

MARVEL SUPER HEROES™

THE UNCANNY

X-MEN™



Roster Book

MARVEL SUPER HEROES™

Official Advanced Game Adventure

ROSTER BOOK

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CREDITS

Author: Jeff Grubb
Editors: Warren & Caroline Spector
Typography: Tracey Zamagne and Gaye O'Keefe
Production: Sarah Feggestad
Cover Art: Jeff Butler
Interior Art: Jeff Butler and the Marvel Bullpen

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ROSTER BOOK-INTRODUCTION

How to Use This Book

This book, designed for judges and players of the MARVEL SUPER HEROES™ Roleplaying Game, is a complete (or near-complete) compilation of every mutant in the Marvel Universe, as well as their major non-mutant foes.

Full entries, describing all aspects of a mutant's abilities and background, are provided for most characters.

Abbreviated entries are given for mutants who have appeared in other MARVEL SUPER HEROES™ products. These shortened listings describe only the most important points about characters and their capabilities.

Multiple entries were required for several mutants (Beast, Marvel Girl, Cyclops, and others). As characters evolve and gain experience during a campaign, they increase in power and ability. Similarly, characters in the Marvel Universe grow over time through training and by further mutation.

For example, the Scott Summers who joined Professor Xavier's school years ago has matured into the leader of X-Factor. Hank McCoy, the Beast, has gone through a number of physical mutations and no longer resembles the man he once was—he is now, in appearance at least, a "beast," blue fur and all.

Members of groups such as the Crazy Gang, the Technet, the Savage Land Mutates, and others will be found under a single entry. Some mutants have been known to change groups and allegiances. (Magneto, for example, has gone from being the X-Men's greatest foe to being a teammate and back to being a foe again). All of a character's former memberships are listed with each entry. The various mutant groups are discussed in detail in the "Mutant Histories" section of the Campaign Book.

Each entry includes the following information:

NAME—Code name or most com-

mon "super-hero" name where available. Real name for those who do not use such code names, last name first (Example: Cheney, Lila).

REAL NAME—"Secret" identity or original name, where applicable.

SUMMARIZED STASTICS—The basic ability scores of the hero. A number of abbreviations are used in this statistics section.

Abilities

F = Fighting
A = Agility
S = Strength
E = Endurance
R = Reason
I = Intuition
P = Psyche

Rank Names

Sh0 = Shift 0
FE = Feeble
PR = Poor
TY = Typical
GD = Good
EX = Excellent
RM = Remarkable
IN = Incredible
AM = Amazing
MN = Monstrous
UN = Unearthly
ShX = Shift X
ShY = Shift Y
ShZ = Shift Z
CL1000 = Class 1000
CL3000 = Class 3000
CL5000 = Class 5000
N/A = Not Applicable

Rank numbers are listed below each rank name in the ability listings. Beneath these scores are the character's Health, Karma, Resources, and Popularity.

POWERS—All known powers are listed, along with major power stunts the individual has developed. Mutants usually have limited initial abilities, but they are masters of power stunts. The Power Rank of each power and stunt is listed, using the abbreviations above.

TALENTS—Known and revealed talents are listed here. In general, talents provide a +1 Column Shift (abbreviated "CS") to related abilities, except where otherwise noted.

GROUPS—A full listing of organizations and partnerships to which the individual has belonged.

IN BRIEF—A summary of the character's background and personality, including how his or her powers were developed.

In addition, information about characters' weaknesses, limitations, equipment, and weaponry is provided where appropriate.



A

ADVERSARY

F A S E R I P
 MN AM AM C1000 MN MN UN
 75 50 50 1000 75 75 100
 Health: 1175 Karma: 250
 Resources: N/A Popularity: -20

KNOWN POWERS

Omniversal Ability: Adversary seems capable of using any super-powered ability, as long as it furthers his own ends of trickery, chaos, and deception. Any powers he uses are at the MN level. In the past, his tricks have included:

- Illusions of MN ability.
- Change appearance at MN level of ability.
- Ensnarement with MN material strength.
- Dimensional Travel at MN level, but it appears that he must be summoned into a new reality before he can travel there.
- Alter Reality—Bring pieces of one dimension into another with MN ability.
- Interfere with the casting of magical spells and magical abilities with MN ability.
- Resistances of MN ability.

