gunsels for protection.

## LOWTOWN

In Lowtown, the bulk of the population lives at the poverty level, and most see criminal activity as a way up. Corruption is rampant, and as a result the legitimate businesses gladly pay protection money to guarantee the safety of their goods and business operations. After dark, street gangs battle for turf and waylay those tourists foolish enough to remain in the area after sunset. Both day and night, the two major crimelords, Gen. Nguyen Ngoc Coy and Tyger Tiger, vie for control of Madripoor's criminal wealth.

There are a number of sights and places of interest (depending on your interests) in Lowtown, including the following:

- The Docks—among the largest and most modern facilities on the Pa-

cific Rim, the Madripoor docks primarily see container ships from the US, Japan, India, Australia, and Africa. Its central location makes Madripoor the ideal clearing house for large amounts of traffic. The records and mechanisms are all computerized, but there is more than enough work for dock workers from the Lowtown Slums.

The docks are among the safest places in Lowtown, at least for merchandise, owing to the activities of the well-grafted police force. Human life, on the other hand, is not so well-protected, and "accidents" are a frequent occurrence.

- The Madripoor Bazaar—the tourist attraction of Lowtown, the bazaar is crammed during the day with visitors seeking a taste of the Orient and a few trinkets to send back home.

All manner of goods may be found here, including illegal materials and objects which would normally belong to someone else. At night, the Bazaar is empty, shops and small stalls are shuttered tight, and tourists retreat to their upscale digs in Hightown.

- Warehouse District—close by the docks is a huge collection of private warehouses, which range from legitimate operations to drug factories. Protection is usually of a private nature, as the overworked police force can only protect so much. (Contributions to particular police officers encourage prompt and courteous justice.)

- Landau, Luckman, and Lake—one of many distribution offices in the Lowtown District, this outfit handles ordinary shipments of trinkets, toys, and electronics, but they also special-order particular items of an exotic nature (such as suits of flexible, custom-fitted body armor).

The main office of the operation was destroyed and its owner killed, but a new branch has been established in Lowtown, where business is very brisk.

- Madame Joy's—a bawdy house operated by the woman after whom it is named. The house also serves as a safe house for allies of Patch.

- The Princess Bar—co-owned by

Patch and O'Donnell, the Princess is a fairly swank nightclub in the heart of Lowtown. Its location keeps most of the tourists away, so the clientele is often the best and brightest of the criminal classes and adventurers. The decor is directly out of Casablanca, and the building is under the "protection" of Tyger Tiger, though with Patch in residence it seems to require few other protectors. Patch floats in and out, so O'Donnell handles the bulk of the day-to-day management of the bar.

## HIGHTOWN

Hightown is Lowtown's mirror image, the sleek, slick, well-polished city of the future which is featured in the tourist brochures. It is here that the upper one percent of the native population live, the remainder being rich expatriates and criminals on the lam from crimes in other nations. The highlights of Hightown include:

- The Sovereign Hotel—billing itself as one of the finest hotels in the world, the Sovereign lives up to its reputation both in service and cost. Towering over the surrounding buildings, the topmost three floors of the penthouse are rented, on open-ended lease, to Gen. Nguyen Ngoc Coy, one of Madri-poor's two ruling crimelords.

- Imperial Palace—located on a cliff overlooking Lowtown, the ornate, sprawling palace is the home of Prince Baran. The Prince lives in opulent comfort, protected by IN intensity electronic security, as well as patrols of trusted guardsmen and hounds. Baran chooses to show off his long-established family wealth through sumptuous decor and outrageous displays of tackiness. Audiences with the Prince are few and far between, unless it is a matter which concerns the smooth flow of profits through his island. It is he who established both Tyger Tiger and Gen. Coy as co-crimelords to replace the deceased Roche.

- Karma's Villa—located near the coast, this compound is typical of those owned by the wealthy on the edges of High Town. The compound is protected by IN strength electronic security, as well as patrols of men and dogs. The villa was owned by Karma during the period when she was controlled by Amahl Farouk. Farouk apparently placed the true ownership in another's hands before being driven from Karma's body, and when Gen. Coy and Karma returned to Madri-poor, they took up residence in the Sovereign.

## THE PEOPLE OF MADRIPOOR

In addition to Wolverine and Karma, there are a number of individuals who have made Madri-poor their home. These include:

## ISLAND OF MADRIPOOR





## PRINCE BARAN

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

Health = 28                      Karma = 60  
Resources = AM      Popularity = 20

### KNOWN POWERS

No known super-human abilities.

**TALENTS:** Leadership, Bureaucracy, History, Movies.

**IN BRIEF:** The absolute monarch of Madripoor is a lean, well-muscled, middle-aged man, greying at the temples, with a love of fine European art and bad American movies. He normally takes little interest in the crime-lords of Lowtown, but two events—the death of his Chancellor and the fight between Tiger and Coy—have made him more active than normal.

## TYGER TIGER

### Jessan Hoan

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

Health = 70                      Karma = 70  
Resources = RM      Popularity = -5

### KNOWN POWERS

None, but does possess a battlesuit, which provides RM protection from energy and physical attacks. She uses this suit only when anticipating battle.

**TALENTS:** Martial Arts A, B, & E, Handguns, Rifles, Knives, Economics/Business, Computers.

**IN BRIEF:** Jessan Hoan was an executive at the Hoan Bank of Singapore. The Hoan Bank was attacked by the Reavers, who were hired by Roche at the request of a rival bank. The Reavers killed most of the employees and kidnapped Hoan, whom they hoped to recruit as a member of the team. The Reaver Prettyboy attempted to reprogram her brain, turning her into an immoral Reaver, but the attempt was interrupted by the arrival of the X-Men.

The Reavers were defeated and forced through the Siege Perilous.

Jessan, an innocent, did not want to pass through, and was returned to her bank. As the sole survivor, and the only one captured by the Reavers, she found herself under suspicion both from her family and from other banks.

Unemployable, she began to discover other talents, those programmed by Prettyboy, along with a growing moral stance that, if not evil, was no longer passively good. She discovered that Roche hired the Reavers and, with the aid of Patch, she killed Roche and replaced him as crimelord.

Tyger Tiger is efficient, cold-blooded, and ruthless. She has taken most of Roche's old territories, but will not continue his drug trade. This has provided an opening for Gen. Coy to attempt to take over the criminal trade of Madripoor. On orders of Prince Baran, both are "co-Lords" of the Madripoorian underworld, but it is an uneasy balance at best, and could degenerate into a shooting war at any time.

## GENERAL NGUYEN NGOC COY

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

Health = 42                      Karma = 60  
Resources = RM      Popularity = -20

### KNOWN POWERS

No known super-human abilities.

**TALENTS:** Criminal Background, Handguns, Business/Economic, Military.

**IN BRIEF:** Gen. Nguyen Ngoc Coy is a former South Vietnamese military officer who engaged in corrupt practices during the war. In the closing days of that war he fled the country, hoping to establish himself in San Francisco as a crime lord. He failed in this, primarily due to the actions of super-human agents such as the original Spider Woman. He retreated to Madripoor, where, in the wake of Roche's death, he hoped to establish himself as the island's major criminal power. He was foiled by Roche's killer, Tyger Tiger, and forced to settle for status as co-ruler of the underworld, with Tiger.

General Coy has no qualms about dealing in drugs, nor in using violence when necessary. Unlike Tyger, but like Roche before him, he often employs super-human agents to deal with his rivals. In the past his agents have included Roughhouse, Bloodscream, and Coy's own niece, Karma. Karma does not approve of her uncle's dealings, but feels that cooperating with him is the only way to locate her kidnapped brother and sister.

## ROCHE (Deceased)

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

Health = 36                      Karma = 60  
Resources = RM      Popularity = -10

### KNOWN POWERS

No known super-human abilities.

**TALENTS:** Criminal Background, Guns, Knives.

**IN BRIEF:** Roche was the previous crimelord of Madripoor before his death at the hands of Tyger Tiger. He had a preference towards super-human help, including Razorfist and Sapphire Styx, and for freelance operations off the island. It was this last that got him into trouble when Tyger tracked the Reavers back to his door and beheaded him.

## POLICE CHIEF TAI

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

Health = 60                      Karma = 70  
Resources = TY      Popularity = 0

### KNOWN POWERS

No known super-human abilities.

**TALENTS:** Handguns, Law Enforcement, Bureaucracy, Leadership.

**IN BRIEF:** Tai is the chief of police of the city of Madripoor, with jurisdiction throughout the island. He is as close to an honest cop as can be found on Madripoor. A very subtle operator, he would prefer it if non-destructive criminal activities were performed quietly and discreetly, and that violent criminals destroy each other or fight super-

powered vigilantes rather than himself and his men. To that end he is more than willing to play one faction off against another, even if the only peace that will result is the peace of the grave.

Tai and knows all the major and minor players in Madripoor and can provide a wealth of underworld information. He deals philosophically with the huge amount of criminal activity within the city, affecting that which he can affect, not worrying about the fact that most of the most dangerous criminals are beyond the law.

### JESSICA DREW

F	A	S	E	R	I	P
RM	EX	RM	RM	GD	EX	RM
30	20	30	30	10	20	30
Health = 110			Karma = 60			
Resources = TY			Popularity = 0			

### KNOWN POWERS

Wall-crawling (RM rank ability).

**TALENTS:** Detective, Handguns, Espionage.

**IN BRIEF:** Jessica Drew was the original Spider-Woman, before losing the bulk of her powers in battle with Morgan La Fay. The "non-powered" Drew retained her super-human muscles and wall-crawling ability, but lost all mystic abilities and her "venom-blast."

Drew opened a detective agency with Lindsay McCabe, and the pair did fair business before an assignment took them to Madripoor where they had a run-in with Wolverine. The investigators decided to relocate, but to date perform only legal (or mostly legal) operations.

### LINDSAY McCABE

F	A	S	E	R	I	P
TY	GD	GD	EX	TY	GD	GD
6	10	10	20	6	10	10
Health = 46			Karma = 26			
Resources = TY			Popularity = 0			

### KNOWN POWERS

No known super-human abilities.

**LIMITATION:** Alcoholism.

**TALENTS:** Detective, Acting.

**IN BRIEF:** Lindsay McCabe is a former B-movie actress whose film credits included "Demon Debs," "Demon Blues," "Last Train from Moscow," "Cyber Witch," "Lethal Latex Lovelies," and "Ms. Merc," among others.

McCabe joined Jessica Drew first as a roommate and later as her private investigator partner. She and Drew relocated to Madripoor after an assignment to the island brought them into contact with Wolverine (as Patch) and Prince Baran (who is a big fan of McCabe's movies).

### O'DONNELL

(No other name known)

F	A	S	E	R	I	P
GD	EX	GD	GD	GD	EX	GD
10	20	10	10	10	20	10
Health = 50			Karma = 40			
Resources = EX			Popularity = 0			

### KNOWN POWERS

No known super-human abilities.

**TALENTS:** Handguns, others which have not yet been revealed.

**IN BRIEF:** Not much is known about O'Donnell except that he is co-owner of the Princess Bar, with Patch as his partner. He handles the day-to-day operation of the place and, while not as effective as Tai, picks up more than his fair share of rumors.

### ARCHIE CORRIGAN

F	A	S	E	R	I	P
TY	GD	GD	EX	GD	GD	TY
6	10	10	20	10	10	6
Health = 46			Karma = 26			
Resources = GD			Popularity = 0			

### KNOWN POWERS

No known super-human abilities.

**TALENTS:** Pilot.

**IN BRIEF:** Archie is the owner and operator of South Seas Skyways, which consists of a single Douglas DC3 Dakota. The plane has the following stats:

Control	Speed	Body	Protection
TY	EX	GD	GD
6	20	10	10

South Seas is the airline of choice of Patch and others seeking an easy way to travel throughout the South Pacific, unbothered by such legalities as flight plans and registrations.

### SAPPHIRE STYX

F	A	S	E	R	I	P
GD	GD	EX	RM	TY	TY	AM
10	10	20	30	6	6	50
Health = 70			Karma = 62			
Resources = TY			Popularity = 0			

### KNOWN POWERS

*Psychic Vampire:* Sapphire draws power from others, on touch, inflicting great pain and loss of endurance. Each round of her kiss the target must make an Endurance FEAT or lose one Endurance Rank, and a second Endurance FEAT or pass out. Drained endurance returns at a rate of one Rank per day, unless other healing or regenerative powers are in effect. In addition, those drained by Styx are enamored of her—not a total mind control, but a savage physical attraction.

