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AUTHORITY

# ***THE <sup>New!</sup> MARVEL<sup>®</sup>-PHILE***



FROM ANOTHER EARTH...

# **THE YOUNG X-MEN!**



This month: Everything old is new again! Spotlight on...X-Men: Blue!

As Marvel Comics launches their latest initiative, Legacy, you may have noticed a new variation of the longstanding tradition of “passing the torch”. Marvel’s first-generation heroes have been passing on their mantles to the younger one, while maintaining their popularity by staying on as mentors. Personally, I found the multiple Thors, Falcons, Spider-Men, and so on to be confusing at first, but I have to admit that I’ve started warming to the idea: it adds a richness to the shared history of the Marvel Universe, and injects a breath of fresh air into the titles while still letting us have our beloved old-standbys. In recent years, Marvel has applied an innovative approach to introducing “new” old heroes to the X-Men corner of their universe, but this time in a way that makes perfect sense: they’re the exact same characters.

Only, not quite. The idea behind the X-Men: Blue team, in a nutshell, is this: in the present day, Beast, not happy with the way things are going, travels through time to retrieve the original X-Men team, in order to inspire today’s X-Men to return to the ideals of Professor Xavier’s dream of fighting for justice and peaceful coexistence between mutants and humanity. Needless to say, things did not go quite as plan, and the time-displaced X-Men soon found themselves on a track diverging from the events of the mainline timestream.

One of the fun things about this series is how quickly the lives of the “Young X-Men” get off track, as we see the team quickly evolve into their own characters distinct from both their modern incarnations, and from the rookie team that they were in their own timeline. It brings up the fascinating thought experiment of, if you could find out what happens to you in the future, would you? How would your life have turned out differently?

Between their future knowledge, new training opportunities, and cosmic phenomena, the Young X-Men have distinct personalities and are considerably

more powerful than either their original or even “current” selves. This made it a challenge to map out their statistics (I used their early-career stats from Revenge of Kang as a template) but also results in the unique situation of having relatively inexperienced characters granted powers far beyond their initial training.

It should be mentioned that the moniker of “Young X-Men” bears no relation to the short-lived 2008-2009 team of the same name, led by Sunspot and Mirage. I only found out about that team well into this project, but it’s no surprise, given that over the years there have been more X-Men than you can shake a stick at. Lastly, for the sake of simplicity (okay, an attempt at...), I’ve presented only the “original five”. Like most X-Teams, the Young X-Men have had an ever-evolving roster, also including at various times Genesis, Jimmy Hudson, Oya, Shadowcat, Wolverine, and Bloodstorm. But it’s Jean, Hank, Warren, Bobby, and Scott that are at the heart of this story, so there you have it. And as for Jean? She may be dead, but if her counterpart’s history is anything to go by, she may well be back some day.

Sources include TSR publications for Marvel Superheroes RPG: Ultimate Powers Book, Revenge of Kang, Gamer’s Handbook of the Marvel Universe (vol. 1 & 2), X-Forces Box Set, and Realms of Magic. And of course, the actual comics in which the team appeared, a listing of which can be found here: [http://marvel.wikia.com/wiki/Category:X-Men\\_\(Earth-TRN240\)/Appearances](http://marvel.wikia.com/wiki/Category:X-Men_(Earth-TRN240)/Appearances).

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Special thanks to William Cooper, Keith Kilburn, and Tom Roake for their feedback.

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## BACKGROUND

**Official Team Name:** X-Men

**Team Aliases:** All-New X-Men, X-Men: Blue, Time-Displaced Original X-Men, Past X-Men

**Status:** Active

**Identity:** Secret

**Base of Operations:** *Formerly:* Earth-TRN240, *Currently:* Mobile

**Affiliations:** Formerly X-Men (New Charles Xavier School member), New Charles Xavier School student body, X-Men (Jean Grey School member), Jean Grey School student body

**Team Leader(s):** Marvel Girl; formerly Shadowcat (tutor), Cyclops, Professor X, Beast

**Current Members:** Angel, Beast, Bloodstorm, Cyclops, Iceman, Jimmy Hudson, Pickles

**Former Members:** Genesis, Oya, Shadowcat, Wolverine

**Allies:** Future X-Men, Guardians of the Galaxy, Magneto, Spider-Man (Morales), Spider-Man (Octavius/"Parker"), Starjammers, X-Men (Earth-1610), Utopians

**Enemies:** Firestar, Doctor Doom, Mystique's Brotherhood, Future Brotherhood, Purifiers, Ghosts of Cyclops, Toad, Blob, Black Tom Cassidy, Juggernaut, Bastion, Mole Man, Quicksilver, Miss Sinister, Sebastian Shaw, Emma Frost, Marrow, Wolfsbane, Havok, Archangel, Beast

## HISTORY

The path of the X-Men of this universe seemingly followed the same of their Earth-616 counterpart until the day when Beast from an alternate future (present-day Earth-616) traveled to their universe in order to inform them that the future was in a bad state, and that only these X-Men could help fix it. The team then accompanied this Beast to the "future," where Cyclops had killed Charles Xavier, Jean was dead (and the school named after her), and Beast was dying from yet another mutation.

Beast planned for the past Cyclops to meet his future counterpart and make him realize what he would become. The young Beast also managed to work alongside his future



counterpart to help him survive his new mutation.

Under the leadership of Kitty Pryde, the team decided to stay and resolve the problems of this time, before returning to their own, despite the protests of the young Angel. After being lied to, having his mind partially wiped by Jean, and not being allowed to make decisions of his own, Angel had enough, and joined the present day's Cyclops' X-Men.

Sick and tired of being lied to and the way they had been treated after the

events between Wolverine's group and the future versions of the X-Men and Brotherhood at Cape Citadel, Kitty decided to quit Logan's school and took herself and the younger X-Men to Cyclops' school instead. The team subsequently rescued X-23 from a group of Purifiers that were attempting to capture her after her escape from Murderworld, prompting the team to take Laura in as a new member after the Purifiers had been defeated.

When Jean Grey was abducted by the Shi'ar for the crimes of her future

self and narrowly rescued by the team-up of the X-Men, the Starjammers and the Guardians of the Galaxy- the same encounter seeing Jean manifest a new power combining her telepathy and telekinesis that she had never seen before- Cyclops decided to remain out in space to spend some time with his father, who he had just learned was alive.

After defeating the time-displaced Brotherhood of the future, who were revealed to have been manipulated by Charles Xavier II, the team was transferred into another universe by accident due to the erratic powers of new mutant Carmen Cruise, culminating in a team-up with that world's Spider-Man and X-Men to save Beast from the local Doctor Doom before retrieving the mutant and returning to their world. After reuniting with Cyclops while investigating the Black Vortex alongside the Guardians of the Galaxy, Scott rejoined the Young X-Men's ranks when they returned to Earth.

Following the rise of anti-mutant hysteria and the beginning of the M-Pox crisis, the young X-Men decided to go separate ways and lay low for a while. Beast eventually reunited the team (with the exception of Jean Grey) and, joined by Evan Sabahnur (Genesis) and Idie Okonkwo (Oya), decided to go on a road trip across the United States, assisting crisis all over the world whenever it was needed, with the help of a teleporting Bamf named Pickles.

Frustrated by his inability to find a way to bring himself and his friends back to their time, Beast decided to experiment with magic. These experiments eventually made way for him to find a way to travel through time using the Third Eye of Horus, gifted to young Beast by Doctor Strange. However, Hank soon discovered that he had merely found a way to travel through time within the timeline he was currently inhabiting and not his own. Beast reunited the original five X-Men to show them in person his unfortunate discovery and they witnessed the younger X-Men of this timeline inhabiting the past they believed would have been available for them to return. The young X-Men then went back to the present and proceeded to look forward to their future, which would no

longer be tied to their concurrent older selves.