Adversary's powers are limited to those of the type of being whose form he mimics. If this form takes more than half damage, he discards it and is revealed as a shadow-creature with glowing red eyes.

WEAKNESS: All weapons of iron or steel (or alloys of these metals) inflict +3CS damage to Adversary.

TALENTS: Occult Lore, Mythology, Psychology, Mystic Background.

GROUPS: None.

IN BRIEF: Adversary is an Eternal Elder Force, possibly demonic, whose goal is to destroy the universe and create another in its place. He is immortal and cannot be killed—he can only be imprisoned or driven off.

Adversary entered this world through a Dire Wraith who had possessed an ancient Indian shaman named Naze. Adversary banished Forge (a Naze disciple) and one of the X-Men, Storm, to another dimension.

He also trapped Roma, guardian of the multiverse, in her own fortress.

Adversary adopted Forge's Dallas headquarters as his base of operations. The X-Men attacked this base and made their way to the dimension where Roma, Storm, and Forge were held prisoner. Longshot's steel blades, Rogue's draining ability, and Colossus' steel form weakened Adversary, but only when they voluntarily sacrificed their lives was Adversary removed from this dimension. Roma brought the fallen X-Men back to life as a reward. Adversary remains active, but not in our dimension.

AGUILA

Alejandro Montoya

F A S E R I P
 EX EX GD EX TY GD TY
 20 20 10 20 6 10 6
 Health: 70 Karma: 22
 Resources: RE Popularity: 7

KNOWN POWERS

Electric Shock: Aguila's body can store up to 100 points of electrical damage, which may be discharged in attacks up to AM intensity (AM Endurance FEAT to maintain consciousness). Aguila regenerates 10 points per round. Range of attack is touch (as an edged attack) or two areas (as an energy attack).

TALENTS: Weapon Specialist, Sword (+2CS in attacks); Bilingual (Spanish and English).

GROUPS: None.

IN BRIEF: A native of Spain acting as a costumed, crime-fighting vigilante. El Aguila (the Eagle) uses his sword to channel his electric shock ability, thereby hiding his mutant nature.

ALCHEMY

Thomas Jones

F A S E R I P
 PR TY PR TY TY TY TY
 4 6 4 6 6 6 6
 Health: 20 Karma: 18
 Resources: PR Popularity: 1

KNOWN POWERS

Transmutation: The ability to transmute any substance into a primary element. Each new element is a separate power stunt. In the past, Alchemy has worked primarily with metals like lead, copper, and gold. For each 100 pounds of metal converted he must make an Endurance FEAT or lose an equal number of hit points (one roll per transformation).

TALENTS: Chemistry.

GROUPS: None.

IN BRIEF: Tom Jones, a young British mutant, was kidnapped by a group of trolls seeking to overturn the international monetary system. He was rescued by X-Factor, and is determined to master his power and not use it against living things.

ALPHA, THE ULTIMATE MUTANT

Initial Form

F A S E R I P
 AM AM UN UN FE FE FE
 50 50 100 100 2 2 2

KNOWN POWERS

Body Armor: UN rank.

Protection: All forms of attack, UN rank.

Final Form

F A S E R I P
 AM AM UN ShX ShX ShX ShX
 50 50 100 150 150 150 150

KNOWN POWERS

Body Armor: UN rank.

Protection: All forms of attack, UN rank.

Mental Powers: Shift X ability in all mental powers (including telepathy, telekinesis, force fields, and mind control).

Matter Control: Shift X ability to control all forms of living and non-living matter.

TALENTS: None.

GROUPS: Since Alpha was created by Magneto, it could be argued that he

was a member of the final Brotherhood of Evil Mutants.

IN BRIEF: Despite his name, Alpha is not a true mutant, but a mutate—a creation whose cells were irradiated by Magneto in an attempt to create the ultimate mutant servant. Alpha quickly changed from a brutish hulk to a super-intelligent being and, perceiving that Magneto was evil, reverted the evil mutant and the members of his Brotherhood to child form. Alpha then fled Earth for a destiny among the stars. He was last seen in the company of the Futurian, another highly advanced being, on the Stranger's homeworld.