**TALENTS:** Criminal.

**GROUPS:** None.

**IN BRIEF:** Styx is a probable mutant with the ability to drain the life energies of others, rendering them unconscious and/or more easy to deal with. She was in the employ of Roche, the former crimelord of Madripoor, until his recent death, when she was herself wounded. She has not resurfaced since that time.

### ROUGHHOUSE

F	A	S	E	R	I	P
RM	GD	MN	AM	GD	GD	AM
30	10	75	50	10	10	50
Health = 165			Karma = 70			
Resources = GD			Popularity = -10			

### KNOWN POWERS

*Body Armor:* IN protection from physical attack, RM resistance to energy attack.

*Invulnerability:* Cannot be killed by non-magical means (that is, he will al-

ways make a FEAT roll to avoid dying). He may still be affected by Stuns and Slams.

**TALENTS:** Martial Arts C, Wrestling.  
**IN BRIEF:** Of unknown background, Roughhouse may or may not be a mutant. Often his dialogue is peppered with Norse references, indicating at least a familiarity with Asgardian legend if not first-hand experience. Roughhouse has served as an agent of Gen. Coy and partner to Bloodscream. Most recently, following an adventure with Wolverine in Central America, Roughhouse has chosen to remain in Costa Bravo and aid Sister Salvation in her mission.

**RAZORFIST**

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

Health = 100                      Karma = 26  
 Resources = GD    Popularity = -10

**KNOWN POWERS**

**Razorfists:** Razorfist's hands have been replaced with steel blades, allowing EX edged damage.

**TALENTS:** Martial Arts A, B, & D. Receives a +1CS with this fists.

**GROUPS:** Former servant of Fu Manchu, various mercenary organizations.

**IN BRIEF:** A martial artist given his exotic weapons by Fu Manchu. Originally an opponent of Shang Chi, Razorfist has since hired himself out as a mercenary, fighting various super-powered foes. Most recently, he was in the employ of Roche, the former crimelord of Madriport. His present whereabouts are unknown.

**BLOODSCREAM (AKA BLOODSPORT)**

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

Health = 110                      Karma = 30  
 Resources = GD    Popularity = -10

**KNOWN POWERS**

**Vampire-Like Abilities:** While not a true vampire, Bloodscream manifests a number of vampire-like abilities, including:

- **Vampiric Touch:** RM ability to drain up to 30 Health per turn, on flesh-to-flesh touch. The target must make a successful Psyche FEAT to avoid this. If unsuccessful, the Health is lost and the area touched begins to bleed profusely. If Health is reduced below 0, the target dies, reduced to a mummified state.

- **Regeneration:** For every three Health lost by the target, Bloodscream regains one point of lost Health.

- **Mind Control:** EX ability over those from whom he has drained some blood.

**Invulnerability:** Bloodscream claims to be invulnerable to all metal that is not magical or supernatural in origin. If true, this means he cannot lose Health from such attacks, but could still be Stunned or Slammed.



Bloodscream is unaffected by sunlight, crosses, and other standard vampiric banes.

**TALENTS:** Martial Arts B, C, & E.

**IN BRIEF:** Like his partner Roughhouse, Bloodscream's past is a mystery. He first appeared in the employ of Gen. Coy as Roughhouse's partner, though they have since gone their separate ways.

Bloodscream, also called Bloodsport, speaks in an archaic manner which may indicate other-worldly origin or great age, or may simply be an affectation in times when super-powered beings are supposed to talk funny. He is currently assumed to be in the employ of Gen. Coy, and has shown affection towards the General's niece, Karma.

## GENOSHA

**LOCATION:** The Republic of Genosha is an island in the western Indian Ocean, between Madagascar and the Seychelles Islands.

**HISTORY:** A large, pleasant island in the Indian Ocean, Genosha was first settled during the 1500's and 1600's as a stop-over for supplies, and later as a coaling station for ships traveling between southern Africa and India. As a result, most of the population of the island is Caucasian, and its chief language is English. There was apparently little or no indigenous population, or if there was, they were either assimilated into the European population or killed off.

Genosha has grown over the years into an independent island nation of some ten million, most of whom live on the southern half of the island, in and around the island's major city, also called Genosha.

While other island states (such as Madripoor) rely on imports and trade, Genosha has instead stressed self-sufficiency and independence. Blessed by safe anchorage and rich ores found inland, the Genoshans have been able to establish a position of leadership in the production of high quality specialty steels, computers,

and space technology. They are agriculturally self-sufficient, and hope in the near future to begin exporting crops to other markets.

All of these wonders are based in phenomenal advancements in genetics and mutation. Under the leadership of the Genetics Directorate, itself controlled by the Genegineer, the Genoshans have harnessed the abilities of mutant humans for the good of the state. All of the other advances stem from the active core of mutant workers numbering several hundreds, as a minimum, and as many as ten thousand when the needs of the state demand more workers. Mutants make it possible for Genosha not only to survive, but to prosper.

The flip side of the equation is that the mutants involved are considered property of the state, no more than slaves in their own land. They have their own encampments in the Mutant Settlement Zone, and travel by train daily to their jobs in Genosha. They have no rights and are referred to only as numbers engraved into their skinsuits.

These skinsuits are bonded (supposedly permanently) to the mutants' flesh, forming not only a protective body armor for dangerous work but sealing them within a self-reprocessing system, and negating their ability to reproduce.

Mutants are recruited into the work force in two manners. Children of Genoshan citizens are routinely tested for potential mutant abilities. If such abilities are found, the children are forcibly recruited and modified to meet the needs of the state. Further, tissue taken from mutants is cloned and raised in automated creches as new individuals for the work force.

This process can be monitored to produce individuals meeting the exact needs of the state. Still, the bulk of the current slave force is made up of mutants "recruited" from the Genoshan population.

The rest of the Genoshan population is generally unaware of the nature of the mutant slave force or the conditions under which mutants live. Most take for granted the good life provided

by their country, and do not see or notice the enslaved mutants as anything but part of the natural order of things. Even parents who must sacrifice their own children to slavery think of it as a lottery for national service.

Further, Genoshan law does not recognize the existence of other citizenships. Once a Genoshan, always a Genoshan, and the government reserves the right to pursue escaped mutants and recover them as lost resources. To this end they use a group known as the Press Gang to bring in fleeing mutants.

The mutants in Genosha are kept in line by the Magistrates, heavily armed and armored peacekeepers who oversee mutant activities and are aware of the mutant situation, though they believe they are merely serving the best interests of their country. (If it were wrong, the thinking goes, why would the Genegineer, who is a compassionate leader, let it happen?)

Genosha has been reluctant to reveal to the rest of the world the nature of its success and its enslaved mutant population. This is not out of fear of international censure, however, as much as it is a concern that others will copy Genosha's use of mutant resources, undercutting their advantage.

The X-Men discovered the nature of Genosha when Madelyne Pryor and Jennifer Ransome were captured by the Press Gang. Jennifer was the mutant daughter of a government minister and a mutant, though her files had been covered up by her father. When the deception was revealed, she and Pryor, who was accompanying her, were captured and sent to Genosha.

The X-Men followed and attacked the Genoshans, freeing Pryor, Ransome, and Phillip Moreau, son of the Genegineer, who had discovered the true nature of his native land. Ransome and the young Moreau fled to New York, where they have established the Genoshan Mutant Rights movement and have sought to publicize the plight of mutants in their homeland.

The Genoshans consider Ransome an escaped and dangerous mutant,

and Phillip Moreau a traitor. The X-Men are terrorists for their crimes, which include the destruction of the nation's Citadel of Genetics. They have pressured the US for the right to pursue such terrorists in the United States, using the amount of money the government owes Genosha as leverage.

Most recently, the Genoshan Mutant Freedom movement has turned violent, with the appearance of the re-born Havok as a leader of the mutant underground. The Genegineer has ordered the capture of the New Mutants as bait to lure terrorist mutants such as this underground and the X-Men to Genosha where they may be legally dealt with as invaders. In the process, Cameron Hodge, himself no more than a cyborg from injuries suffered earlier, has become the ruler of Genosha.

## The Land

Genosha is known as the Green and Pleasant Land, and for most of its population, located in the south, this is true. Hammer Bay provides a safe anchorage for ships, and it is through this harbor that the bulk of the Genoshan exports sail. It is on Hammer Bay that the city of Genosha is based, and most of the ten million population lives either in that city or its wide, well-kept suburbs. The surrounding portion of Genosha is state-owned land for agriculture, and the genetically enhanced grains and other crops support the entire population.

Midway up the island the Ridgeback Mountains bisect the nation into northern and southern halves. These mountains have produced high-grade ores in sufficient quantities to create a thriving industry in specialty steel and precious minerals. These industries are both low-cost and low-pollution because of their use of mutant slave labors in key dangerous positions, such as rock-quarrying or smelting.

North of the Ridgebacks are the Genoshan Highlands, a restricted governmental area where citizens are strictly forbidden. In these arid high-

lands are the Mutant Settlement Zones, concentration camps for mutants who work in the south, and take the Mutant Train (or M-Train) home every night. The MSZs are restricted barracks under continual monitoring both by Magistrates and electronic devices. Security should be considered IN for electronic gear, with many patrols operating in the area. The shores of the highlands are steep cliffs with treacherous currents, and it is assumed that in the governmental mutant modification programs, mutations allowing flight or water-breathing are modified out or those possessing such mutations are destroyed.

For the bulk of the population, Genosha is an ideal place—clean, pleasant, and well-off. The only stench is that of the enslaved mutant workforce, and most of the Genoshans don't seem to notice it much.

## Genoshans

Many of the natives of Genosha are noted in the Mutant Dossier book, including Pipeline, Punchout, Wipeout, and Jennifer Ransome. The other individuals encountered include:

### GENEGINEER

#### Dr. David Moreau

F	A	S	E	R	I	P
TY	TY	TY	GD	IN	GD	GD
6	6	6	10	40	10	10
Health = 28				Karma = 60		
Resources = IN				Popularity = 50		

#### KNOWN POWERS

No known super-human abilities.

**TALENTS:** Leadership, Bureaucracy, Politics, Genetics and Mutation (+1CS on all such FEATs).

**IN BRIEF:** Dr. Moreau is the Genegineer, the current leader of the Genetics Directorate of Genosha. As such he is responsible for overseeing the identification, transformation, and maintenance of the mutant workforce, and to that end works extensively with the Magistrates. Dr. Moreau seems to be a compassionate

man who considers the mutants' state to be a necessary evil if the Genoshans are to survive. He thinks of the mutants as property of the state, to be cared for in a humane fashion, but not to be treated as equals.

### CHIEF MAGISTRATE ANDERSON

F	A	S	E	R	I	P
EX	GD	GD	EX	EX	GD	EX
20	10	10	20	20	10	20
Health = 60				Karma = 50		
Resources = GD				Popularity = 0		

#### KNOWN POWERS

No known super-human abilities.

**TALENTS:** Leadership, Guns, Military, Bureaucracy, Espionage.

**IN BRIEF:** Chief Magistrate Anderson is the official leader of the Magistrates, the mutant-control officers of Genosha. In addition, she is responsible for maintaining Genoshan security from internal and external threats. Native mutant uprisings and runaways are considered internal dangers, while terrorists such as the X-Men and other mutant groups are considered external threats.

Anderson is aided by her Magistrates, and in combat may be found equipped as they are. For affairs of state she prefers her standard dress uniform. She is a by-the-book Genoshan who is intensely loyal, and considers pro-mutant feelings to be subversive in nature.

### HAWKSHAW

F	A	S	E	R	I	P
GD	GD	GD	EX	EX	GD	GD
10	10	10	20	20	10	10
Health = 50				Karma = 40		
Resources = GD				Popularity = 0		

#### KNOWN POWERS

Hawkshaw may or may not have superhuman powers of a mechanical nature. He either seems to have additional cyborged senses, or access to such sensor devices, which allow him to detect mutants and those with latent mutant abilities with AM ability. The cloaking protecting the X-Men foiled this ability, so that although

they could be seen, they could not be detected by these mechanisms.