Faced with their new freedom from the 'need' to return to the past, the X-Men were soon contacted by Magneto, who removed his helmet so that Jean could test his sincerity as he told them that he genuinely wanted to work towards Xavier's dream, and saw the young X-Men as the best means of achieving that goal. Under Magneto's coordination, the X-Men were able to stop Juggernaut and Black Tom attacking a luxury yacht. However, Magneto is apparently unaware that the X-Men are still training to fight him in their Danger Room in the event of future conflict, while the X-Men are equally unaware that Magneto has been working on a new means of sending the X-Men back to their 'original' era.

**SOURCE:**

Marvel FANDOM Database:  
[http://marvel.wikia.com/wiki/X-Men\\_\(Earth-TRN240\)](http://marvel.wikia.com/wiki/X-Men_(Earth-TRN240))

**PICKLES**



“Pickles” is a member of the extra-dimensional race known as Bamfs, who came to inhabit the Jean Grey School for Higher Learning. Pickles lived in Beast's van, and acted as a teleporter in case immediate transport was needed. When the Young X-Men temporarily split up, Pickles traveled with Jean Grey; his present whereabouts are unknown. His abilities and powers are:

**F A S E R I P**  
 GD GD PR RM PR GD TY  
**Health:** 54      **Karma:** 20

*Teleport:* Pickles can teleport himself and at least five companions to anywhere on Earth, with Incredible ability. He does not need foreknowledge of his destination or line-of-sight to avoid teleporting into obstacles.

*Wall-crawling:* Incredible rank

*Prehensile Tail:* Pickles can use his tail to pick up objects, or as a weapon.

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

**Health:** 100

**Karma:** 36

**Resources:** TY (6) [See Notes]

**Popularity:** 12 [See Notes]

## BACKGROUND

**Real Name:** Warren Kenneth Worthington III

**Occupation:** Adventurer, student

**Legal Status:** US Citizen, with no criminal record

**Identity:** Secret

**Other Known Aliases:** Avenging Angel

**Place of Birth:** Centerport, Long Island, New York

**Marital Status:** Single

**Known Relatives:** Wallace Worthington (paternal ancestor, deceased); Warren K. Worthington Sr. (paternal grandfather, deceased); Warren K. Worthington Jr. (father, deceased); Kathryn Worthington (mother, deceased); Burtram "Burt" Worthington (paternal uncle); Mimi (maternal aunt); unnamed distant cousin

**Base of Operations:** Formerly: Earth-TRN240, Currently: Mobile

**Past Group Affiliations:** X-Men (New Charles Xavier School student body), X-Men (Jean Grey School student body)

**Present Group Affiliation:** Young X-Men

## KNOWN POWERS

**Flight:** Warren originally flew by means of two natural, feathered wings jutting from his shoulders (wingspan of 16'), now replaced by the "cosmic wings" granted to him by the power of the Black Vortex (see below). He originally had Excellent air speed but could spring up to Unearthly speeds; see below for details on his upgraded "cosmic" wings.

**Adapted Anatomy:** Angel 's entire body (bones, musculature, fat cells, etc.) is designed for flight and is extremely light. This means he takes much less physical damage when he drops from a great distance (treat this as Remarkable body armor when taking a



fall). Breathing and seeing normally, even at high altitudes, is never a problem for Angel. His eyesight is as good as many predatory birds and his ability to spot an object or person is considered Monstrous when he is flying high in the air.

**Black Vortex Empowerment:** As result of being under the cosmic power of the corrupting Black Vortex, Warren gained a whole new list of abilities of a similar yet radicalized variation of his future

selfes' Celestial tech powers, growing powerful enough to shatter the Kree home-world's defenses with ease.

**Cosmic Wings:** Having been altered by the vortex had infused Warrens wingspan with Celestial energies enabling him faster than light travel through space (Class 3000 rank). Unlike when flying with his original wings, Warren does not suffer fatigue from flying and can remain airborne indefinitely at any altitude. Angel can lift

at least 200 lbs in flight, greater weights require a Strength FEAT roll. Angel's ability to maneuver in the air is Amazing. He can hover in place indefinitely and has never had any difficulty using his hands and feet while airborne.

*Cosmic Energy:* Angel can discharge enough cosmic energy from his wings in order to eviscerate planetary fleets. Treat this as an energy attack with a limit of Class 1000. However, for each column shift above Unearthly, Warren must make a separate successful yellow Psyche FEAT roll or go berserk (see Limitations, below, and note the reduced effect of his armored form).

*Celestial Tech-like Armor:* His transformation enables the cladding of otherworldly materials onto himself enabling the better channeling of his new cosmic power. While armored, Warren need only make a green Psyche FEAT roll when pushing the limits of his cosmic energy discharge attack, rather than yellow (see Cosmic Energy, above). His armor provides Remarkable protection against all physical and energy attacks.

*Energy Swords:* These new powers allows him to conjure a pair of energized blades with which he can apparently cleave through anything. The blades do Incredible edged damage against an enemy; they can slice through materials with strength up to Shift Z.

*Life Support:* Self-sustenance at Shift Z, allowing indefinite survival in deep space.

## WEAKNESSES

*Mental Burn-Out:* As powerful as the Black Vortex enhancement makes Angel, it affects his mind in the form of cumulative stress, which causes Warren to go berserk regularly after a period of time. If Young Angel has been using his cosmic powers for more than 4 rounds, he must make a Green Psyche FEAT or he will immediately attack any perceived threat.

## EQUIPMENT

X-Men Blackbird, wings; formerly X-Men Stratojet, Professor Xavier's Rolls Royce.

**TALENTS:** Warren has Remarkable Reason in business matters and knows Martial Arts B. He gains + 2 CS while fighting in aerial combat.

**CONTACTS:** X-Men (New Charles Xavier School student body), X-Men (Jean Grey School student body), Young X-Men

## ADDITIONAL NOTES

Being displaced from his own time, Warren does not have access to the wealth of his present-day (616) self.

When making a Popularity FEAT roll, a Green result indicates that he has been mistaken for his present-day self, the Earth-616 Archangel.

## ROLEPLAYING NOTES

Prior to his journey to the Earth-616 universe, Warren tended to be a free-spirited individual. He was in many ways a typical "playboy." He still considers the original X-Men his "family." He remains concerned about his future, particularly about how his future-self acquired his metal wings and about growing anti-mutant hysteria. While he lacks the legacy of his 616 counterpart's history with Apocalypse, his apprehension about the Young X-Men's mission and initial distrust of the present-day X-Men have made him more cautious, and given him a more serious outlook than the original Warren was at the early stage of his career.

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## HISTORY

The path of Warren Worthington of this universe seemingly followed the same of his Earth-616 counterpart until the day when Beast from present-day Earth-616 traveled to their universe in order to inform them they needed to return with him to the future. Despite

Warren's reluctance, the team accompanied Beast to a future where Cyclops had killed Charles Xavier, and Jean Grey was dead as well (with the school now named after her). After the team had confronted the future Cyclops and helped save the life of the future Beast, the team (under Jean's leadership) decided to stay. Warren was the most reluctant on this decision, believing it could only lead to disaster (and also didn't want to know anything about his future self). Despite this, he agreed to stay until the problems in the time were solved.

Later, Warren did meet his future self and was incredibly confused as to how he had become this way (particularly about his metal wings). Meeting his future self, and the fact that no one was willing to explain to him why he had come to be that way, Warren panicked and attempted to return to his time alone. Jean Grey used her powers to alter Warren's emotions and calm him down, to the dismay of the other X-Men.

Despite this, Warren continued to doubt the mission of his fellow X-Men, and the future School, doubting the truth of future Beast's statements of impending mutant genocide at the hands of future Cyclops. When future Cyclops and his X-Men came to the School to look for recruits, Warren decided to join them, telling the others that they were the only ones fighting for mutantkind in this future.

The rest of the team later joined Cyclops' team as well, following conflict between Wolverine's X-Men and the future versions of the X-Men and Brotherhood at Cape Citadel. Not long after becoming members of Cyclops's school, the young X-Men invited X-23 into their ranks after saving her from the mutant-hating religious group named Purifiers. X-23 and Angel hit it off, and started an amorous relationship.