ANGEL

Warren Kenneth Worthington III

F A S E R I P
EX RM GD RM GD TY GD
20 30 10 30 10 6 10
Health: 90 Karma: 26
Resources: RM Popularity: 12

KNOWN POWERS

Flight: EX speed, AM agility. Can reach UN speed with Endurance FEAT.

Aerial Adaptions: RM body armor against falling; MN eyesight; can breathe normally at high altitudes.

TALENTS: Business (RM), Martial Arts B, +2CS in aerial combat.

GROUPS: Founding member of the X-Men and X-Factor; founding member and leader of the Champions of Los Angeles; member of the Defenders. Chairman of the Board, Worthington Industries.

IN BRIEF: The Angel described here reflects the mutant's powers from the time he first joined Prof. X's X-Men to the destruction of his wings in the Mutant Massacre. Also see **ARCHANGEL**.

ANIMATOR

Dr. Frederick Animus

F A S E R I P
GD TY TY EX GD PR GD
10 6 6 20 10 4 10
Health: 42 Karma: 24
Resources: MN Popularity: 15

KNOWN POWERS

No super-human powers.

TALENTS: Animus' reason in matters dealing with medicine, genetic research, and gene splicing is IN.

GROUPS: Former leader of the Ani-Mates, a kingdom of anthromorphic creatures.

IN BRIEF: Dr. Animus was set up on a small island by Cameron Hodge and The Right. There, he was to conduct research aimed at eliminating mutants. Instead, Animus created human/animal creatures called the Ani-mates. Bird Brain, one of the Ani-mates, escaped from Animus' island and brought the New Mutants back with him. The New Mutants and the Ani-Mates overthrew Animus, and Magik sent him into her Limbo dimension. It is assumed that Animator died in that dimension, but this has not been confirmed.

ANNALEE

F A S E R I P
GD TY PR GD PR GD PR
10 6 4 10 4 10 4
Health: 30 Karma: 18
Resources: FE Popularity: 0

KNOWN POWERS

Emotion Control: AM ability. Can control up to eight targets as far as 10 areas away.

LIMITATIONS: The emotion imposed on the target was whichever emotion Annalee felt at the time.

TALENTS: None.

GROUPS: Member of the Morlocks.

IN BRIEF: Annalee's children were killed by Scalphunter in a raid on the Morlocks. Soon afterward, she used her power to kidnap the Power Pack children, seeing them as replacements for her dead children. They broke free of her spell and suggested she adopt Leech, which she did. Annalee was killed in the Mutant Massacre.

APE

F A S E R I P
EX TY IN IN PR PR FE
20 6 40 40 4 4 2
Health: 106 Karma: 10
Resources: FE Popularity: 2

KNOWN POWERS

Shapechange: RM ability to change into objects of RM strength. Among the shapes Ape has adopted are restraints and jars of RM strength and clubs capable of inflicting RM damage. Unlike Warlock, Ape cannot change into working versions of mechanical devices.

TALENTS: Wrestling.

IN BRIEF: Ape, a quiet, cowardly Morlock, is slow of mind and often requires others to think of objects for him to imitate. He is a survivor of the Mutant Massacre, though his present whereabouts are unknown. It is suspected that he has returned to the Alley.

APOCALYPSE

Real name unrevealed

F A S E R I P
EX GD RM UN RM GD GD
20 10 30 100 30 10 10
Health: 160 Karma: 50
Resources: MN Popularity: -20

KNOWN POWERS

Molecular Rearrangement: Apocalypse has MN control over every atom of his being. Among the power stunts he uses are:

- Increase Strength to MN. He may not perform other power stunts while at increased strength.

- Stretch up to three areas (five areas with Endurance FEAT roll).

- Mimic wrestling talent.

- Flight at EX speed.

Immortality: Apocalypse does not appear to age.

Damage Resistance: All physical and energy attacks are -2CS in rank for damage and special effects (stunning, killing, etc.).

Teleportation: Full abilities unrevealed, but at least of AM rank, with ability to take up to five normal-size individuals with him.

TALENTS: Engineering, Invention (AM), Leadership, Genetics (AM).

GROUPS: Leader of the Alliance of Evil, Four Horsemen of the Apocalypse.

IN BRIEF: A phenomenally old mutant, Apocalypse feels it his task to test and improve mutant strains through conflict. His principal opponents have been the members of X-Factor, though he fought both the High Evolutionary and Loki to standstills.