**TALENTS:** Leadership, Military.

**IN BRIEF:** Hawkshaw is the leader of the Press Gang, a team of Genoshan nationals of superior power used to extradite runaway mutants. He, Pipeline, Punchout, and whatever Magistrates he needs can enter a country and send the fleeing mutant back to Genosha using Pipeline's abilities.

**TYPICAL MAGISTRATE**

F	A	S	E	R	I	P
GD	GD	GD	EX	GD	GD	GD
10	10	10	20	10	10	10
Health = 50			Karma = 30			
Resources = TY			Popularity = 0			

**KNOWN POWERS**

No known super-human abilities.

**EQUIPMENT:** The Magistrates are equipped to handle threatening mutant situations. To that end, they are equipped with:

- Body Armor of EX protection from physical attack, RM Protection against energy attacks.
  - Force Rifles of up to IN damage, with range of four areas.
  - Pistols for GD damage up to three areas away.
  - Grenades, smoke, knock-out gas (AM intensity) and explosive (IN intensity, one area radius).
  - Goggles to protect from light and energy-based attacks, RM protection.
- TALENTS:** Military, Force Rifles, Pistols, Resist Domination.

**IN BRIEF:** The Genoshan Magistrates operate as the national police force with the aim of controlling the mutant population. They are called into service in case of mutant uprising, or potential mutant unrest. The Magistrates are aware of the treatment of mutants, but most do not consider the mutants to be humans or creatures to be treated humanely.

**TYPICAL GENOSHAN MUTANT**

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

Health = 84

Resources = FE

Karma = 14

Popularity = 0

**KNOWN POWERS**

The abilities of Genoshan mutants vary depending on the job. Most mutants are limited to one or two powers in order to reduce potential danger from them in case they run amok. "Typical" mutations instilled in the Citadel of Genetics include:

- Elasticity at RM level.
- Thought Projection at RM level.
- Energy Rays (affects inanimate matter) at RM level.
- Healing at RM level.
- Earth Control at RM level.
- Plant Control at RM level.

The Genoshans choose to avoid mutations which may allow the individual to escape, such as wings or teleportation, or could prove dangerous to the human overlords, such as destructive rays or claws.

**Skinsuits:** The Skinsuits offer EX body armor from Physical and Energy attacks, with the exception of the Magistrates' force rifles. They also provide GD protection from heat and cold, and are self-contained environmental suits. Naturally they prevent mutant mating and replication.

**TALENTS:** Whatever job they have been trained to do. In addition, they are -1CS for mental attacks, a gift from Wipeout that serves as a reverse Resist Domination.

**IN BRIEF:** The mutants of Genosha are a slave race, referred to as "modules" in official records, and as "genejokes" by the Magistrates. They are tailored to their craft, and if a surplus is exhibited in one area, they are modified to fit a new area. Locked in their suits, which are bonded to their skins, the Genoshan Mutants are easily identified.

Genoshan mutants are trained to be subservient to their human masters, on pain of beatings and torture by the Magistrates. To this end they are often herded and controlled like sheep and will be subservient to the meanest human whim. This form of control has not crushed their growing hatred for

the humans, though it does give the appearance of obedience.



# CREATING MUTANT GROUPS

Due to the impressions (and repressions) of society, mutants tend to group together, often in super-human teams with a set goal. Mutants may be found in other existing teams, such as the Avengers, though this is more often the exception than the rule. The anti-mutant forces in society and government usually force groups to take a pro-mutant or anti-mutant stand, with the decision usually determined by how many mutants they have fought.

Groups which include mutants often find themselves fighting against the forces of law and order in order to serve a higher cause of freedom. (An excellent example of this is the X-Men's attacks on Genosha, which are illegal under Genoshan law, but morally justified by the Genoshan's treatment of their own people.)

For these reasons and others, mutants tend to stick together. Non-mutant heroes or normal humans may be part of groups (e.g., Longshot and Madelyne Pryor of the X-Men) but the

general thrust of such groups is along pro-mutant lines and the group is identified, both in the press and to allies and opponents, as a "mutant group."

The purposes of such groups are as varied as the groups themselves, and often change over time. Typical group goals include the following:

## PROFESSOR XAVIER'S DREAM I: THE CRIME-FIGHTING GROUP

This type of group exists primarily to control the excesses of evil mutants and other evil super-powered individuals and wrongdoers, regardless of genetic background. As individuals with superior powers, regardless of

their origin, it is their responsibility to protect the public at large.

Such groups normally cultivate contacts with official law-enforcement organizations such as the FBI and local police forces. This would include sharing of information and the installation of a "hot-line" or other means of communication.

As a result of this need for communication, Crime-Fighters need to have a base or location where they can normally be found (which in turn makes them targets for villains looking for such groups for vengeance or to establish their reputation). Crime-Fighters normally have a distinctive trademark or insignia, and often (though not always) wear identical costumes for easy identification, at least early on. Once such heroes become accepted by their community, they normally vary their outfits, but this is not required.

The need for a base also ties the heroes geographically to a particular re-





gion. They may travel to the ends of the Earth, but unless they possess some form of instantaneous teleportation, they will find that they can only react to crises in a 100 mile area or so.

A good example of the Crime-Fighting mutant group is the early X-Men, whose youth and dedication impressed both the Federal and New York City governments, such that they were often asked to assist in dangerous situations. Today, with anti-mutant forces operating publicly and loudly, such a group would have to keep its reputation spotless to avoid a firestorm of complaints.

## PROFESSOR XAVIER'S DREAM II: THE TRAINING GROUP

The other half of Professor Xavier's original goals for the X-Men was to train them in the use of their mutant

abilities so that they would not pose a danger to humanity. Examples of such groups include, again, the original X-Men, the New Mutants, and the X-Terminators.

Training teams usually have younger members than other mutant groups, individuals whose mutant powers have just recently manifested themselves, usually in uncontrolled situations. In addition, the members of such a team have not been able to generate any power stunts or special uses of their abilities.

Such teams usually have a mentor or guardian, usually but not always a mutant or group of mutants, to help with the training. Such a mentor generally has at least AM resources, so he can construct the necessary training situations (danger rooms, etc.) and repair such training areas after the young mutants are done with them. Since lack of control is one of the young mutants' chief problems, this is a common situation.

The need for some central location for training of mutant abilities, as well

as regular education, usually ties such a young group down to a specific area. If their location is known, this makes the training group a target not only for anti-mutant forces, but for other evil mutants who wish to capture the young and turn them to the path of crime. Training groups often need to operate in relative isolation or under some form of cover (masquerading as a school for gifted youngsters, for example) to prevent such attention.

A problem just as great as secrecy or cost is that of the protection of the individuals in the group. At the start, most trainees lack the ability to go up against a Magneto or Juggernaut, and there have been fatalities when such groups have hurled themselves into battle (such as Cypher of the New Mutants). The difficulty of preparing such a team for an eventual role as Crime-Fighters (or some other type of team) while protecting the young team members is something every mentor must deal with.

Identifiable uniforms are optional for trainee teams. The original New



Mutants wore Xavier's standard school uniforms (about ten years out of date), but these were abandoned as the team members began to establish their own personalities and preferences.

The difficulties of young trainee mutant teams are many, but the rewards are just as great. Most of the major mutants of the Marvel Universe—Xavier, Magneto, Apocalypse, and others—are self-trained and were forced to develop their abilities as they went along.

The existence of training facilities allows young mutants to come to grips with their super-human abilities at a younger age. They develop not only control, but power stunts that would otherwise be developed much later in their careers.

The original X-Men were in their late teens when recruited, the "new" versions several years older. Members of both teams showed marked improvements in the use of their abilities as a result of training. The New Mutants and X-Terminators are even younger,

and have the potential for even greater growth.

## UNCLE SAM'S (OR UNCLE IVAN, OR AUNTIE BEEB'S) ARMY: THE GOVERNMENT GROUP

Super-human abilities are on the rise in the general populace. Mutants, mutated humans, high tech wonders, and natives of other dimensions and planets are making Earth a permanent mailing address in ever greater numbers. The governments of the world have shown a decided interest in these super-human individuals, both as a potential resource and a potential threat.

Most governments attempt to maintain good relationships with super-powered individuals and groups in their boundaries, at least those with generally "good" intentions. Examples include the early X-Men, as well as the Avengers and Fantastic Four. However, the needs of the government and the desires of the various super-powered groups are not always in accord, so such relationships are often strained or broken. In this country, the Avengers have proved less-than-willing to deal in certain matters of national security, while in the Soviet Union the Soviet Super Soldiers left government employ entirely and became an independent entity.

For these reasons, the various governments have seen the need to create their own super-powered teams. These teams are not always mutant teams, and often contain mutant and non-mutant members. Alpha Flight in Canada, China Force in the People's Republic of China, the Supreme Soviet in the USSR are all examples of Government teams.



# EXCALIBUR



Shadowcat



Phoenix II



Captain Britain



Widget



Lockheed



Meggan



Nightcrawler

In America and Britain, the government teams are predominantly mutant in nature, perhaps in response to the strong desire to monitor and perhaps control mutant activities. The Freedom Force originally had as a core group the Second Brotherhood of Evil Mutants. In Britain, the fact that Captain Britain is a member of the mutant-dominated Excalibur makes that team the "official" team of the islands.

Mutant teams get one great benefit from government affiliation—money. They have the resources of their government behind them, and as long as they don't screw up royally, they can continue to receive large grants. Support is based solely upon perceived success of the group, whether in forwarding the nation's agenda or in defeating rampaging bad guys.

The downside of being controlled by the government is just that—being controlled by the government. The team will at the very least have an "advisor" whose word is law, with no appeals. Further, the team may not be given full information, if said informa-

tion may pose a hazard to mission success. (The government may send the heroes out to save a military base from a radioactive monster and fail to mention that the radioactive monster is really a small child from Reno, as it may prevent them from fulfilling their goals.)

The government's goals may differ greatly from the individual consciences of its members. One of the reasons Freedom Force was formed was because the government could not positively determine if the Avengers would respond in case of an attack by the X-Men or other groups containing friends and allies.

- Government groups have at least one (and sometimes more than one) headquarters, complete with training facilities and living quarters. The government expects its super-heroes to be on call and available at all times.

Government groups often have access to equipment and often information not available to other groups. A space shuttle can be arranged for groups, if need be, as well as experi-

mental weaponry.

Government groups tend to be older, as most governments would prefer to have a team on-line as soon as possible, without much training. As a result, members of government groups do not always have fighting styles or cooperative techniques which mesh with each other.

Government groups usually require uniforms for easy identification by the people. The Red Guardian Uniform and Crimson Dynamo armor are as much symbols of the USSR's super-hero effort as they are tools of the state.

A final note for government groups: It should be noted that such organizations take a dim view of their membership resigning. The more sensitive material a hero can access, the greater the manhunt (usually by the hero's former teammates) that will result.

# MAGNETO'S DREAM: EVIL MUTANTS

This type of super-team is usually limited to non-player characters, usually villains. Such individuals work from the premise that "With great power comes the opportunity to gain even greater power." Such teams are usually formed by one powerful, charismatic individual, with the remainder providing the muscle and abilities to make things happen.

Such teams of evil mutants feel that they have a right to terrorize and rule over ordinary mortals because they have such amazing powers. This attitude is encouraged by anti-mutant sentiment they encounter—by resisting their attempts to control the world (for their own good), humanity at large is tarred with the anti-mutant brush.

Examples of such groups include both Brotherhoods of Evil Mutants.

The name Evil Mutants was chosen by both Magneto and Mystique to be ironic, but both teams lived up to that title in raw destruction and terror.

Evil teams around a central leader tend to retain the leader, with the membership increasing or diminishing according to need and how many crime-fighting groups they encounter. Lost members are often left to fend for themselves, unless their talents are needed.

Evil teams tend to move around a lot, having a variety of secret bases. Such bases need to be secret because if public, they call out the crime-fighting groups, spoiling whatever master plan was in the works. Money is usually a problem such that short-term goals of such groups include robbery.