Led by Kitty Pryde (Shadowcat), the Young X-Men teamed up with the Guardians of the Galaxy to retrieve a powerful artifact called the Black Vortex, from J'Son of Spartax (now called Mister Knife), the father of Star-Lord. After retrieving the Black Vortex, Star-Lord and Kitty Pryde gathered both the Guardians of the Galaxy and the X-Men at Spartax to decide what to



**Angel's Cosmically-Enhanced Form**

do with such a powerful item. The heroes were tracked down by Mister Knife's cosmically-empowered Slaughter Lords and overpowered. Gamora, Beast, and Angel submitted to the Black Vortex in order to face the Slaughter Lords, and began to attempt to empower the entire universe. After coming into conflict with the Accuser Corps, the heroes were convinced by Magik and Rocket Raccoon to fight J'son, and help save Spartax. Before getting rid of the Vortex, some of the cosmically empowered heroes decided to remove their cosmic powers, but Angel was not one of them.

Sometime after returning to Earth, the young X-Men decided to part ways and lay low for a while with the emergence of a new wave of anti-mutant hysteria and the beginning of the M-Pox crisis. Angel and X-23, now going by the alias of Wolverine, went vacationing to Vail, Colorado. They were called in months later by Beast to reunite the X-Men (minus Jean Grey and with the additions of Genesis and Oya), in order to go on a road trip, and help out people across the globe wherever it was needed.

**SOURCES:**

Marvel FANDOM Database:  
[http://marvel.wikia.com/wiki/Warren\\_Orthington\\_III\\_\(Earth-TRN240\)](http://marvel.wikia.com/wiki/Warren_Orthington_III_(Earth-TRN240))

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

Health: 100

Karma: 60

Resources: TY (6)

Popularity: 0

## BACKGROUND

**Real Name:** Henry "Hank" Phillip McCoy

**Occupation:** Adventurer, student

**Legal Status:** US Citizen, with no criminal record

**Identity:** Secret

**Other Known Aliases:** None

**Place of Birth:** Dunfee, Illinois

**Marital Status:** Single

**Known Relatives:** Sadie McCoy (paternal grandmother); Norton McCoy (father); Edna McCoy (mother); Robert McCoy (paternal uncle); John McCoy (paternal uncle); unnamed cousin

**Base of Operations:** *Formerly:* Earth-TRN240, *Currently:* Mobile

**Past Group Affiliations:** X-Men (New Charles Xavier School student body), X-Men (Jean Grey School student body)

**Present Group Affiliation:** Young X-Men

## KNOWN POWERS

**Feet and Hands:** The Beast can use his feet as a second set of hands, giving him a +1CS when wrestling. Both are substantially larger than the human norm.

**Climbing:** The Beast's dexterity is so good and the muscles in his feet and hands so developed that he can climb any wall or hang from any ceiling that will give him purchase (such as brick or concrete, but not smooth substances such as steel and glass) with Remarkable skill.

**Balance:** The Beast's balance is such that he can walk a tightrope automatically and a slack rope with a successful Agility FEAT. His sense of balance helps him fall up to three stories (30') without damaging himself provided he lands on his feet (Agility FEAT required). He can prevent damage from a longer fall by grabbing and swinging off protrusions in the fall's



path every three stories (flagpoles, lampposts, etc.) as long as he keeps making Agility FEAT rolls.

**Leaping:** The Beast's Strength is considered Amazing for leaping purposes. Hank has one power stunt that he has developed with this ability: -The Beast can make a "banked shot" which allows him to bounce off of several walls and stop his momentum by crashing into an opponent. When the Beast performs this maneuver he is

considered to be Dodging with Remarkable Agility and strikes on the Charging column with Remarkable Endurance.

**Lightning Speed:** The Beast's ground speed is Excellent when sprinting. He must make a successful Endurance FEAT roll (modified by -1 CS for every round of contiguous sprinting) or suffer -1CS in all actions taken during the round he stops.



*Regenerative Healing Factor:* The Beast's metabolism enables him to repair mild to moderate injuries much faster than a normal human. For instance, he can recover from minor ailments, such as a severe cold or fever, within a few hours. More severe injuries, like broken bones, can heal within a few days, whereas normal humans might take many weeks or even months. Beast's Regeneration is ranked at Typical.

*Super-humanly Acute Senses:* Hank possesses enhanced, acute senses that are comparable to those of certain animals, enabling him to see and hear distant objects more clearly than a normal human, and identify and track someone purely by scent. Treat this ability as Remarkable rank Hyper-Vision, Hearing, and Olfactory, plus Tracking.

**Magic:** Taking Stephen Strange's advice, Hank decided to delve into magic and many of its practices. Dabbling in the mystic arts has granted Beast with an odd new beast form, one in which he can channel immense amounts of magical powers through.

Young Beast utilizes magic of the Scientific school.

*Banishment:* This spell will only work on extradimensional beings such as demons. This spell causes the target to be transported its home dimension. The target cannot return to the dimension from which it was banished, unless either Young Beast lifts the spell, or the target has the means to break it. Young Beast can cast this spell with Excellent ability.

*Teleportation:* Affects self and all targets within the same area, with Amazing ability.

*Time Travel:* Poor ability rank, able to affect up to five targets including himself. Young Beast is not able to travel to the past of his own timeline, although the past timelines he can travel to may be so similar as to be virtually indistinguishable.

*Portal Creation:* Young Beast can cast the Dimensional Aperture spell at Remarkable ability.

*Demonic Transformation:* Young

Beast's transformation grants him with Incredible strength, and Remarkable-strength claws that do damage as an Edged attack. His form also causes Fear against his opponents, as per the spell (targets who fail a Psyche resist effects roll are at -2CS for all actions; after three rounds the target may make one more roll per round to resist).

#### EQUIPMENT

Beast possesses a fully-equipped laboratory in Xavier's mansion. Presumably it holds the latest in biological and material analysis devices. It may also contain Shi'ar technology.



*Third Eye of Horus:* This item is a magical mask bestowed to Hank by Doctor Strange. Donning the mask gives the wearer both True Sight and Extradimensional Detection, at Unearthly ability. Wielding the mask requires a successful Psyche FEAT roll; a failure (White) result will cause the bearer to pass out for 1 to 10 rounds. Users of the mask who have a Psyche of Good or lower need to make a Psyche FEAT roll for every successive use equal to their Psyche power rank (i.e., a user with a Good Psyche rank of 10 will need to roll after every 10 uses, a user with Typical rank of 6 will need to roll after every 6 uses, etc.). A failure (white) result causes the user to lose 1 column of Psyche; at Shift 0, the user is considered to have complete loss of sanity and thus non-functional. This side-effect is due to the user becoming aware of normally-undetectable extradimensional horrors.



**TALENTS:** Hank is skilled in Biochemistry, Genetics, Electronics, and Musical Instruments: Keyboard. He uses Acrobatics, Tumbling and Martial Arts C in combat. Hank is fluent in French, Italian, Russian, and Latin. His magical training has given him the Theogeny talent.

**CONTACTS:** X-Men (New Charles Xavier School student body), X-Men (Jean Grey School student body), Young X-Men, Doctor Strange

#### **ADDITIONAL NOTES**

When making a Popularity FEAT roll and not in his mystic form, a Green result indicates that he has been mistaken for his present-day self, the Earth-616 Beast.

#### **ROLEPLAYING NOTES**

Like his Earth-616 counterpart, Young Beast has for the most part remained bright, erudite, and witty, often speaking in pretentious phrases. His positive outlook however, has been tempered by his situation, frequently giving way to frustration and desperation. He has accepted the impossibility of returning the Young X-Men to their original timeline, dedicating his life to the betterment of mutantkind along with his teammates.