ARCADE

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| TY | EX | TY | GD | RM | EX | TY |
| 6 | 20 | 6 | 10 | 30 | 20 | 6 |
| Health: 42 | | | | Karma: 56 | | |
| Resources: MN | | | | Popularity: 5 | | |

KNOWN POWERS

Arcade has no inherent super-human abilities. He uses his talents to create intricate death-traps for those he wishes to eliminate.

WEAPONS: Arcade has been known to carry a variety of handguns. A personal favorite fires monogrammed darts tipped with AM intensity knock-out drops. These darts have a range of three areas and can penetrate material of Excellent or weaker strength.

EQUIPMENT: Arcade manufactures or acquires a variety of sophisticated robots. These robots have been used to imitate living individuals, and have the following basic stats:

| | | | | | | |
|------------|----|----|----|----------|----|----|
| F | A | S | E | R | I | P |
| EX | EX | EX | EX | TY | TY | TY |
| Health: 80 | | | | Karma: 0 | | |

In addition, the robots may have one or more special abilities, including:

- Explode for RM damage.
 - One physical ability at RM level.
 - Mimic one physical super-powered ability (such as claws, tentacles, or body armor) at RM level.
- Arcade's robots are made of EX strength material.

TALENTS: Applied Technology, Architecture, Robotics, Mechanical Design and Engineering, Weapons Systems. Sure plays a mean Pin Ball, too.

GROUPS: Though not a member of any group, Arcade has two trusted aides—Miss Locke and Mr. Chambers. *Miss Locke* has Marksmanship, Crimi-

nal, and Martial Arts A talents and the following abilities:

| | | | | | | |
|--------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| GD | GD | TY | GD | GD | GD | GD |
| 10 | 10 | 6 | 10 | 10 | 10 | 10 |
| Health: 36 | | | | Karma: 30 | | |
| Resource: TY | | | | Popularity: 0 | | |

Mr. Chambers has the Mechanical Engineer, Electrician, and Architect talents and the following abilities:

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| GD | GD | TY | TY | EX | TY | TY |
| 10 | 10 | 6 | 6 | 20 | 6 | 6 |
| Health: 32 | | | | Karma: 32 | | |
| Resources: TY | | | | Popularity: 0 | | |



IN BRIEF: Arcade is an assassin-for-hire, with a variety of clients in the criminal world. Though not a mutant, Arcade has proved a resolute foe of the X-Men and other mutant groups. Claiming to be a spoiled rich kid with a lot of money and a talent for murder, Arcade has set up numerous "Murderworlds" on both sides of the Atlantic. He uses these to execute the individuals he is contracted to assassinate.

Living for the thrill of the game as much as the money earned, Arcade makes sufficient sums from killing ordinary humans that he can absorb the damage wrought on his Murderworlds when he takes on super-human opponents. Visitors to Murderworld in the past have included Spider-Man, Captain Britain, Excalibur, and the X-Men.

ARCHANGEL

Warren Kenneth Worthington III

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| RM | IN | EX | RM | GD | TY | GD |
| 30 | 40 | 20 | 30 | 10 | 6 | 10 |
| Health: 120 | | | | Karma: 26 | | |
| Resources: FE | | | | Popularity: 0 | | |

KNOWN POWERS

Flight: EX Speed. Can reach Shift X Speed.

Wing Missiles: IN edged throwing damage up to two areas range. At a range of two to five areas, edged throwing damage at EX level. In addition, those hit must make a successful Endurance FEAT roll against MN intensity neural disruption. Failure results in paralysis lasting 2-20 rounds. *Body Armor:* Wings are made of AM strength material and if damaged will regenerate themselves.

LIMITATIONS: Under stress, the wings may act of their own accord. A Green Psyche FEAT is required or the character will lose control for 1-10 rounds. Uncontrolled wings attack with AM ability and inflict RM edged throwing damage.

TALENTS: Business (RM), Martial Arts B, +2CS in aerial combat.

GROUPS: In present form, a member

of X-Factor; formerly one of the Four Horsemen of Apocalypse.

IN BRIEF: After his damaged wings were surgically removed, Worthington attempted suicide. He was rescued by Apocalypse and fitted with new wings. He turned on Apocalypse and returned to his former allies in X-Factor.