Good-looking outfits for Evil groups are a necessity, both for easy identification and publicity, but also to mask their real features and deter arrest in their "civilian" identities.

The main pitfall of avowedly evil mutant groups is that they become the

chief target of good mutant groups who resent the evil label spilling over onto all mutants. In general, it is easier for a mutant to be a good guy than a bad guy.

# THE LEGENDARY GROUP

This group acts for good as an end in itself, rather than as a means to some political end or other goal (such as acceptance of mutant-kind by humans). Members of this type of group are only interested in the results of their actions, and do not care about being recognized, publicized, or authorized. To a great degree, they imitate the masked man riding into town, solving the problems, and moving on.

The great advantage of such groups is mobility. They are not tied to any specific location but can go where the problems are worst. Further, overhead is low and the need for an "official headquarters" is reduced to the



means of conveyance. Uniforms become a question of personal taste as opposed to public identification, and in many cases flashy outfits are discarded for utilitarian ones.

Legendary groups operate according to an individual sense of morality, unaffected by the support of government, mentors, or charismatic leaders. If members disagree with the course of such a group, they can leave.

The X-Men, during their tenure in the Reaver's Base in Australia, acted as such a legendary group, aided further by their invisibility to cameras. They left their insignia as a calling card, but remained phantoms, believed dead by the world.

## THE PROTECTIVE GROUP

One major cause driving mutants together is anti-mutant sentiment. Cast out by their own families and friends, these mutants seek out others like themselves for their own protection.

Such groups are not as interested in training or crime-fighting as in general survival. These groups may live at the fringes of society and often engage in questionable moral acts (such as petty theft) in order to survive.

A "headquarters" for this group usually refers to wherever they are crashing at the moment. Uniforms, if any, are up to individual members, and unless needed to control or use their power, may be dispensed with entirely. Such groups often do not want to call attention to themselves.

Such groups as the Morlocks and the Fallen Angels fit into this category.

## NON-MUTANT GROUPS

Some super-teams have been genetically color-blind, including large numbers of both mutants and non-mutants. Such teams may be of any of the types above—Training, Legend-

ary, Government, or Crime-Fighting. The Champions of Los Angeles, the Defenders shortly before that group disbanded, and the New Warriors all have contained more than a token number of mutant members.

When mutants are considered a positive force in society, mutant members pose no problems for their groups (such as when the Beast was a card-carrying Avenger). When the political atmosphere turns anti-mutant, however, pressure mounts on both mutant and non-mutant team members. The non-mutants will be treated normally, or at worst suspect for their "known mutant" connections, while the mutants will be shunned. Whether such a group survives such treatment usually depends upon its members, and often forces the non-mutants into a choice—to be actively pro-mutant or leave the team.

Non-mutant teams are usually formed in periods of low anti-mutant activities, and break up when anti-mutant sentiments increase.

## UNDERCOVER GROUPS

A relative of the Legendary group, the Undercover group does not even leave calling cards—they do not want their activities, good or evil, to be recognized by anyone. Such groups often have their own political or social agenda and concentrate solely on results. They see any form of publicity as getting in the way of those results.

Undercover groups do not wear identifiable uniforms, and if they have abilities with visible manifestations, they try not use those abilities in front of witnesses. Their activities and headquarters are usually secret, in particular if their activities are illegal in nature. Appearing in a large crowd with a funny outfit and insufficient back-up is just asking for trouble.

A good example of an undercover group is the Press Gang from Genosha, who appear ordinary, but use that ordinary appearance to gain access to their targets.

## THE ANTI-MUTANT GANG I: THE FALSE OPPRESSORS

The idea behind this type of mutant group is a sham—by pretending to be hunters of mutants, people will contact the group readily to report mutants. These mutants can then be recruited and trained in the use of their mutant abilities.

The key to such an operation is a veil of secrecy and lies. As mutant-hunters, the individuals involved can't themselves be revealed as mutants, so mutant detection devices must be avoided or jammed if present. Further, the web of lies extends to the potential mutants the group will want to recruit, such that many will go running when the mutant-hunters appear.

Finally, the mutant-hunters must advertise, use common uniforms, and otherwise merchandise themselves and their image in order to spread the word that they are looking for mutants.

This scam was attempted once, by X-Factor early in its career. The resulting backlash contributed to the greatest examples of anti-mutant hostility seen in this country in 20 years. This was in part due to the actions of the blatantly anti-mutant nature of the group's ads, created by Cameron Hodge, but the idea of an anti-mutant group may itself set off another round of mutant-bashing.

## ANTI-MUTANT GANG II: THE COMPETITION

This group of mutants tends to operate similarly to the good mutant hunters, except from an "evil" perspective—the mutants located are either recruited or killed. Such mutant groups do not appreciate competition, and in their guise as mutant hunters, gain public support for their actions.

No such groups have appeared in the Marvel Universe in the wake of X-Factor coming clean about their mutant natures, but it could be only a matter of time.

## FREEDOM FIGHTERS AND TERRORISTS

These types of mutant groups occupy the gray areas between good and evil mutants. When Magneto went to the trouble of identifying himself as an evil mutant in his attacks on the world governments, the division between good and evil was easy to identify. However, mutants fighting for mutant rights may be considered freedom fighters by mutant supporters,

and terrorists by the governments they threaten.

The freedom fighter/terrorist teams have a set political agenda, often the overthrow or change of the government that affects them. Further, they are willing to use their super-human abilities to achieve their goals, often without concern for civilian life or property.

For such a team, publicity is everything. They want to carry their message to the world. Freeing a political prisoner means more if it is on live TV. Recognizable outfits are a must, often including masks to hide their true identities. Easy means of access to and from the scene of activity is also required (such as flight or teleportation), as the local government will likely not be gentle with transgressors.

Freedom fighter/terrorist teams

also depend upon secrecy, operating from a secret headquarters or remaining mobile to deter pursuit. Such activities will arouse the attention of governmental groups, as well as crime-fighting groups which, while independent, object to threats to life and limb.

In the United States, both the Resistants and the Mutant Liberation Front could be considered freedom fighter/terrorist groups. Their differences are primarily in degree, with the Resistants preferring disobedience, picketing, and breakouts of known mutant prisoners, while the MLF resorts to terror tactics indiscriminately against human targets. The X-Men have been branded terrorists by the Republic of Genosha for their attacks on their land and their government.



# THE MUTANT CAMPAIGN

At the base level, mutant group adventures are not very different from those engaged in by super-powered mutants, high-tech heroes, robotic heroes, or the natives of other planets or dimensions. The base conflict is between good and evil, the battle usually conducted in costumes and using flashy powers.

What sets mutant campaigns apart from the standard Marvel Super Hero Campaign is the background, the reason for fighting, and the definition of "good" versus "evil" mutants. Mutant heroes often deal with the prejudice and active hatred of supposedly "good" individuals, as well as the fact that the "evil" villains sometimes have their own reasons that are nobler than their own.

The mutant hero is an outcast of society. He is automatically suspect, especially if he has some visible physical mutation, such as blue skin or bat-wings. Moreover, while wildly altered mutants are often looked at sympathetically (because their modifications are usually the result of accidents—Gamma Bombs, Radioactive Spiders, and the like), mutants carry their modified appearances and abilities like a time bomb within them, capable of going off at any time. Moreover, anyone might be a mutant, regardless of friendship or family tie.

Widening the rift between human and mutant is the idea that mutants are the next step in evolution. This makes most normal humans very nervous. The idea that they may be replaced by this new sub-species of humanity, homo superior, is unsettling at best, and the actions of evil mutants convinces many that the mutants are not comfortable waiting for evolution to take its course and want command of the earth now.

Finally, mutants are mistrusted because they have gathered into mutant fighting-teams, some avowedly good, others declaring themselves evil, and, good or bad, they seem to leave a wake of destruction wherever they go. The fact that most of these groups are

formed as a response to anti-mutant attitudes does not matter, nor do many humans seem to care that the destruction caused by good mutant groups is aimed at preventing even greater devastation.

Therefore, mutants who act in the public eye often seek to outdo other super-powered heroes, to accomplish twice the job for half the credit. Further, they must tolerate an attitude of prejudice and, oftentimes, hatred by their human compatriots, one that continues after the battle. Spider-Man can suffer the taunts of the daily Bugle while Peter Parker remains unharmed, but Nightcrawler is forever marked as a mutant by his appearance. Lastly, the mutant must tolerate the quicksilver nature of public fancy and the tendency to lump all mutant-kind, good and evil, together. Even if the PCs' actions are honorable, an attack by the Mutant Liberation Front on a local target can wipe out those gains and return the general populace to questioning the loyalties and intentions of all mutant groups.

## THE MUTANT INDEX

To aid the Judge in dealing with how society views mutants, we offer the Mutant Index. This is a handy tool to aid in determining the general reaction of everyday individuals to the "mutant menace." The scale runs from +20 to -20, and the index number is chosen by the Judge before the campaign begins. This number is then added to or subtracted from the Popularity Rank to determine general reactions of the populace. In a heavily anti-mutant situation, a wildly popular hero with a mutant background may find that his actions are questioned and that doors normally open to him are shut tight. Similarly, in a situation where mutants are honored, just being a mutant may aid a hero in situations where otherwise he would not be treated well.

Note that in times of a negative mutant index, villains are more effective than heroes in their popularity, since their base popularity increases as the result of a further negative modifier. If people are afraid of mutants, then the appearance of an evil mutant wielding force-blasting powers is even more intimidating.

## The Index:

- +20 Mutant Heaven. Mutants are regarded as the saviors of mankind and a valued part of society. A known mutant is elected as president of the United States. Later that afternoon, pigs begin to sing and fly. This ultimate probably cannot be achieved without the combined effort of all mutants and humans everywhere. Good Luck.
- +15 Mutants are regarded as a valued part of society. Being a known mutant with flashy abilities elicits praise, and even negative or detrimental powers gain sympathy.
- +10 Mutants are regarded as equals, their super-human powers making them no more different from ordinary humans than Iron Man or Spider-Man. Human-appearing mutants are treated with respect, while those with obvious non-human mutations are viewed with curiosity.
- +8 Mutants are viewed with interest. Licensing opportunities are available to known mutants and mutant groups, including comic books and film deals. Non-human mutants are viewed with suspicion.
- +6 Mutants are viewed with curiosity, as this week's fad. Magazine covers feature the major known mutants, and increased press opportunities exist to explain

- the "mutant viewpoint." A "mutant angle" is considered in preparing popular entertainments.
- +5 Mutants are viewed with mild curiosity. Back-page articles in the major newsmagazines on "mutant updates." Tickertape parades are held for mutants who perform incredible acts of bravery.
  - +4 Mutants are tolerated if human-looking, viewed with distrust if ugly or non-human in appearance. Reporting concentrates on actions as opposed to individuals. Mutant heroes are a story when they do something, but not a media event. The "mutant menace" is regarded as a media and political ploy.
  - +3 Mutants are not the major topic in newsprint, and, provided they don't demonstrate their powers or wreak havoc, are pretty much left alone. Non-human mutants are subject to insults.
  - +2 Mutants are generally left alone except when performing newsworthy good or evil actions. Individuals heroes are treated as heroes, first, and as mutants, second.
  - +1 The general populace feels tranquil about mutants, provided that there are none in the immediate area.
    - 0 The general populace doesn't care about mutants one way or the other. Mutant attacks in New York or Genosha are written off as being someone else's problem, and not applicable to everyday life. Powerful mutant heroes and villains are considered heroes and villains, first, and mutants, second.
    - 1 Articles about the potential power and danger of mutants appear in the newspapers, but most of the population is unaware of the full potential of the mutant menace. Secret groups concerned with the mutant menace begin to form and grow.
    - 2 Mutants and groups with mutant members find their actions com-

- ing under review. Press coverage tends to concentrate on whether mutants were involved in a battle or not.
- 3 Tighter controls are placed on groups with mutant connections. Press coverage concentrates on damage created by mutant battles. The general public is increasingly aware of the potential threat of mutants to their everyday life. Sporadic violence against mutants occurs.
- 4 Known mutants experience difficulty in finding employment. Independent mutant researchers experience difficulty in getting funds. Editorial coverage about the mutant menace increases. Known mutants are insulted in the streets.
- 5 Mutants are considered potential enemies. Public outcry about the mutant menace increases. Control of known mutants in the government is tightened, with questionable mutants expelled. Laws to control the mutant danger are proposed. Existing laws are more stringently enforced. Vigilante action against known mutants is more common.
- 6 Laws proposed to control the potentially dangerous mutants are drafted and passed, usually beginning with a registration act. Independent, public groups are formed to deal with the Mutant Menace. Hostility toward mutants surfaces in the press and government circles. Conflict exists between government organizations and mutants.
- 8 Conflict exists between generally human super-groups and those with mutant members. Mutants are targeted and identified publicly. Individual mutant assassinations increase. Mutants are placed under "protective custody" for their own good. All super-human individuals are viewed with suspicion, regardless of whether they are mutant or not.
- 10 Open hostility between pro- and

- anti-mutant forces. Implementation of government and independent plans to defeat mutant-kind. Lynchings of young mutants are common. All super-human groups are disbanded and/or brought under government control.
- 19 Open warfare between humans and mutants. Mutants are hunted and openly killed in the streets. Reprisals destroy large segments of the population. Army and local militia are called out. Bounties are placed on all mutants. Mutants and those with potential mutant abilities are placed in camps.
- 20 Complete police state run with a xenophobic fear of all mutants and all other super-human individuals. Those with potential for mutations are killed or sterilized. Mutants may be shot on sight, and most are either dead, imprisoned, or part of an underground movement.