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#### **HISTORY**

The path of Henry McCoy of this universe seemingly followed the same of his Earth-616 counterpart until the day when Beast from present-day Earth-616 traveled to their universe in order to inform them they needed to

return with him to the future. Hank and the other X-Men traveled with this Beast to the "future," where Cyclops had killed their mentor Charles Xavier, Jean Grey was dead (and the school now named after her), and Beast was dying from the changes in his body being brought on by his second mutation.

After Hank and the team confronted this "future" Cyclops, Hank then turned his priorities to saving his future self. With the help of Kitty Pryde and Jean (whose telepathic powers were just forced to surface), Hank managed to stabilize his future self's condition and saved his life. With Jean's leadership, the team decided to stay in this time until its problems were resolved, before going back to their own time.

As a result of a conflict between Wolverine's X-Men and the future versions of the X-Men and Brotherhood at Cape Citadel, Kitty decided to quit Logan's school and took herself and the younger X-Men to Cyclops' school instead.

Following several adventures as members of Cyclops' schools, the young X-Men decided to part ways and lay low for a while with the emergence of a new wave of anti-mutant hysteria and the beginning of the M-Pox crisis. Beast started a road-trip with young X-Men Genesis and Oya, and decided to reunite with his teammates six weeks later in order to continue the journey with more company, and helping out people across the globe wherever it was needed, with the help of a teleporter Bamf named Pickles.

Frustrated by his inability to find a way to bring himself and his friends back to their time, Beast decided to experiment with magic. These experiments eventually made way for him to find a way to travel through time using the Third Eye of Horus, gifted to young Beast by Doctor Strange. Over the course of time, Hank began to dabble in experimentation with mysticism in order to discover a new way home.

At the same time, Young Beast inadvertently widened a portal to a demonic nether pit set beneath the X-Men's new home in a trailer park. What he didn't realize was that his equipment had actually been tainted by the demonic forces put out by the Goblin Queen left over from the Secret Wars.

While his friends did their best to abate Pryor and her forces, Beast made an accidental discovery which enhanced his mystical knowledge and abilities tenfold, enabling him to single-handedly banish her forces back to Hell while their interested conductor made a hasty retreat.

Over time, however, Hank soon discovered that he had merely found a way to travel through time within the timeline he was currently inhabiting and not his own. Beast reunited the original five X-Men to show them in person his unfortunate discovery, and they witnessed the younger X-Men of this timeline inhabiting the past they believed would've been available for them to return. The young X-Men then went back to the present and proceeded to look forward to their future, which would no longer be tied to their concurrent older selves.

#### **SOURCES:**

Marvel FANDOM Database:  
[http://marvel.wikia.com/wiki/Henry\\_McCoy\\_\(Earth-TRN240\)](http://marvel.wikia.com/wiki/Henry_McCoy_(Earth-TRN240))  
Marvel FANDOM Database:  
[http://marvel.wikia.com/wiki/Third\\_Eye\\_of\\_Horus](http://marvel.wikia.com/wiki/Third_Eye_of_Horus)

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

Health: 42

Karma: 50

Resources: TY (6)

Popularity: 6

## BACKGROUND

**Real Name:** Scott Summers

**Occupation:** Adventurer, student

**Legal Status:** US Citizen, with no criminal record

**Identity:** Secret

**Other Known Aliases:** None

**Place of Birth:** Anchorage, Alaska

**Marital Status:** Single

**Known Relatives:** Christopher Summers (father); Alex Summers (brother) [See note]

**Base of Operations:** *Formerly:* Earth-TRN240, *Currently:* Mobile

**Past Group Affiliations:** X-Men (New Charles Xavier School student body), X-Men (Jean Grey School student body), Champions

**Present Group Affiliation:** Young X-Men

## KNOWN POWERS

**Optic Blasts:** Cyclops' eyes constantly emit a ruby-colored beam of force which he controls by means of an adjustable visor or ruby quartz glasses. Without this protection, Scott can cause Excellent damage at a range of 2 areas, affecting all targets in both areas. With his visor on, Scott can control the beam's focus causing up to Amazing damage at a range of 3 areas and can make called shots. He can fire his optic blasts at ranges longer than 3 areas (10 areas max range), but their damage is reduced by one rank for each area over the basic three area range.

Cyclops can also use his optic blasts as a pressor beam firing it at low power to support up to 500 lbs though such a use still inflicts Typical damage upon the object supported.

Cyclops fires his blasts with Incredible Agility.

**Resistance to Injury:** Cyclops is immune to the effects of both his own energy blasts and those of his brother Havok. However, Havok's blasts will



drive him back by sheer force at Good Intensity.

**Black Vortex Empowerment:** After exposure to the power of the Black Vortex, Scott's cosmic potential was unleashed, vastly improving on all of his previous abilities and bestowing additional ones. The Black Vortex provided the following:

**Life Support:** Provided self-sustenance at Shift Z, allowing indefinite survival in deep space.

**Flight:** Able to fly at speed up to Class 3000 (faster than light).

**Controlled Optic Blasts:** Cyclops could freely project and halt his optic energy blasts at will without need of a ruby quartz visor.

*Enhanced Blast Power:* Scott's optic energy beams were significantly stronger in his empowered state. Scott's enhanced optic beams could cause up to Monstrous damage at a range of 8 areas and can make called shots. He could fire his optic blasts at ranges longer than 8 areas (20 areas max range), but their damage is reduced by one rank for each area over the 8 area range.

#### **WEAKNESSES:**

Like his Earth-616 counterpart, Young Cyclops is reliant upon his ruby quartz visor to maintain control of his power; see Known Powers: Optic Blasts, above.

#### **EQUIPMENT**

*Visor:* Scott's visor is constructed of Excellent strength materials.

*Transportation:* Scott is the designated pilot for the X-Men Blackbird. At various times he has also driven the X-Men Stratojet, and Professor Xavier's Rolls Royce.

**TALENTS:** Scott is an accomplished pilot. Treat his Reason and Agility as though they were Remarkable in all matters concerning air and spacecraft. Scott also possesses the Leadership Talent and has been fully instructed in Martial Arts A and C.

**CONTACTS:** X-Men (New Charles Xavier School student body), X-Men (Jean Grey School student body), Young X-Men

#### **ADDITIONAL NOTES**

Note that the Summers' family tree is both extensive and convoluted. Christopher and Alex are the only Summers directly referenced in relation to Earth-TRN240 Scott (Young Cyclops) but he probably shares the same relatives as Earth-616 Scott up until their histories diverged.

When making a Popularity FEAT roll, a Green result indicates that he has been mistaken for his present-day self, the Earth-616 Cyclops, if the target is not aware of 616-Cyclops' demise. Note that this may have negative effects, given 616-Cyclops' reputation before his death (treat as -20 Popularity).

#### **ROLEPLAYING NOTES**

Even before being transported to Earth-616, Scott Summers was a serious young man whose life had been beset by many seeming tragedies. Despite being spared the misfortune of many of the adventures of his Earth-616 counterpart, Scott's angst has been intensified by learning of his future fate, his 616 counterpart's marriage to Jean, and the apparent demise of Young Marvel Girl. His manipulation by the X-Men of the future and Brotherhood of Evil Mutants has left him distrustful of his elders. Young Cyclops has a strong sense of family, bolstered by the time spent with his father and his teammates, whom he also regards as family.

Young Cyclops is possessed of a strong sense of justice due to the unfair treatment of him due to his 616 counterpart's reputation as a terrorist and being shunned by the superhero community. He has found some solace with the new Champions, inspired by Ms. Marvel's goal to create a better future.

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#### **HISTORY**

The path of Scott Summers of this universe seemingly followed the same of his Earth-616 counterpart until the day when Beast from an alternate future traveled to their universe in order to inform them they needed to return with him to the future. Scott and the rest of the X-Men accompanied him to a "future" where Scott had killed Xavier, and Jean was dead (with the school now named after her). The shock of this caused Jean's dormant telepathic powers to surface. While confronting

the "future" Cyclops, Jean read his mind and was incredibly disturbed at what she had seen. This caused her to reject Scott. Under Jean's leadership, the team decided to stay in this time until its problems were resolved.