ARCLIGHT

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| RM | EX | RM | IN | TY | EX | EX |
| 30 | 20 | 30 | 40 | 6 | 20 | 20 |

Health: 120 Karma: 46
Resources: GD Popularity: 10

KNOWN POWERS

Shockwave Attack: Set up shockwaves of AM intensity with a range of up to three areas. These do no damage, but check for stuns or slams. Arc-light can use this ability in a number of power stunts, including:

- Against selected targets for IN intensity shockwave effect.
- Against an organic object for IN blunt damage.
- Against a non-living object for AM intensity effect.

Body Armor: GD protection from physical and energy damage.

TALENTS: Military.

GROUPS: Member of the Marauders.

IN BRIEF: Nothing is known of Arc-light before the Mutant Massacre. She is a member of the Marauders, working for Mister Sinister, and has battled the X-Men, Power Pack, and other super-human groups.

ARIEL

Ariel

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

Health: 34 Karma: 40
Resources: FE Popularity: 0

KNOWN POWERS

Teleportation: Ariel creates a gateway through which she can teleport at CL1000 level of ability. She does not need to see the area to which she wants to teleport, though she must know of its location. There *must* be a doorway of some kind at the starting

point for the gateway to form.

Convince: AM rank. She can convince anyone of anything (Psyche FEAT to avoid), as long as she is present. The effect fades as soon as she leaves.

TALENTS: Bargaining.

GROUPS: Former representative of her planet, Coconut Grove; member of the Fallen Angels.

IN BRIEF: All of Ariel's people are tele- porters, but Ariel is the only one with the convincing power. Acting as a mutant-hunter, she joined and betrayed the Fallen Angels, but re- deemed herself and rescued the team.

ASTRO, VANCE

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

Health: 36 Karma: 26
Resources: PR Popularity: 5

KNOWN POWERS

Mental Bolts: Up to IN force damage, ranging from a single target within three areas, to all targets in the same area he's in.

TALENTS: Wrestling, Martial Arts B.

GROUPS: Current member of the New Warriors; future member of the Guardians of Galaxy.

IN BRIEF: Vance is a latent mutant with telekinetic powers which were brought into existence by a meeting with his "self" from a possible future. In this future, Vance, a member of the Guardians of the Galaxy, was forced to wear a containment suit to avoid the effects of advanced age. He sought to prevent young Vance from becoming an astronaut and making the same mistakes he made. Vance became a costumed hero instead, joining Namorita and a group of other youths to form the New Warriors.

AVALANCHE

Dominic Petros

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| GD | GD | GD | IN | GD | GD | TY |
| 10 | 10 | 10 | 40 | 10 | 10 | 6 |

Health: 70 Karma: 26
Resources: TY Popularity: -5

KNOWN POWERS

Body Armor: GD protection from physical and energy damage

Disintegrating Touch: MN ability, two area range, non-living and inanimate objects only. Attacking a living object directly causes the power to rebound on Avalanche and inflict the intensity in blunt attack damage.

Earth Moving: A power stunt using the disintegrating touch, this creates a wave of semi-molten earth with a range of four areas, capable of inflicting RM blunt attacks to all in its path. Body armor may protect from damage, but target can still be slammed or stunned.

TALENTS: Bilingual (Greek and English).

GROUPS: Second Brotherhood of Evil Mutants, Freedom Force.

IN BRIEF: Avalanche joined the second Brotherhood of Evil Mutants under Mystique and remained with the team when it became the Freedom Force. Avalanche is currently recovering from wounds suffered in battle with the Reavers.

AURIC

Zhao Kwan

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| GD | GD | GD | GD | TY | TY | TY |
| 10 | 10 | 10 | 10 | 6 | 6 | 16 |

Health: 40 Karma: 18
Resources: TY Popularity: 5

KNOWN POWERS

Heat Generation: Optic blasts capable of inflicting RM damage. Range of eight areas.

Flight: FE Airspeed.

TALENTS: Bilingual (Chinese and English).

GROUPS: Former member of China Force; current member of Gamma Flight.

IN BRIEF: A young Chinese mutant, Zhao Kwan and his sister, Jimon, were recruited into the government's super-powered organization, China Force. Taking the code-names Auric and Silver, the pair served briefly before defecting to Canada where they became part of that nation's officially recognized hero team, Gamma Flight.