These are general guidelines only, and apply to day-to-day dealings with the mutants. The index number used by the Judge may be higher than normal in areas where mutant heroes are respected, and lower in areas where mutants have proved particularly deadly. (For example, a midwestern town captured and placed under the control of a Mutant tyrant could encourage modifiers approaching -20 while the rest of the world exists at a positive level.)

In the Marvel Universe, the worst the Mutant Index has reached has been -6, at which time national advertising campaigns for X-Factor and the passage of the Mutant Registration Act fanned anti-mutant feelings to an all-time high. Following the sacrifice of the X-Men in Dallas and X-Factor's rescue of New York from Apocalypse, the Mutant Index rose to +4. It remains +4 in New York (a local aberration), and has settled between +2 and -1 elsewhere in the country.

The Mutant Index is arbitrary and determined by the Judge according to the needs of his campaign. Once set,

it can be altered, at least locally, by player character actions, and nationally, if such actions receive a great deal of media attention. Saving New York (if known to the populace at large) might raise the index one or two points locally, while publicly demonstrating the power to convert jet engine noise into brilliant (and potentially destructive) light energy may cause a national reduction of  $-1$  point.

The greater the positive value of the mutant index, the harder it is to raise it further, and the easier it is to lower it. Similarly the greater the negative value, the harder it is to make matters worse, and the easier it is to increase it through worthy public acts. As a general rule, the "20" values should only be reached through a concentrated effort of mutants and humans to make the best (or worst) of all possible worlds. A blatant, unanswered attack of evil mutants in downtown Manhattan could reduce the Mutant Index from 1 to  $-1$ , but it would take the leveling of Manhattan itself (or any other major city) to reduce it from  $-18$  to  $-19$ . Similarly, a known mutant saving the president from aliens is worth increasing the mutant index from 0 to  $+2$  ( $+1$  if rescued from evil mutants), but something along the lines of heroic self-sacrifice would be required to boost it over the  $+5$  level.

Things which might influence the Mutant Index include:

- Prominent displays of power at the MN or UN level.
- Attracting large numbers of powerful attackers to a particular location.
- Destruction of large amounts of public property.
- Assassination or prevented assassination of particular targets.
- Repulsion of alien or extra-dimensional attacks.
- Public Relations Campaign (pro or anti-, and will only affect things by one or two points, between a maximum of  $+5$  and  $-5$ ).
- Extensive public acts of charity and goods works.
- Unanswered terrorist attacks.
- Major motion pictures.

The mutant index will not affect long-time allies or continual foes, but may strengthen or strain those relationships. The Judge does not have to reveal the specific mutant index to the players, though the descriptions of what is happening around them may inform players where the index stands. (A large parade indicates favorable responds, while cries of "stinking Muties" may indicate a negative mutant index.)

## BRING ON THE BAD GUYS

The foes that mutant groups go up against include run of the mill crooks and world-beaters, but mutants also face unique styles of opponents. These opponents are not only interested in their own well-being and advancement, but are interested in mutants as competitors, threats, or natural resources to be controlled and used. Often these villains are as interested in recruiting, corrupting, or destroying the heroes as they are in criminal or world-building schemes. The following is a general grouping of the various mutant foes, and how they may be run to provide a variety of enemies for the heroes.

## THE CRIMINALS

The standard foes of both mutant and non-mutant super-powered individuals, the criminals' goals are normally no more than the accumulation of ill-gotten wealth and power, either directly (Hydroman robbing a bank) or indirectly (Kingpin controlling an organization which accepts protection money from that bank).

Criminals tend to have little concern about mutants, except as one more potential way to expand their power and increase their wealth. Mutant criminals think more of themselves than of a mutant community, and can be found working for large organizations (as the later Persuader did) or running their own independent operations (like Carlos Lobos).

Mutants become involved with criminal types mostly by accident, unless they have specifically set themselves up as part of a crime-fighting organization. They may be called upon to deal with specific criminal mutants who are boasting of their power and giving mutants everywhere a bad name (depressing the Mutant Index in their area of operation).

Criminals do not normally mess with mutants, but strong attacks by mutant heroes can interest criminal organizations in mutant protection. The effectiveness of Cloak and Dagger against the various New York City gangs can be shown by the rising number of super-powered individuals the gangs have employed as protection.

## THE USERS

Among the most dangerous nemeses for mutant heroes are users—those who view mutants as a potential natural resource, depriving them of their humanity in the process. The mutants are little more than super-powered chits in a social or economic poker game.

There are various types of users. Some, like the Hellfire Club, encourage the diversity of natural mutations, seeking to develop those existing super-human talents to their full extent and, more importantly, control those talents for their own ends. They would prefer to have such control willingly, or by means of an interconnection and overlapping of common interests, but will rely on force if need be.

A Hellfire-type user will tempt individuals into service with promises of money, power, or solutions to immediate problems. Once one offer is accepted, the coils multiply and strengthen until the individuals' goals are the same as the groups. Hellfire-style users are not above mind- or emotion-controlling devices to further their own ends. They see other groups merely as competition for the same resources, and believe they themselves can offer the best deal.

Hellfire-style users are masters of



seduction, letting the target take one small step, then leading each additional step thereafter until the final goal of total control is achieved. Users of this type are subtle, and feel they have time on their side. Only when they themselves are rushed by pressing needs will they push hard in their recruitment.

Other users, such as the Genoshans, are more sinister, seeking only the raw power of mutant abilities, seeing the mutants themselves as nothing more than raw material, to be used and cast aside when done. These users have existed on a small scale for years (at least as far back as the Living Monolith, who imprisoned Havok to gain his powers) but only recently, the Genoshans have moved into full-fledged slavery. Diversity of abilities is crushed and molded into a tight conformity—easier to deal with and easier to control.

Mutants encountering this type of user will find that they are dealing with individuals who deny the mutants their humanity and even their right to exist. To this extent, such individuals treat damaging or killing a mutant with the same disregard (and Karma loss) as one might feel deactivating a robot or simply junking a faulty machine.

Uncontrollable mutants, including those mutant heroes and individuals with non-productive abilities, are destroyed, while those who are useful are turned into fodder to help the user achieve his own ends.

A last user subgroup is the Feeders, those who increase their own power through the living wills and abilities of others. Individuals such as Sauron and the Living Monolith are in this category as well as vampire-like parasites like Sapphire Styx and The Raven.

Feeder/users do not generally think of establishing large bases when they can graze the herd of mutant-kind, taking that which they see fit to supply their own needs. They will fight directly only if prevented from gaining the mutant energies they desire. Such feeder/users operate in secrecy.

Users are useful to the Judge as a continuing threat to mutant heroes.

Hellfire-style users will always be present to tempt players to seek an easier (if more corrupt) life. The Genoshan-style users are constant reminders of what the mutant's life could become. Feeder-style users could strike at any moment. All three create the continual feeling of pressure that is common to mutant adventures, that others are waiting and watching.

Finally, users are not restricted merely to thinking of mutant-kind as objects to be exploited. Lesser humans are often duped and used as pawns in their power games, as servants, mercenaries, guards, or soldiers. As "normal" humans, most mutants would like to avoid harming them unnecessarily, but often they are not given that choice.

## THE KILLERS

A common subgroup of villain that declared mutant groups must face are the killers—those who want the mutant menace dealt with in a full and final solution, usually over the dead bodies of the mutants involved.

The most famous (or infamous) of the killer villains are the Sentinels, a series of robots created to identify and deal with the mutant menace permanently. These robots have gone through a number of incarnations, and now include magical and future variants in addition to the familiar huge versions that have plagued mutant-kind for so long.

Another type of killer is the Marauders, a team of mutants with the purpose of killing other mutants they encounter. The Marauders are cutting down the mutant competition, reducing the chances of further beneficial or powerful good mutants, but their main reason for killing is merely that they enjoy it.

Just as dangerous as the robots and mutant-hunting mutants are the individuals who have created those robots and ordered them into battle. These killers are cold-blooded murderers, whether they rationalize their crimes by citing the mutant menace as a threat to humanity or not.

Often these master killers order

their agents to capture rather than kill, so they can study their potential foes. More often, their primary order is to strike first at mutant-kind, before the growing mutant population can strike.

Killers are a dark and evil side of the mutant equation, a continual threat not only to mutants, but to those close to them. They may strike at any time, with a single-minded need to destroy their opposition. The Marauders and the Sentinels are particularly deadly as they appear able to return from certain death to plague the heroes again and again.

## THE EVIL MUTANTS

Just as certain mutant heroes have gathered together to form allegiances for the good of both mankind and mutant-kind, so too have mutant villains banded together to further advance their own petty goals. These goals are usually no more than a larger slice of the pie for themselves, but they have the negative effect of lowering the general populace's opinions of mutants (and lowering the mutant index).

Evil mutants are usually driven together by adversity, and seek to increase their numbers by attracting other mutants who are angry about their treatment at the hands of humanity. They may justify their robberies and pillaging as a fair exchange for previous injustices (often very rare) against themselves and their comrades.

Evil mutant groups offer the bond of a genetic community, but they are often driven by little more than greed, whether for cash (at least as a stepping stone to greater goals) or for temporal power.

Gatherings of evil mutants, like individual mutant criminals, bring down the Mutant Index, but do so faster and more effectively when they broadcast themselves as evil mutants, to be feared because of their mutant nature and powers. Good groups must do battle against such individuals to offset this image. (This was one of the reasons for the creation of the original X-Men.)

Few indeed are the mutants who take up the mantle of "Evil Mutant." The backlash against killers who consider all mutants to be evil and therefore expendable has inadvertently raised the consciousness of most of the truly evil mutants. Magneto reformed for a brief time, shedding his evil ways. However, he recently returned to evil to make himself a target for anti-mutant forces, in this way, drawing attention away from innocent mutants. (At least, this is the explanation he gives for his change of heart.) Mystique and her second Brotherhood sold out to become government employees, and the group now includes non-mutant members, weakening her past claims of being a mutant leader.

Still, "evil mutants" make excellent villains for players beginning a campaign. They are avowed in their beliefs and easily identified. In the world of mutants, where much is grey and unsure, they are stalwart and relentless foes.

## THE MANIPULATORS

Manipulators are mastermind villains who use mutants for their specialized and powerful abilities. Manipulators rarely enter the fray other than to gloat and pummel the helpless heroes, preferring to operate behind the scenes as their minions wreak havoc.

Mister Sinister, Apocalypse, Stryfe, and the aliens behind Factor Three are all manipulator-style villains, preferring to let others do their dirty work and take their losses. Magneto does not qualify as a manipulator because he places himself in the line of fire time and again alongside his minions.

Manipulators, like Hellfire-style users, are in for the long haul, always planning, taking into account new contingencies and alternatives. They usually have at least five contingency plans if foiled in one area, and at least two escape routes from any battle. They are continually seeking out how they can turn the present situation, including their defeat, into an advantage in the long run. The heroes destroying a

doomsday device only demonstrated that devices' flaws, which can be corrected in the next version.