Cyclops found himself shunned by the X-Men and other students at the school, and constantly under the watchful eye of Wolverine who was considering killing Scott to stop the older Scott from ever killing Xavier. He decided to leave the school and stole Wolverine's motorcycle. Wolverine chased him down to bring him back to the school, but Cyclops evaded him by blasting him away, continuing his escape. He traveled to a bank where he had kept a deposit box, hoping that his future-self had kept it. Guards at the bank were alerted to his presence, believing him to be his future self, and attempted to arrest him.

Mystique disguised as Wolverine arrived and freed Cyclops, telling him she was an old friend of Professor Xavier, and told him that he alone could stop and kill his future self. She also told him that Wolverine had corrupted the school and was using it to turn the children into killing machines and that he was the only one that could set it back on track. When the real Wolverine arrived, Mystique escaped, but not before urging Cyclops to start keeping a list of mutants and their powers. Cyclops returned to the school with the real Wolverine.

When Cyclops' future-self came to the School in order to find recruits for his X-Men, the young Angel left with him, to young Cyclops' dismay. Cyclops and the other past X-Men were placed under the tutelage of Kitty Pryde, with whom they were to continue their training. Cyclops continued to uncover more and more about his future, including his marriage to Jean. He eventually uncovered the truth about Mystique, and foiled her scheme to buy Madripoor with the other X-Men.

During a mission to subdue a new mutant, Cyclops, the original X-Men and Kitty Pryde came under attack by Sentinels. They were assisted by the arrival of adult Cyclops and his team, and together they defeated the Sentinels. During the battle however, past Cyclops took a hit, and was briefly clinically dead, causing his future self to blink out of existence. After being healed by Triage, Cyclops recovered

and his future-self returned. Shortly after that, a team of "X-Men" arrived from the future, to tell the X-Men of the present that the past X-Men needed to return to their own time. Jean sensed that these "X-Men" were hiding something, and tried to urge her companions to flee. Cyclops was the only one that trusted her enough to leave, and the two escaped. After escaping, the two were able to find refuge with adult Cyclops. The future "X-Men" were revealed to be a future Brotherhood of Evil Mutants, after Magik, past Beast, and past Iceman traveled to their future and brought the real future X-Men back.

In a last attempt to accomplish their goal of re-writing history, the Brotherhood instead transported all of the X-Men to Camp Hammond, the site of the X-Men's very first mission. Here, they were attacked by SHIELD who was revealed to have their own Sentinels. The X-Men beat back the assault, and the future Brotherhood was defeated.

Angry that Wolverine's X-Men didn't trust her, and grateful to Cyclops' X-Men for believing in her, Kitty led the X-Men of the past into joining Cyclops' X-Men. After Jean Grey was abducted by the Shi'ar to be put on trial for the crimes her future-self committed, Scott and the rest of the X-Men, along with the Guardians of the Galaxy, went to Chandilar in order to rescue her. During this adventure, Scott encountered the father of his future self, Corsair, and decided to leave the X-Men in order to explore space with him once Jean was rescued.

Cyclops started to doubt his decision to leave Earth, Jean Grey and his X-companions, instead of facing his problems. When he and the Starjammers encountered, and defeated, a hostile Badoon ship, he realized that what he needed was to be by his father's side. Corsair and Cyclops then took the captured Badoon ship on a discovery journey in space. After reuniting with the X-Men while investigating the Black Vortex alongside the Guardians of the Galaxy, Scott rejoined them when they returned to Earth.

The young X-Men decided to part ways and lay low for a while with the emergence of a new wave of anti-mutant hysteria and the beginning of the M-Pox crisis, during which Cyclops'

present-self died. Cyclops initially didn't answer the calls of his friends when Beast decided to reunite the team, but eventually rejoined them after they assisted him in combating a group of misguided young mutant extremists named the Ghost of Cyclops in Chicago, Illinois which Scott had been investigating during his break from the team. Even though Scott returned to superheroics, he remained deeply affected by the fate of his present-self due to the fact his final actions led him to be regarded as a terrorist and a villain worldwide. Cyclops' present-self had seemingly died fighting the Inhumans after destroying one of their Terrigen Clouds, which were the cause of the M-Pox.

Following the second superhuman civil war, the younger members of the Avengers, Ms. Marvel, Spider-Man and Nova, split from the rest of the team, disillusioned by the behavior of their elders. Together with other young heroes, they formed the Champions. Ms. Marvel's call to action to the young generation to stand up for a better tomorrow resonated with Cyclops, so he decided to follow the Champions and ask them to join. Even though the young heroes were initially reluctant due to the reputation of Scott's older-self, they admitted him into their ranks.

Young Cyclops was one of the numerous mutants who banded together to attack the Inhumans after it was discovered the final Terrigen Cloud was weeks from being completely assimilated into Earth's atmosphere, rendering the planet uninhabitable for mutants. In the middle of the conflict, Cyclops' body was possessed by the body-snatcher Inhuman known as Mosaic. While being forced to take a backseat to the control of his own body, Scott gained access to residual memories Mosaic kept of his previous victim, Magneto. Through these memories, Scott learned that the death of the older Scott as well as the last act that made him infamous had been orchestrated by Emma Frost. In reality, Cyclops had died of M-Pox, and Frost used a mental projection of him to wage war in his name.

When Cyclops regained control of his body and encountered Emma Frost, he exposed her lies to both X-Men and Inhumans, helping ease the conflict. Unfortunately, Frost escaped after the Inhuman queen Medusa willingly

destroyed the last remaining cloud. Even though his name had been cleared among his peers, the young Cyclops remained frustrated at the fact that the world at large still didn't know the truth, and that Emma Frost hadn't paid yet for what she had done.

#### **SOURCES:**

Marvel FANDOM Database:

[http://marvel.wikia.com/wiki/Scott\\_Summers\\_\(Earth-TRN240\)](http://marvel.wikia.com/wiki/Scott_Summers_(Earth-TRN240))

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

Health: 42

Karma: 16

Resources: TY (6)

Popularity: 16 (30 in Austin, Tx)

## BACKGROUND

**Real Name:** Robert Louis Drake

**Occupation:** Adventurer, student

**Legal Status:** US Citizen, with no criminal record

**Identity:** Secret

**Other Known Aliases:** None

**Place of Birth:** Fort Washington, Long Island, New York

**Marital Status:** Single

**Known Relatives:** Louis Drake (father); Madeline Drake (mother); Anne Drake (paternal aunt); Mary Drake (cousin); Joey Drake (cousin)

**Base of Operations:** *Formerly:* Earth-TRN240, *Currently:* Mobile

**Past Group Affiliations:** X-Men (New Charles Xavier School student body), X-Men (Jean Grey School student body)

**Present Group Affiliation:** Young X-Men

## KNOWN POWERS

*Ice Generation:* Iceman has Remarkable Ice Generation powers, able to form ice wherever there is sufficient moisture in the air, including desert terrain. A related mutation has rendered his body tissues unaffected by sub-zero temperatures. Iceman can consciously, immediately lower his body temperature from its normal 98.6 Fahrenheit to absolute zero (The point where all molecular motion stops.) and lower within the span of a few tenths of a second.

When Young Iceman first began to completely lower his body temperature, his "ice armor" covering took on a snow-like appearance. But as he learned to increase the severity of his coldness, the covering assumed the consistency of crystalline ice that it has today. This ice constantly cracks with any movement of his body, and immediately reforms. (Hence, there is a cracking sound when Iceman, covered with ice, moves.) Through practice, Iceman has learned to control the



intensity of his coldness, and he can selectively lower the temperature of isolated parts of his body.

He can perform the following Power Stunts:

- Create shields of Remarkable protection.
- Form weapons of Remarkable material strength. When using such weapons in Edged or Blunt attacks Iceman receives a + 1 CS.
- Create supports of Remarkable material strength. These structures

last anywhere from 5 to 25 rounds depending upon the surrounding temperature.