Manipulators plan for some desired ultimate goal, whether it be survival of the fittest, or to spark a nuclear war in preparation for invasion. Often this planning causes them to take more wandering routes to their goal, as all the variables must fit for the plan to work. In upsetting the variables, the heroes delay the manipulator's success.

Heroes normally encounter the minions of the manipulator class first, usually engaged in some criminal activity. Only after several such encounters does it become clear that these crimes have a central mastermind behind them, controlling the situation. Once revealed, the manipulators often destroy their present plans rather than allow themselves and their devices to be captured, and will fight only if they feel they have control of the outcome.

## THE PROTECTORS

This is a very odd class of villain, the opposite of the killers. They seek to protect mutant-kind, though in protecting them they often resort to kidnapping. Many mutant disappearances can be attributed to this type of "villain."

The best example of the protector villain among mutant-kind is Nanny, who, with Orphan-Maker, rescues orphaned mutants from danger. The fact that Orphan-Maker often *makes* the young mutants orphans in the first place shows the twisted logic involved in such a process. Paradoxically, Nanny is moved to criminal behavior by compassion and concern.

In the non-mutant area, the Elder Being known as the Collector attempted to collect all of the Avengers in hopes of preserving them after Earth's anticipated destruction. His motives are similar to Nanny's and it is probably only a question of time before he turns to mutant-kind with the enthusiasm of a butterfly collector.

Protectors tend to be sympathetic villains who consider themselves selfless heroes protecting others. They should

not be treated in the same rough manner as killers and users, but their crimes must be halted by the heroes.

## THE WACKOS

A special category exists for those criminals who act purely for the fun of it. No political agenda, no need for social change. They just want to have a good time, and the better the show, the better they like it.

The archetype of this style of villain is Arcade, more properly a killer, but with more style than any Sentinel, Marauder, or member of the Right. Arcade specializes in deathtraps, but wraps them in candy-coating and bright balloons. The style of the kill, the thrill that it gives his warped imagination, is as important as the kill itself.

Such villains can be truly deadly, but can often be handled in the spirit of fun, as a break from Sentinels and bounty-hunters. Think of wackos as kids in a toy store, itching to show off their latest contraption. They are more mischievous than evil, and more deadly than mischievous. Their arrival in the campaign should be infrequent but light-hearted—they make an excellent change of pace from the blood and thunder of saving the world.



# SENTINELS

Sentinels are mutant-hunting robots manufactured by a variety of firms, but with one common purpose—the discovery, pursuit, capture, and/or elimination of mutants.

## SENTINELS, MARK I

F	A	S	E	R	I	P
RM	GD	IN	MN	EX	PR	PR
30	10	40	75	20	4	4
Health = 155				Karma = N/A		
Resources = N/A				Popularity = N/A		

### KNOWN POWERS

*Robotic Construction:* The Sentinels are robots, and as such have a number of special abilities:

- Immunity to poison, disease, and gas.
- Invulnerability to mental attacks such as mind control and mind reading (telepathic force bolts and other such attacks function normally).
- Mark I Sentinels do not need to breathe, and as such are unharmed by the effects of outer space and being underwater.

• Sentinels are 10' tall. Those attacking a Mark I have a +1CS chance of hitting.

• Sentinels are made of RM strength material. This provides them with EX protection against physical and energy attacks.

• Sentinels at this stage do not generate or spend Karma.

*Weapons Systems:* The Mark I's have a variety of weapons-systems, fired from their chest-plates. These include:

• **Variable Energy Beams:** The Mark I's plasma beams, electron beams, and heat rays can inflict either energy or force damage at the RM level, with a range of two areas.

• **Stun Ray:** The Mark I's chest-plate also packs a stun-ray of RM intensity and three area range.

• **Disintegrator Ray:** The Mark I's have a chest-mounted disintegrator of RM intensity against inorganic matter.

*Mutant Detection:* The Mark I can scan all living beings within four areas and

determine if they are human or mutant.

*Flight:* GD air speed.

**TALENTS:** None.

**GROUPS:** Sentinels.

**IN BRIEF:** The first of the Sentinels were created by Bolivar Trask, who was worried about the rise of mutants and their threat to "normal" humanity. The Sentinels were created to protect humanity, but due to their logic circuits, concluded that the best way to do so was to *control* humanity. They turned on Trask, who discovered that not all mutants were evil. Bolivar sacrificed himself to blow up the Sentinel base and all of his creations.

## SENTINELS, MARK II

### (Neo-Sentinels)

F	A	S	E	R	I	P
IN	EX	MN	UN	EX	GD	TY
40	20	75	100	20	10	6
Health = 235				Karma = N/A		
Resources = N/A				Popularity = N/A		

### KNOWN POWERS

*Robotic Construction:* The Sentinels are robots, and as such have a number of special abilities:

- Immunity to poison, disease, and gas.
- Invulnerability to mental attacks such as mind control and mind reading (Telepathic force bolts and other such attacks function normally).

• Mark II Sentinels do not need to breathe, and as such are unharmed by the effects of outer space and being underwater.

• Mark II Sentinels are 20' tall. Those attacking a Mark II have a +2CS chance of hitting.

• Mark II Sentinels are made of IN strength material. This provides them with IN protection against physical and energy attacks.

• **Self-Repair Mechanisms:** The Mark II's have phenomenal self-repair mechanisms, allowing them to regain 25 Health per round, provided that

they have at least 50 Health remaining. Once the Mark II's health falls below 50, this power fails to operate.

• Sentinels at this stage do not generate or spend Karma.

*Weapons Systems:* The Mark II's have a variety of weapons-systems, fired from their chest-plates. These include:

• **Variable Energy Beams:** Mark II's have plasma beams, electron beams, and heat rays with which they can inflict either energy or force damage at the AM level, with a six area range. These weapons are mounted in the chest-plates and palms.

• **Gas Jets:** Mounted in the palms, these jets emit knockout gas of RM intensity up to two areas away.

*Adaptability:* The greatest power of the Mark II's is to analyze an attack form and create methods by which that attack can be neutralized, these methods created by its own self-repair mechanisms. In this fashion the Mark II can gain abilities it did not have originally. These defenses operate at the intensity of the attack, +1CS, up to the UN rank, and include such enhancements as:

- Steel tendrils and nets for stopping dexterous opponents.
- Vibration attacks against opponents using sonic powers.
- Fire attacks against ice-based foes.
- Ice or water-based attacks against fire-using opponents.

It is up to the Judge to determine specific defense according to the nature of the attack. These defenses will always be mechanical in nature (as opposed to psionic or magical). Information gained from one attack is relayed to other Sentinels, along with information on whether the attack was successful or not.

*Mutant Detection:* The Mark II can scan all living beings within six areas and determine if they are human or mutant.

*Flight:* RM air speed.

**LIMITATION:** Stronger limitations are placed on the Mark II's to prevent a repeat of the Mark I's apparent rebellion. The Mark II's are "hard-wired"

not to harm normal human beings, only mutants.

**TALENTS:** None.

**GROUPS:** Sentinels.

**IN BRIEF:** Created by Larry Trask, son of Bolivar Trask, the powerful Mark II's proved effective until they discovered that Trask was himself a mutant, at which point they considered themselves free to make their own decisions. They were defeated by the X-Men, who pointed out that, since the sun was a source of the mutations, the Sentinels should try to destroy it. The logic of this argument forced them to leave Earth. A mutation to their leader, Number Two, caused them to return to Earth, where they were destroyed by the Avengers. The Mark II Sentinels were also known as the Neo-Sentinels.

## SENTINELS, MARK II, NUMBER TWO

Number Two was the leader of the Mark II Sentinels following the revelation that Larry Trask was a mutant. In their flight around the sun, Number Two was itself mutated, giving it several new powers:

### KNOWN POWERS

*Space Warp:* Number Two can generate a teleporting space warp with UN ability, crossing continental distances (thousands of miles) at will.

*Removed Limitation:* Number Two had its hard-wired limitation against harming humanity removed, and can attack them as it wishes.

**IN BRIEF:** The mutated Number Two returned to Earth with the surviving Sentinels, and began a program to create solar flares and thereby sterilize humanity (no more new humans, therefore no more new mutants). Its plot was foiled by the Avengers. Number Two was destroyed by his surviving Sentinel followers, who realized that Number Two was a mutant and carried out their own programming to destroy it.

## SENTINELS, MARK III

F	A	S	E	R	I	P
EX	GD	IN	AM	PR	PR	PR
20	10	40	50	4	4	4

Health = 120                      Karma = N/A  
Resources = N/A      Popularity = N/A

### KNOWN POWERS

*Robotic Construction:* The Sentinels are robots, and as such have a number of special abilities:

- Immunity to poison, disease, and gas.

- Invulnerability to mental attacks such as mind control and mind reading (telepathic force bolts and other such attacks function normally).

- Mark III Sentinels do not need to breathe, and as such are unharmed by the effects of outer space and being underwater.

- Mark III Sentinels are 20' tall. Those attacking a Mark III have a +2CS chance of hitting.

- Mark III Sentinels are made of RM strength material. This provides them with EX protection against physical and energy attacks.

- Self-Repair Mechanisms: The Mark III's have modest self-repair mechanisms, allowing them to regain five Health per round, provided that they have at least 50 Health remaining. Once Health drops below 50, this power fails to operate.

- Sentinels at this stage do not generate or spend Karma.

*Weapons Systems:* The Mark III's have a variety of weapons-systems, fired from their hands and chest units. These include:

- Variable Energy Beams: Mark III's have plasma beams, electron beams, and heat rays with which they can inflict either energy or force damage at RM level, with a two area range. These are mounted in the chest and palms.

- Gas Jets: Mounted in the palms, these jets emit knockout gas of RM intensity up to two areas away.

- Grappling Cables: Issuing from the palms, these cables are of AM material strength and grab targets with IN ability.

- Atmos-Spheres: A modification for

life in space, the Mark III's can generate a protective life-support bubble for up to six individuals. The bubbles have IN material strength.

*Mutant Detection:* The Mark III can scan all living beings within five areas and determine if they are human or mutant.

*Flight:* GD air speed.

**TALENTS:** None.

**GROUPS:** Sentinels.

**IN BRIEF:** Stephen Lang, working from Trask's incomplete notes, rebuilt the Sentinels with support from the Hellfire Club (whose leader at that time shared Lang's fear and distrust of the rising number of mutants). Lang built the Mark III's and, operating out of a space platform, set out to locate and destroy super-human mutants. He was foiled in the plot and his Sentinels were destroyed by the X-Men, but not before Lang transferred his own brain patterns into the Master Mold.

## X-SENTINELS

F	A	S	E	R	I	P
EX	GD	IN	AM	PR	FE	FE
20	10	40	50	4	2	2

Health = 120                      Karma = N/A  
Resources = N/A      Popularity = N/A

### KNOWN POWERS

*Robotic Construction:* The X-Sentinels are robots, and as such have a number of special abilities:

- Immunity to poison, disease, and gas.

- Invulnerability to mental attacks such as mind control and mind reading (Telepathic force bolts and other such attacks function normally.)

- The X-Sentinels do not need to breathe, and as such are unharmed by the effects of outer space and being underwater.

- The X-Sentinels are made of RM strength material. This provides them with EX protection against physical and energy attacks.

- Sentinels at this stage do not generate or spend Karma.

*Special Modifications:* The X-Sentinels were designed to resemble Professor X, the original X-Men, and Havok and Polaris. In addition to all of the abilities of the Sentinel Mark II, the X-Sentinels sound and act like the X-

Men they were imitating. In addition, each of the X-Sentinels has been modified to allow it to "play its part":

- Cyclops: IN strength force beam.
- Professor X: IN strength force beam.
- Marvel Girl: IN strength tractor beam.
- Iceman: IN strength ice projection.
- Beast: No modification.
- Angel: Flight, GD speed.
- Havok: IN strength force beam.
- Polaris: IN strength magnetic beam.

**TALENTS:** None.

**GROUPS:** Steven Lang's Mark III Sentinels.

**IN BRIEF:** The X-Sentinels were robots built with Sentinel technology by Lang to confuse and defeat the X-Men. His plan went well until Wolverine penetrated the disguise and ripped the Marvel Girl robot to shreds.

## SENTINELS, MARK IV

F	A	S	E	R	I	P
EX	EX	AM	MN	TY	TY	PR
20	20	50	75	6	6	4
Health = 165				Karma = N/A		
Resources = N/A				Popularity = N/A		

### KNOWN POWERS

*Robotic Construction:* The Sentinels are robots, and as such have a number of special abilities:

- Immunity to poison, disease, and gas.
- Invulnerability to mental attacks such as mind control and mind reading (telepathic force bolts and other such attacks function normally).

•Mark IV Sentinels do not need to breathe, and as such are unharmed by the effects of outer space and being underwater.

•Mark IV Sentinels are 20' tall. Those attacking a Mark IV have a +2CS chance of hitting.

•Mark IV Sentinels are made of RM strength material. This provides them with RM protection against physical and energy attacks.

•Sentinels at this stage do not generate or spend Karma.

*Weapons Systems:* The Mark IV's

have a variety of weapons-systems, fired from their hands or eyes. These include:

•Variable Energy Beams: Mark IV's have plasma beams, electron beams, and heat rays with which they can inflict either energy or force damage at the IN level of ability, with a two area range. These are mounted in both the hands and eyes.

•Gas Jets: Mounted in the palms, these jets emit knockout gas of RM intensity up to two areas away.

•Grappling Cables: Issuing from the wrists, these cables are of RM material strength and grab targets with AM ability.

•Searchlights: Mounted in the eyes, these lights can illuminate a two-area volume up to five areas away. At full force, they have RM intensity.

*Mutant Detection:* The Mark IV can scan all living beings within seven areas and determine if they are human or mutant.

*Flight:* EX air speed.

*Learning Program:* A more controlled variant of the adaptation programs of the Mark II's, this allows the Sentinel to gain a +1CS against an opponent in all FEATs after fighting that opponent for three rounds. Further, the information is relayed back to central computers, such that other Mark IV's are aware of it and gain that ability in future battles. By researching the gathered data, the scientists at Shaw industries can manufacture specific countermeasures which can be installed in modified Mark IV's (removing some other weapon system) for attacking that particular mutant. Modification takes about a week, and can produce mechanical countermeasures of no greater than MN strength.

**TALENTS:** None.

**GROUPS:** Sentinels.

**IN BRIEF:** With the destruction of the Mark III's, Sentinel technology languished until the attempted assassination of Senator Kelly by the Second Brotherhood of Evil Mutants. Then Sentinel construction was revived by the US Government through its "Project Wideawake." The contract for rebuilding the Sentinels was awarded to Shaw Industries, whose president, Sebastian Shaw, was himself both a mutant and the Black King of the Hell-

fire Club. Shaw's eventual intention is to use the Sentinels to further his own ends, initially for the Inner Circle of the Hellfire Club, but now on his own.

## SENTINELS, MARK V

F	A	S	E	R	I	P
EX	EX	AM	UN	GD	TY	PR
20	20	50	100	10	6	4
Health = 190				Karma = N/A		
Resources = N/A				Popularity = N/A		

### KNOWN POWERS

*Robotic Construction:* The Sentinels are robots, and as such have a number of special abilities:

•Immunity to poison, disease, and gas.

•Invulnerability to mental attacks such as mind control and mind reading (telepathic force bolts and other such attacks function normally).

•Mark V Sentinels do not need to breathe, and as such are unharmed by the effects of outer space and being underwater.

•Mark V Sentinels are 20' tall. Those attacking a Mark V have a +2CS chance of hitting.

•Mark V Sentinels are made of RM strength material. This provides them with RM protection against physical and energy attacks.

•Sentinels at this stage do not generate or spend Karma.

*Weapons Systems:* The Mark V's have a variety of weapons-systems, fired from their hands or eyes. These include:

•Variable Energy Beams: Mark V's have plasma beams, electron beams, and heat rays with which they can inflict either energy or force damage at the AM level of ability, with a two area range. These are mounted in the hands and eyes.

•Gas Jets: Mounted in the palms, these jets emit knockout gas of RM intensity up to two areas away.

•Grappling Cables: Issuing from the wrists, these cables are of RM material strength and grab targets with AM ability.

•Cold Beams: Jets of liquid nitrogen of IN stunning cold, mounted in the eyes. The nitrogen also encases

the target in a sheath of GD material strength ice.

**Mutant Detection:** The Mark V can scan all living beings within one mile and determine if they are human or mutant.

**Flight:** EX air speed.

**Learning Program:** This program allows the Sentinel to gain a +1CS against an opponent in all FEATs after fighting that opponent for three rounds. Further, the information is relayed back to central computers, such that other Mark V's are aware of it and gain the CS in future battles. By researching the gathered data, the scientists at Shaw industries can manufacture specific countermeasures which can be installed in modified Mark V's (removing some other weapon system) for attacking that particular mutant. Modification takes about a week, and can produce mechanical countermeasures of no greater than MN strength.

**TALENTS:** None.

**GROUPS:** Sentinels.

**IN BRIEF:** A second-generation built along the lines of the Mark IV, the Mark V represents a modest improvement over the previous model.

## SENTINELS, MARK VI

F	A	S	E	R	I	P
RM	EX	AM	ShX	GD	GD	PR
30	20	50	150	10	10	4

Health = 250                      Karma = N/A  
Resources = N/A    Popularity = N/A

### KNOWN POWERS

**Robotic Construction:** The Sentinels are robots, and as such have a number of special abilities:

- Immunity to poison, disease, and gas.

- Invulnerability to mental attacks such as mind control and mind reading (Telepathic force bolts and other such attacks function normally.)

- Mark VI Sentinels do not need to breathe, and as such are unharmed by the effects of outer space and being underwater.

- Mark VI Sentinels are 20' tall. Those attacking a Mark VI have a +2CS chance of hitting.

- Mark VI Sentinels are made of RM strength material. This provides them with RM protection against physical and energy attacks.

- Sentinels at this stage do not generate or spend Karma.

**Weapons Systems:** The Mark VI's have a variety of weapons-systems, fired from their hands or eyes. These include:

- Variable Energy Beams: Mark VI's have plasma beams, electron beams, and heat rays with which they can inflict either energy or force damage at the IN level of ability, with a two area range. These were mounted in both the hands and eyes.

- Gas Jets: Mounted in the palms, these jets emit knockout gas of RM intensity up to two areas away.

- Grappling Cables: Issuing from the wrists, these cables are of RM material strength and grab targets with AM ability.

**Mutant Detection:** The Mark VI can scan all living beings within two miles and determine if a mutant is within that area and using its mutant abilities.

**Flight:** EX air speed.

**Learning Program:** This program allows the Sentinel to gain a +1CS against an opponent in all FEATs after fighting that opponent for three rounds. Further, the information is relayed back to central computers, such that other Mark VI's are aware of it and gain the CS in future battles. By researching the gathered data, the scientists at Shaw industries can manufacture specific countermeasures which can be installed in modified Mark VI's (removing some other weapon system) for attacking that particular mutant. Modification takes about a week, and can produce mechanical countermeasures of no greater than MN strength.

**Invisibility:** EX rank against normal vision and radar. Achieved by camouflaging liquid crystal implants and stealth ECM technology.

**TALENTS:** None.

**GROUPS:** Sentinels.

**IN BRIEF:** Another modification of the Mark IV frame, this one up-gunned to handle heavy-weight opponents. Several new systems were incorporated into this design as experiments, and whether they are retained in future

Sentinel designs remains to be seen. None of the Sentinels produced by Shaw Industries have matched the Lang Mark II's, but, on the other hand, none have yet rebelled against their programming and attempted to take over the world.

## SENTINELS, OMEGA-SERIES

F	A	S	E	R	I	P
AM	IN	AM	ShX	EX	GD	GD
50	40	50	140	20	10	10

Health = 290                      Karma = 40  
Resources = N/A    Popularity = -90

### KNOWN POWERS

**Robotic Construction:** The Sentinels are robots, and as such have a number of special abilities:

- Immunity to poison, disease, and gas.

- Invulnerability to mental attacks such as mind control and mind reading (telepathic force bolts and other such attacks function normally).

- Omega Sentinels do not need to breathe, and as such are unharmed by the effects of outer space and being underwater.

- Omega Sentinels are 20' tall. Those attacking an Omega have a +2CS chance of hitting.

- Omega Sentinels are made of IN strength material. This provides them with IN protection against physical and energy attacks.

- The construction of the Omega Sentinels gives them EX protection from electrical attacks.

- The Omega Sentinels have achieved sentience, and as such may spend Karma on their FEATs.

**Weapons Systems:** The Omega Hunter-Killers have a variety of weapons-systems, fired from their wrists. These include:

- Variable Energy Beams: Omegas have plasma beams, electron beams, and heat rays with which they can inflict either energy or force damage of AM intensity, at a range of six areas. These were mounted in the hands.

- Darts: The Omega series Sentinels also carry ten javelin-sized steel darts in their trunks. These darts can be thrown up to three areas away, in-

flicting RM edged weapon damage.

**Mutant Detection:** The Omegas can scan all living beings within 10 miles and determine if a mutant is within that area and using its mutant abilities.

**Flight:** RM air speed.

**Learning Program:** This program allows the Sentinel to gain a +2CS against an opponent in all FEATs after fighting that opponent for two rounds. Further, the information is relayed back to central computers, such that other Mark VI's are aware of it and gain the CS in future battles. Master files exist for all "known" mutants on earth. By researching the gathered data, the Sentinels can manufacture specific countermeasures which can be installed in modified Omegas (removing some other weapon system) for attacking that particular mutant. Modification takes about a day, and can produce mechanical countermeasures of no greater than UN strength.

**TALENTS:** None.

**GROUPS:** Sentinels.

**IN BRIEF:** In an alternate time-line where Phoenix lived and Senator Kelly died, the Sentinel program developed the Omega series, fully sentient creatures, which then took over the United States, killing off most of its super-powered individuals. Omega Sentinels that killed specific costumed heroes were granted the right to paint themselves to resemble that hero's costume. These Omegas are the Sentinel forces of an alternate future, and may also reflect the potential for the current series in our own world.

## SENTINELS, OMEGA- EXECUTIVE TYPE

The Executive-Type Omega Sentinel is (will be?) a variant on the Hunter-Killer, and is identical to the Hunter-Killer, with the following modifications:

### KNOWN POWERS

**Mutant Detection:** 100-mile range if linked to main computers, detecting

all mutants in the area, whether they are using their mutant powers or not.

**Encephalo-Scan:** A primitive telepathic device, used as a lie detector. Functions with EX ability (Psyche FEAT to fool).

**IN BRIEF:** The Executive types are a variant of the Hunter-Killers, built for specific managerial and organizational tasks.

## MASTER MOLD

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

Health = 225                      Karma = 44  
Resources = IN      Popularity = -10

### KNOWN POWERS

**Robotic Construction:** Master Mold is a robot, and as such has a number of special abilities:

- Immunity to poison, disease, and gas.

- Invulnerability to mental attacks such as mind control and mind reading (telepathic force bolts and other such attacks function normally).

- Master Mold does not need to breathe, and as such is unharmed by the effects of outer space and being underwater.

- When fully assembled, Master Mold is 30' tall, and as such those attacking him have a +2CS chance of hitting.

- Master Mold is made of RM strength material. This provides EX protection against physical and energy attacks.

- Master Mold can repair himself, using available technology and materials, with the equivalent of 20 Health regained per round, until reduced to 10 Health or less. At less than 10 Health, this power no longer functions.

**Weapons Systems:** Master Mold has in the past created a number of weapons systems, including:

- Hunter Missiles: A specialized seek-and-destroy missile. Has AM speed, IN control, and is made of EX material strength alloy. The hunter missiles have RM tracking ability and once having located a target, will attempt to destroy it with AM strength energy beams.

- Beacon Probe: Similar to the Hunter Missiles, the Beacon probe can induce sleep with AM intensity in two areas.

- Energy Beams: RM strength force or energy rays.

- Gas Jets: Usually located in the palms, fire knockout gas up to two areas with RM potency.