- Project cold at Remarkable intensity.
- Create a ramp which he can slide along at Excellent ground speed (5 areas/round).
- Create immobile duplicates of himself in ice.

When creating ice constructs, Young Iceman does not have to hold the ice physically with his hands in

order to shape it, due to his additional training.

Invulnerability to Cold: Iceman is immune to CL 1000 intensities of cold.

Thermal Vision: At Remarkable ability, Bobby has the ability to see beings due to the heat signature that others give off, because of the absence of heat around him.

*Body Armor:* When "iced up," Drake has Remarkable protection against physical attacks, and Good protection against energy attacks, including flame and heat. These last two attack forms, however, weaken Iceman's body armor by the rank number of the attack.

*Black Vortex Empowerment:*

*Organic-Ice Form:* After being briefly cosmically-empowered by the Black Vortex, a side effect after getting rid of his cosmic powers was the ability to turn his entire body into organic ice, similarly to his future counterpart. This power functions at Amazing ability. Power Stunts that Bobby is able to perform using this ability includes:

- Forming spikes, shields, and other appendages attached to his body. Shields may be wielded as a Block action and weapons may be wielded as an Edged or Blunt attack, both at +1CS, while in this form.
- While in this form, Bobby can Regenerate at Remarkable ability, by re-forming areas of his body that are damaged.
- Iceman has been completely melted into liquid and then into vapor, only to be reformed again. Complete recovery from liquid form takes approximately three hours, as per the Recovery rules; returning to normal from vapor form takes twice as long.

#### **EQUIPMENT**

X-Men Blackbird; formerly X-Men Stratojet, Professor Xavier's Rolls Royce.

**TALENTS:** Ice Skating, Accounting, Weapons Specialist: Ice Weapons, Language: Spanish

**CONTACTS:** X-Men (New Charles Xavier School student body), X-Men (Jean Grey School student body), Young X-Men

#### **ADDITIONAL NOTES**

When making a Popularity FEAT roll, a Green result indicates that he has been mistaken for his present-day self, the Earth-616 Iceman.

#### **ROLEPLAYING NOTES**

Although Bobby is the youngest member of the original X-Men team, his adventures have given him a maturity that was not present in his Earth-616 counterpart early in his career. Young Iceman has fared somewhat better than his teammates. His realization about his homosexuality and comfort in coming out to his teammates has given him comfort in being true to himself and he welcomes the support of his teammates.

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#### **HISTORY**

The path of Bobby Drake of this universe seemingly followed the same of his Earth-616 counterpart until the day when Beast from an alternate future traveled to their universe in order to inform them they needed to return with him to the future. Bobby and the rest of the X-Men accompanied this Beast to the "future" where Cyclops had killed Charles Xavier and Jean Grey was dead (with the school named after her). Bobby was particularly disturbed to find that his future-self had become so "lame." After the team confronted the "future Cyclops," the team (under Jean's leadership) decided they would stay until the problems in this time were resolved, before returning to their own.

After a conflict between Wolverine's X-Men and the future versions of the X-Men and Brotherhood at Cape Citadel, Kitty decided to quit Logan's school and take herself and the younger X-Men to Cyclops' school instead.

Not long before the young X-Men left Cyclops' side, the young Jean Grey privately confronted Bobby, having

read his mind and having discovered he was gay. Bobby initially refuted her claims angrily, mainly due to the invasion of privacy, but opened up to her and admitted that he was, even though he wondered why his adult-self didn't seem to be. With Jean's assistance, Bobby later talked to adult Iceman, who came out to his younger self and explained that he hadn't before thinking it would complicate his life.

With the rise of anti-mutant hysteria following the death of adult Cyclops and the beginning of the M-Pox crisis, the time-displaced X-Men decided to part ways and lay low for a while. Bobby moved to Austin, Texas, a city so friendly of mutants that Bobby became an attraction, building ice statues in public. Months later, the time-displaced X-Men reunited (with the exception of Jean) and they were joined by Genesis, Oya and the new Wolverine on a road-trip across the country helping people whenever necessary. By this time Bobby had come out to the rest of his teammates.

Genesis and Oya later offered to act as wingmen to help Bobby get a date, and took him to a nightclub in Miami, Florida. After a disastrous attempt at flirting, Bobby ran into a young boy named Romeo when getting out of the club. Romeo turned out to be an Inhuman in the middle of an assignment for the Royal Inhuman Diplomatic Mission. Bobby and Romeo hit it off, and started dating sometime later.

When different factions of mutants decided to assault New Attilan to take down major Inhuman players in order to destroy a Terrigen Cloud which was roaming the atmosphere and was close to dispersing and making Earth uninhabitable for mutants, because the Terrigen Mists were the cause of the lethal M-Pox, Iceman decided to join the attack solely to find a means to locate Romeo. Once the X-Men penetrated New Attilan's defenses, Iceman slip away and went looking for Romeo. When Bobby found him, they shared their first kiss and escaped together from the conflict.

#### **SOURCES:**

Marvel FANDOM Database:  
[http://marvel.wikia.com/wiki/Robert\\_Drake\\_\(Earth-TRN240\)](http://marvel.wikia.com/wiki/Robert_Drake_(Earth-TRN240))

F EX (20)  
 A GD (10)  
 S GD (10)  
 E EX (20)  
 R GD (10)  
 I GD (10)  
 P MN (75)

Health: 60

Karma: 95

Resources: TY (6)

Popularity: 20

## BACKGROUND

**Real Name:** Jean Grey

**Occupation:** Adventurer, student

**Legal Status:** US Citizen, with no criminal record

**Identity:** Secret

**Other Known Aliases:** None

**Place of Birth:** Annandale-on-Hudson, New York

**Marital Status:** Single

**Known Relatives:** John Grey (father); Elaine Grey (mother); Sara Grey (sister); Julia Grey (sister); Roger Grey (brother); Liam Grey (brother)

**Base of Operations:** *Formerly:* Earth-TRN240, *Currently:* Mobile

**Past Group Affiliations:** X-Men (New Charles Xavier School student body), X-Men (Jean Grey School student body)

**Present Group Affiliation:** Young X-Men

## KNOWN POWERS

Jean's telepathy was activated when she was transported to Earth-616 by Beast. However she has since displayed far more powerful telekinetic and telepathic abilities than her mainstream counterpart, even after the former's telepathy was activated.

**Telepathy:** Jean was an Omega-Level Psychic and an Omega-Level Telepath according to Psylocke. Jean was able to read thoughts, project and broadcast her own thoughts, as well as affect the minds of humans and animals with higher order intelligence (such as dolphins, ravens or dogs). Jean quickly displayed advanced telepathic skills, after being tutored by Kitty Pryde, such as cloaking herself and Scott Summers from even the most powerful of the future X-Mens' telepaths. She was also able to overpower Xorn (her future self), although the latter claimed that she was holding back during the altercation. However, the magnitude of this achievement was shown by the



fact that even the combined might of Emma Frost and the Stepford Cuckoos was insufficient to defeat Xorn.

She demonstrated the following specialized uses:

**Telepathy:** Jean was able to read minds and project her own thoughts into the minds of others with Remarkable ability.

**Psychic Shields:** She could erect psychic shields to protect herself and

others from telepaths, with Remarkable ability.

**Telepathic Cloak:** She could mask her presence and the use of her abilities from being detected by other psions and Cerebro-type devices, at Excellent rank. She could extend these defenses to others around her as well. Cloaking via telepathy was not perfect and powerful psis could notice and 'see' through this ability.



*Telepathic Camouflage:* She could alter the apparent physical appearance of herself and other people by altering the perceptions of those around her, at Uearthly rank. This could go so far as to make other people believe that the camouflaged people are not there (invisible). A limit, if one existed, was only imposed by the number of people she was trying to fool, not the number of people she camouflaged.