- Stun Ray: RM intensity, three area range.

- Disintegrator Ray: RM strength disintegration against inorganic material, two area range.

**Mutant Detection:** UN ability to sense individuals with mutant DNA at a range of several hundred miles.

**Flight:** EX air speed.

**Mind Control:** AM ability.

**Brain Module:** Master Mold's central consciousness resides within a "brain module," of which there are a number scattered throughout the world. Destruction of Master Mold in one form (with that brain module) does not fully destroy Master Mold. The brain module is made of UN strength material, and can regenerate a new body with MN ability. As a protective measure, the brain module can inflict IN energy damage to anyone touching it.

**Creations:** Master Mold has in the past created a number of non-Sentinel creations to aid in his plans. They include:

- Servitors: Artificial lifeforms with the following abilities:

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

Health = 36                      Karma = 12

The Servitors have GD body armor, and are equipped with jet packs (TY air speed) and blasters (GD energy damage, two area range).

- Conscience: The downloaded personality of Stephen Lang:

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

Health = 155                      Karma = 44

Like Master Mold, Conscience has the advantages of Robotic Construction (though Conscience lacks regenerative powers). He has EX body armor, and can fire IN strength Energy or Force beams.

- Mobile Flying Base: A flying HQ

with EX control, Shift Z body, MN speed, and AM protection. This base radiated RM intensity light as well.

•**Retribution Virus:** Created by Moira MacTaggart (who was under the control of Master Mold at the time), this virus was designed to kill all super-human mutants, but would also kill 90% of normal humanity with the genetic potential for mutation. The disease causes -1CS in all abilities per hour, with death occurring when all abilities are at Sh0 and an Endurance FEAT is failed. A vaccine for this virus was created by Moira, and all existing versions of it were either cured or destroyed.

**TALENTS:** Since he is programmed with Stephen Lang's engrams, Master Mold has Electronics, Robotics, and Repair/Tinkering talents.

**GROUPS:** Former leader of the Mark III Sentinels, now independent.

**IN BRIEF:** This is the current version of Master Mold, who has been rebuilt a number of times in his long career. The original Master Mold was designed to oversee production of the earlier (Trask) Sentinels, and was de-

stroyed when Trask blew up himself and the Sentinel Base. Master Mold was rebuilt by Stephen Lang, who placed his own personality within Master Mold. This version was destroyed by Iceman, Angel, and the Hulk, but the various "brain modules" fell to Earth, awaiting activation. Since that time Master Mold has appeared in a number of different forms, built of available materials, and fighting the X-Men, Cyclops, and Power Pack. Most recently, Master Mold linked with the mutant-hunter of the future, Nimrod, and they and the X-Man Rogue entered the Siege Perilous together. Whether this will prevent the activation of other brain modules is currently unknown.

## NIMROD

F	A	S	E	R	I	P
AM	AM	AM	ShX	RM	RM	GD
50	50	50	150	30	30	10
Health = 300				Karma = 70		
Resources = IN				Popularity = 10		

## KNOWN POWERS

**Robotic Construction:** Immunity to poison, gas, and mental attacks.

**Body Armor:** IN protection from physical and energy attacks. His body itself is RM material strength.

**Disintegrator:** IN rank, one area range.  
**Energy Beam:** MN intensity, four area range. Specific energies manipulated include radiation, light, laser, magnetism, and heat.

**Force Field Generation:** IN protection.

**Hypersensitive Senses:** CI 1000 sight, hearing, and radio links. *Sensory attacks do not inflict additional damage.*

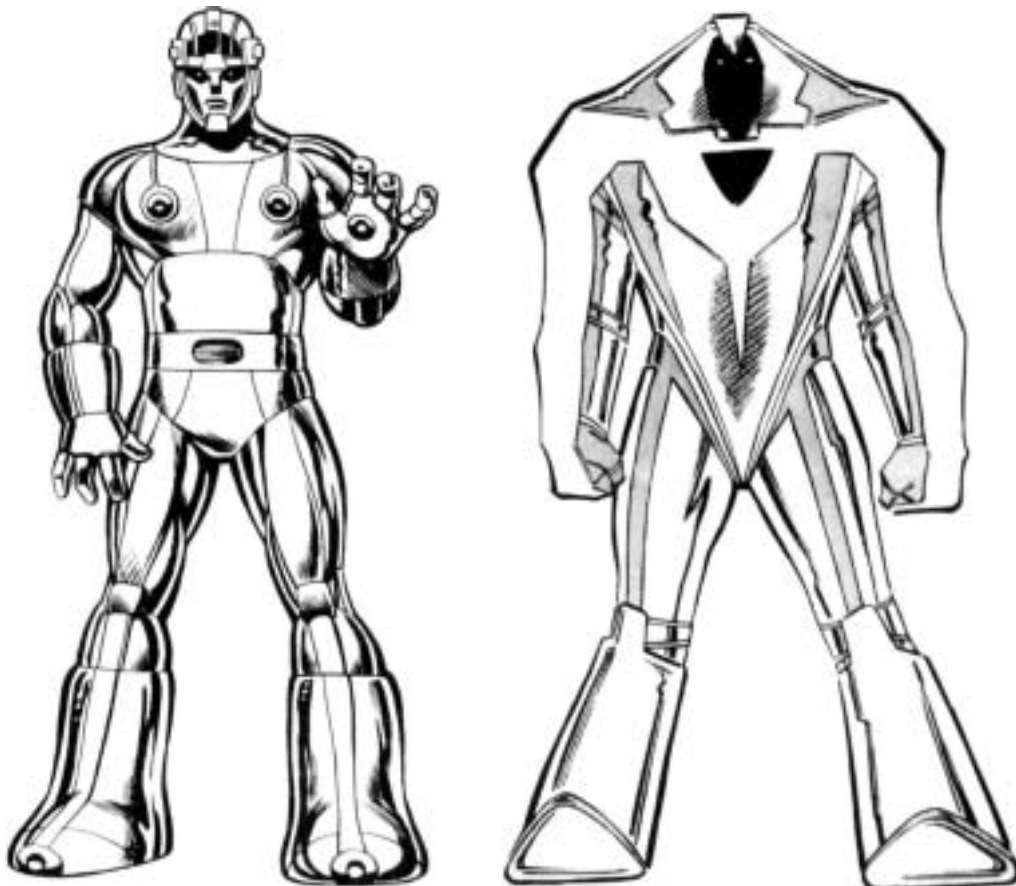
**Mutant Detection:** CL 1000.

**Neural Manipulation:** On touch, stun with AM ability for 1-10 turns if the target fails an Endurance FEAT.

**Tractor Beam:** MN telekinetic power to repel or attract a target.

**Shockweb:** RM intensity energy field, with equivalent of AM material strength and RM Stunning ability. Can be created up to two areas away.

**Power Negation:** Negate all mental or psionic powers within one area, with MN ability. Those of lesser power abil-





ity must make a Psyche FEAT to use their powers.

**Self-Repair:** GD ability, providing that 10 percent of Health is intact. Regains 10 points each half hour. While under repair, all other abilities are -2CS.

**Teleportation:** Five mile range, IN ability.

**Shapechange:** Nimrod can shape-change himself to appear human with AM ability. It is unknown if he can mimic specific forms.

**TALENTS:** None known or needed.

**GROUPS:** None.

**IN BRIEF:** A mutant-hunter from the future, Nimrod returned to this time in pursuit of Rachel Summers, the second Phoenix. After establishing himself as a "hero" in this time, he fought the X-Men and other mutants before merging his consciousness with Master Mold, and being swept into the Siege Perilous with Rogue. His present status is unknown.

## TRI-SENTINEL

F	A	S	E	R	I	P
ShX	MN	ShY	ShZ	EX	EX	EX
150	75	200	500	20	20	20
Health = 925				Karma = 60		
Resources = NA		Popularity = NA				

### KNOWN POWERS

**Robotic Construction:** The Tri-Sentinel is a robot, and as such has a number of special abilities:

- Immunity to poison, disease, and gas.

- Invulnerability to mental attacks such as mind control and mind reading (Telepathic force bolts and other such attacks function normally.)

- Tri-Sentinel does not need to breathe, and as such is unharmed by the effects of outer space. Immersion in water may inflict RM damage (Endurance FEAT to avoid).

- When fully assembled, the Tri-Sentinel is 50' tall, and as such those attacking the Tri-Sentinel have a +3CS chance of hitting.

- The Tri-Sentinel is made of RM strength material. This has been enchanted to provide MN protection against physical and energy attacks.

**Weapons Systems:** The Tri-Sentinel packs the following abilities:

- Multiple Attacks: The six-armed Sentinel can make up to three attacks per round, or grapple up to six separate man-sized targets. If grappling a target of similar size, the Tri-Sentinel is +3 on its attacks.

- Energy Bolts: Up to six energy or force bolts of 20 area range and UN damage can be unleashed at once.

- Catch-Web cables shot from the palms entangle with MN strength, one area range.

- Gas Jets of IN intensity knock-out or poison gas, three area range.

- Cold Beams of AM intensity cold, mounted in the eyes, two area range.

**Defense Systems:** The Tri-Sentinel's defense systems include:

- Multi-Directional Sensors: The Tri-Sentinel's three-faced head allows it to see in all directions, on all frequen-

cies, with ShZ ability. Attempts to surprise or blindsides the Tri-Sentinel are at -4CS.

- Energy Shield. UN protection against all energy attacks. Only one can be created at a time.

**Safety Lock:** Shaw industries has installed a safety device in the controlling logic of the original model Sentinels which carried over into the Tri-Sentinel. This safety device opens a loop in their logic-circuits indicating that the Sentinels themselves are mutants, so they will destroy themselves. For the original Sentinels, this will be effective, but the Tri-Sentinel is only immobilized for 1-10 rounds until it overrides the logic.

**TALENTS:** None.

**GROUPS:** None.

**IN BRIEF:** The Tri-Sentinel is a combination of three Shaw Sentinel prototypes, fused and increased in power by the magic of Loki as a "last gift" following his Acts of Vengeance. The Tri-Sentinel attacked a local nuclear reactor, with intentions of cracking the containment vessel and irradiating most of the Eastern Seaboard. The Tri-Sentinel was defeated by Spider-Man wielding the powers of Captain Universe, whose powers he had been given specifically for this purpose. The Tri-Sentinel was disintegrated and Spider-Man returned to his non-cosmic state.

WARLOCK • WIDGET • WOLFSBANE • W  
JUBILEE • JUGGERNAUT • KARMA • LIV  
LOCKHEED • LONGSHOT • MAGIK • M  
SINISTER • MOJO • MYSTIQUE • NAMOR  
POLARIS • PROFESSOR X • PROTEUS  
QUICKSILVER REAVERS • CALLISTO • CA  
CYCLOPS • DAZZLER • MONOLITH •  
HAVOK • ICEMAN • JUBILEE • JUGGE  
LIVING MONOLITH • LOCKHEED • LONG  
MAGNETO • MISTER SINISTER • MOJO  
PHOENIX • POLARIS • PROFESSOR  
MONOLITH • LOCKHEED • LONGSHOT • M  
MAGNETO • MISTER SINISTER • MOJO  
PHOENIX • POLARIS • PROFESSOR  
SYLOCKE • PYRO • QUICKSILVER REAVE  
SAURON • SAVAGE LAND MUTAT  
SENTINELS • TATTLETALE • THUNDERB  
THE UNTOUCHABLE • URSA MAJOR • VA  
WARLOCK • WIDGET • WOLFSBANE • W  
SYLOCKE • PYRO • QUICKSILVER REAVE  
SAURON • SAVAGE LAND MUTAT  
ANGEL • BANSHEE • BEAST • BLOB • BOOM  
CANNONBALL • COLOSSUS • CYCLO  
HAVOK • ICEMAN • JUBILEE • JUGGE  
LIVING MONOLITH • LOCKHEED • LONG  
MAGNETO • MISTER SINISTER • MOJO  
PHOENIX • POLARIS • PROFESSOR  
SYLOCKE • PYRO • QUICKSILVER REAVE  
SAURON • SAVAGE LAND MUTAT  
SENTINELS • TATTLETALE • THUNDERB  
THE UNTOUCHABLE • URSA MAJOR • VA  
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