*Telepathic Manipulation:* She could manipulate other people's minds easily, achieving a variety of effects. Unless otherwise noted, she performed these abilities at Uearthly rank:

- **Memory Manipulation:** She could read, absorb, and make others relive painful memories.
- **Mind Control:** She could control the thoughts and actions of others.
- **Mental Paralysis:** She could induce temporary mental or physical paralysis.
- **Mental Amnesia:** She could erase any awareness of particular memories or cause total amnesia, at Amazing ability.
- **Telepathic Illusions:** She could create realistic telepathic illusions and cause people to experience events which are not actually occurring. Her illusions could also inflict pain on others, making them nearly flawless. This was later proven when Karnak took 3 days to find a flaw in one of her mindscapes.

*Mind Transferal:* She could transfer both her mind and powers into other host bodies if her own physical body could be somehow killed. She did this with Monstrous ability.

*Heal Trauma:* Jean had the ability to erase a person's memories and to heal mental trauma through "psychic surgery," the power to stimulate or deaden the pain and pleasure centers in a person's brain. She could heal up to Remarkable damage caused by psychic effects.

*Mental Sedating:* Could telepathically "sedate" her victims so that, if already rendered unconscious, they remained so for as long as she continued to "sedate" them. She did this at Amazing rank ability.

*Neural Jumpstart:* She could temporarily boost other mutants'

powers, providing physical abilities with a +1 CS, and psychic abilities with a +2 CS.

*Mind Link:* She could bond others minds allowing them to communicate telepathically between them, with Uearthly ability.

*Psychic Blast:* She could project psychic force bolts which have no physical effects but which can affect a victim's mind so as to cause the victim pain or unconsciousness and turning someone brain-dead. Jean's psychic blasts had a range of 8 areas and a radius of 3 areas which could affect multiple targets. The blasts did Amazing damage against her opponents' Psyche; a yellow FEAT roll would result in a Stun, and a red FEAT roll would result in a Kill.

*Astral Projection:* She could project her astral form from her body onto Astral Plane or the physical plane, at Uearthly rank. In the physical plane she could travel in astral form over vast distances. In the astral plane, she could mentally create psionic objects and manipulate the aspects of her environment. She could communicate with others astrally through her own will, or through contact with the thoughts and memories of others.

*Mental Detection:* She could sense the presence of another superhuman mutant, at Excellent ability, within a radius of 3 areas of her target. She did this by perceiving the distinctive mental radiations emitted by such a being.

*Telekinesis:* Jean stated herself as an "Omega-Level Telekinetic." Projection of psychic energy enabled her to manipulate the physical aspects of the reality. She could levitate objects, propel or manipulate them however she wished, fly telekinetically, generate concussive force as blasts or bursts, and create protective shields. The extent of her power was evidenced when she blasted Thor out of her path during a confrontation with the Avengers.

*Telekinesis:* Jean had the ability to mentally manipulate objects with Amazing Agility. Her limit was about 2000 lbs. (Incredible Strength FEAT roll

required if she attempted to lift over about 500 pounds).

*Force Fields:* She could create a telekinetic field to shield her and her teammates from physical attacks. Her ability to do this was Monstrous when defending up to one area, Amazing for two areas, Incredible for three areas, Remarkable for four areas, and Excellent for five areas, her limit.

*Telekinetic Flight:* She could lift herself and move through the air to simulate flight. Jean could fly at Remarkable air speed, float herself and others at Excellent air speed or create an ascending "elevator" at Typical air speed.

*Telekinetic Weapons:* She could create psionic weapons and constructs out of psychic energy that damage a target either physically, mentally or both in some point. The versatility of this ability was greatly enhanced after training with Psylocke. The weapons did up to Remarkable edged, blunt, or energy damage (decided by Jean at the beginning of each round); Jean rolled against her Fighting rank when using this ability.

*Psychic Siphoning:* Jean was able to drain others psychic energy to enhance her telekinetic powers. The boost she provided to herself depended on the psychic energy within her enemies, explaining the fact that she was rarely seen using this power. The greatest feat she performed after using this ability was when she knocked Galactus out with a blast of psychic energy stolen from him, the Phoenix, Terrax and an unknown alien species.

*Telekinetic Aura:* She could surround her body with psychic energy to protect it from harm, providing personal protection at Shift X ability. She indeed survived a high-speed collision with Gladiator who has Superhuman Strength and which would have normally resulted with her death.

*Psychic Resistance:* She could protect herself from other telepaths by draining the psychic energy that they normally used. This ability provided Excellent resistance to psychic attacks and inflicted Excellent psychic damage to her attacker.

*Cosmic-Level Telekinetic Blast:* She could create a blast of psychic energy powerful enough to affect Cosmic Beings as Galactus. The blast did Shift Y damage and radius.

*Psionic Bolt Generation:* She could transform psychic energy into bolts of energy. Jean's psychic bolts had a range of 5 areas and hit with Monstrous Agility on the Force column. The bolts caused up to Amazing damage if aimed at a being or Monstrous Damage if aimed at a structure or object.

*Psychic Firebird:* She could manifest her telekinesis as a firebird made of psychic energy. Like the Phoenix Force, Jean's firebird could cover from 1 to 1000 areas, and was comprised of Unearthly psychic energy.

#### **EQUIPMENT**

X-Men Blackbird; formerly X-Men Stratojet, Professor Xavier's Rolls Royce.

**TALENTS:** Jean had the Fashion, Resist Domination, and Leadership talents. Thanks to her training with Psylocke, Jean gained some proficiency in hand-to-hand and armed combat; she could fight with Martial Arts A, Martial Arts E, and Weapons Specialist: Telekinetic Weapons.

**CONTACTS:** X-Men (New Charles Xavier School student body), X-Men (Jean Grey School student body), Young X-Men

#### **ADDITIONAL NOTES**

As with Scott Summers, Jean Grey's family history is complex. The "current" status (whatever that means for a time-displaced character) of Jean's parents and siblings is unknown. Young Marvel Girl most likely shared the same relatives up until the time her history diverged from that of Earth-616.

#### **ROLEPLAYING NOTES**

After living a difficult life of dealing with her telepathic powers, Jean Grey became an emotionally strong person. She was very devoted to Charles Xavier's dream of peaceful coexistence between mutants and humans. Jean was willing to give her life for the cause or to save her teammates. Faced with the news of what the X-Men would become and her imminent possession by the Phoenix Force, Jean resolved to take a proactive stance in leading the time-displaced X-Men against all threats faced by the team.

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#### **HISTORY**

The path the Jean Grey of this universe followed was seemingly the same as that of her Earth-616 counterpart, until the day when a Beast from an alternate future traveled to their universe in order to inform them that the future was in a bad state, and that only these X-Men could help fix it.

Jean and the rest of the team accompanied this Beast to the "future," where Cyclops had killed Charles Xavier, Jean was dead (and had the school named after her), and Beast was dying from his second mutation. Because Charles Xavier was not present, the mental blocks he placed on her telepathy were destroyed. That caused Jean to access her telepathy a year earlier than she was supposed to.

After confronting and seeing into the mind of the "future Cyclops" Jean was repulsed and rejected her own Scott. Later, she used her telepathy to help "past Hank" save "future Hank" from death.

Under Kitty Pryde's leadership, the team decided to stay and resolve the problems of this time before returning to their own. Due to the present X-Men expressing doubt about Scott's leadership due to the actions of his future self, Jean was appointed leader of the displaced X-Men.


Following the battle with the future X-Men and future Brotherhood, which included a future version of young Jean who had defected to the Brotherhood, the displaced X-Men and Kitty relocated to join the future Cyclops due to Kitty's feelings that Logan's team had betrayed their founders.

Soon after their relocation, Jean Grey was abducted by the Shi'ar Empire to be put on trial for crimes perpetrated by the Phoenix. After her teammates and the Guardians of the Galaxy and the Starjammers team up on a rescue mission, they got into a battle with the Shi'ar Imperial Guard and Jean developed new powers combining her telepathy and telekinesis, fighting face-to-face with Gladiator and coming out on top. Afterwards, Jean pointed out that none of what had happened to her had happened before, so she should not be held responsible for a future she may no longer be a part of.

The time-displaced X-Men disbanded and went their separate ways in the wake of the M-Pox crisis, caused by the Terrigen Clouds roaming the Earth's atmosphere. The present-time X-Men suffered a similar fate, though Storm eventually banded them together in order to face this new threat to her people. Jean was personally asked by Storm to join her team, and she accepted, even though she had spent the previous months building a normal life and going to college.

Once the M-Pox crisis was neutralized and the Terrigen Cloud was destroyed, Jean reunited with her time-displaced friends at Beast's request. Hank had found a way to go to the past, but he wanted to show them an unfortunate discovery. He had only managed to travel to the past within the timeline they were currently inhabiting and not their own, which led to them finding this timeline's young X-Men in the past they initially believed would be available for them to return. Now certain of their inability to return to their time, the young X-Men looked forward to the new future they could build, which was no longer tied to that of their present selves.

Warned that the Phoenix Force was coming to claim her as its host by the ghost of her older self, Jean refused to share her older self's fate and took steps to prepare for its arrival by consulting its prior hosts - Rachel



Summers, Hope Summers, Magik, the Stepford Cuckoos and Emma Frost - as well as deific beings like Odinson, powerful psychics like Psylocke, and mages like Doctor Strange and Scarlet Witch. When the Phoenix Force manifested, Jean engaged the cosmic entity in battle and managed to wound it. Despite all of her preparations and Ghost Jean's assurance that the Phoenix Force wanted her alive, the cosmic entity instead immolated the younger Jean Grey, reducing her to a charred skeleton in order to resurrect the older Jean Grey as its one true host. Despite not being a Phoenix host, Jean found herself in the White Hot Room, where the Phoenix attempted to destroy her using manifestations of its past hosts. Jean realized she was somehow in control of the White Hot Room and commanded the Phoenix to resurrect her, which it did so as to get rid of her. She then returned to Madripoor, where she was approached by her resurrected older counterpart.

**SOURCES:**

Marvel FANDOM Database:

[http://marvel.wikia.com/wiki/Jean\\_Grey\\_\(Earth-TRN240\)](http://marvel.wikia.com/wiki/Jean_Grey_(Earth-TRN240))

## HISTORY

The Black Vortex was created by the Celestial Godhead, after a Viscardi named Gara expressed to the cosmic being the desire of their species to explore beyond their potential. Gara was the first of the Viscardi to submit to the Black Vortex's power. One year later, a war between the Viscardi left Gara as the sole survivor of her species.

Twelve billion years later, the Black Vortex was located in Kymellia III. After discovering its location, Mister Knife (J'son of Spartax) sent his crew, the Slaughter Squad, to Kymellia III to steal it from the Kymellians.

Mister Knife's son Star-Lord and his girlfriend Kitty Pryde stole the Black Vortex from Knife in order to ruin his plans, and ended up asking the X-Men and the Guardians of the Galaxy's help to see what to do with it. Mister Knife's Slaughter Lords tracked down Star-Lord and fought with the heroes for its possession.

Gamora and Beast used the Black Vortex to acquire cosmic powers, and Gamora later showed the X-Men and Guardians of the Galaxy what they would look like with its powers. After unleashing his cosmic potential, Angel allied himself with Gamora and Beast to bring peace to the universe by using the Black Vortex. They took it to a primitive planet where they planned to use it to enhance its inhabitants, but they were attacked by Ronan who took the Black Vortex from them.

The Kree took the Vortex to Hala. The planet was shortly after assaulted by the cosmically empowered heroes. A fraction of the Guardians and the X-Men arrived to Hala to assist the Kree, and Star-Lord helped Ronan seize the Black Vortex from the Supreme Intelligence in order to acquire its powers against his master's will. After Gamora, Beast and Angel were forced to retreat, the Guardians and the X-Men tried to convince the Supreme Intelligence to let them use the Vortex to no avail. The heroes proceeded to attack the Accuser Corps and Nova fled with the Vortex. However, during that conflict Mister Knife and the Slaughter Lords attacked Hala. Misa of the Slaughter Lords attempted to take the Vortex from Nova, but after Hala was destroyed by Knife's flying fortress, it was left floating in the void and remains of the planet.



Nova reacquired the Vortex, and as the Guardians and the X-Men had been forced to flee from Hala while it was exploding, decided to take it to Earth to seek for help with the Avengers. Nova hid the Vortex in his apartment, until the Collector appeared before his door, with intentions of purchasing the Vortex. Nova went on the run again, and decided to take the Vortex to Spartax, where the Guardians and the X-Men had first met. However, Nova accidentally arrived to Mister Knife's fortress, and the Vortex was

seized from him by Knife's and his ally Thane, who proceeded to empower himself with it. The Vortex was subsequently kept in Knife's fortress, after being used on Thane to encase the entirety of Spartax in an amber construct.

When Cyclops, Iceman and Groot escaped imprisonment in Knife's fortress, they came across the Vortex, empowered themselves to escape and took it with them. Cyclops handed over the Vortex to Captain Marvel, who was going to deliver it to Kitty Pryde for a

plan they had. As she was en route to Spartax, Captain Marvel was intercepted by Gara, who had been for the past thousands of years in a mission to find and destroy the Vortex. Captain Marvel was still able to deliver the Vortex to the heroes in Spartax, but Gara soon caught up with her. Gara interrupted the heroes when they were discussing how to proceed, and recovered the Vortex. The X-Man Magik convinced her to let one of them use the Vortex for a last time, and Kitty Pryde decided to be that person.

After Kitty used her augmented phasing powers to save Spartax, Gara was given the Vortex. Before leaving with it to guard it, as it couldn't be destroyed, she allowed whoever wanted to use the Vortex to get rid of their cosmic powers. Finally, Gara rested at the center of a star, guarding the Black Vortex in her arms.

#### **PROPERTIES**

The Black Vortex acts like a mirror which shows an individual what would they look like with their cosmic potential unleashed. After saying "I submit to the Black Vortex," the individual will be given the power promised. The Vortex also appears to possess some kind of sentience, being able to show visions of a future in which he submitted to its power to Nova, once he asked why would he submit to its power.

The Vortex is also capable of reverting the state of its users, taking their cosmic powers from them. However, mental or physical side-effects might remain. For example, Iceman gained the ability to turn his entire body into organic ice, and Groot suffered a slight change of appearance.

The enhancements provided by the Black Vortex diminish both over

time and with exertion. It remains to be seen whether the enhancements gained by Young Angel will be permanent, or if Young Cyclops or Young Iceman have retained any residual effects.

The Vortex grants the user the following attributes:

- +1 CS to one of the character's basic attributes (player's choice which one).
- Life Support at Shift Z, allowing indefinite survival in deep space.
- Flight at light speed (Class 3000 ability).
- 3 additional powers. Roll power ranks on the power table appropriate to the character type. The powers selected should be related to the character's existing power set; for unpowered characters, roll randomly. Since the Black Vortex's abilities is linked to the character's subconscious, the Player and GM should work together to select abilities and powers appropriate to the character's desires.
- The Black Vortex may revoke its powers if the character so desires. It is left to the GM's discretion what residual side effects remain, if any.
- Limitation: The power granted by the Black Vortex is too much for most mortals to handle long-term. For every column of the user's Psyche above Shift 0 that the user employs the Vortex's powers, the user must make a Psyche roll (e.g., a character with Poor Psyche would need to roll every 2 rounds of use, someone with Excellent would need to roll every 5 rounds, etc.) Failure (white) causes the user to attack the nearest perceived threat; three failures in a row results in a loss of sanity,

lowering one's Psyche by one column.

#### **SOURCES:**

Marvel FANDOM Database:  
[http://marvel.wikia.com/wiki/Black\\_Vortex](http://marvel.wikia.com/wiki/Black_Vortex)