B

BANDERA

| | | | | | | |
|---------------|----|----|----|----------------|----|----|
| F | A | S | E | R | I | P |
| EX | EX | GD | RM | TY | GD | EX |
| 20 | 20 | 10 | 30 | 6 | 10 | 20 |
| Health: 80 | | | | Karma: 36 | | |
| Resources: TY | | | | Popularity: 20 | | |

KNOWN POWERS

Leadership: La Bandera has the RM mutant ability of Leadership—she can harness the beliefs of others, unite them in a common cause, and draw power from them. She can affect all beings in the same area with her. These targets must be non-hostile to La Bandera and willing to support her, at least on some level. With this support La Bandera can perform the following power stunts:

- Cause the group she is with to fight alongside (though not for) her and her cause.

- Fire a bolt of energy from her staff inflicting damage equal to the number of supporters in energy or force (14 supporters = 14 points of damage), to a maximum of IN intensity.

- Supporters always treat La Bandera as if she has a Popularity of 100. This does not cause followers to take leave of their senses—if met with a great enough threat they will flee.

WEAPONS: Bandera carries a staff as the focus of her power blasts. This staff is made of IN strength material and if used as a weapon will inflict GD blunt damage.

TALENTS: Weapons Specialist—Staves.

GROUPS: None.

IN BRIEF: A Cuban-American mutant from Miami, La Bandera established her reputation by battling drug dealers in her home state. She traveled to the Central American nation of Tierra Verde to deal with the problem more directly. In the process, she hooked up with Wolverine and helped lead a revolt against the existing government.

BANSHEE

Sean Cassidy

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| EX | EX | GD | RM | GD | GD | GD |
| 20 | 20 | 10 | 30 | 10 | 10 | 10 |
| Health: 80 | | | | Karma: 30 | | |
| Resources: EX | | | | Popularity: 3 | | |

KNOWN POWERS

Sound Generation: UN rank. Sonic screams allow Sean the following power stunts:

- Disruption: UN intensity to non-living targets, MN damage to a single target, or IN damage to all targets within one area.

- Flight: TY airspeed.

- Hypnotic Voice: AM intensity.

- Sonar: AM rank.

Body Armor: EX protection from physical and energy attacks.

TALENTS: Law Enforcement, Handguns, Martial Arts A and B, Electronics, Mechanics.

GROUPS: Former member of Interpol; member of X-Men; strong ties with Moira MacTaggart and her team on Muir Island.

IN BRIEF: A former intelligence agent and unwilling member of Factor Three, Banshee was recruited by Prof. X to join his "new" X-Men. He assisted in the rescue of the old team from Krakoa, the Living Island. Banshee remained with the new team until he injured his voice in an attempt to save Japan. Banshee went into retirement and remained on Muir Island with Moira MacTaggart. There he regained his vocal powers with the aid of the Morlock, Healer. Banshee helped repulse the Reaver attack on that island has become a member of the reformed X-Men.

BEAST (original X-Men)

Henry ("Hank") McCoy

| | | | | | | |
|---------------|----|----|----|----------------|----|----|
| F | A | S | E | R | I | P |
| RM | RM | EX | EX | EX | GD | EX |
| 30 | 30 | 20 | 20 | 20 | 10 | 20 |
| Health: 100 | | | | Karma: 50 | | |
| Resources: GD | | | | Popularity: 10 | | |

KNOWN POWERS

Feet: Can use his feet as a second set of hands. +1CS when wrestling.

Climbing: EX ability.

Leaping: The Beast's strength is considered IN for purposes of Leaping.

TALENTS: Biochemistry, Electronics, Acrobatics, Tumbling. Multi-lingual (French, Latin, and English).

GROUPS: Founding member of the original X-Men.

IN BRIEF: The Beast presented here reflects Hank McCoy's powers from the founding of the X-Men to the team's initial disbanding. The Beast has passed through a number of transformations (see below).

BEAST (transformed version)

Henry ("Hank") McCoy

| | | | | | | |
|---------------|----|----|----|----------------|----|----|
| F | A | S | E | R | I | P |
| IN | IN | RM | EX | EX | GD | EX |
| 40 | 40 | 30 | 20 | 20 | 10 | 20 |
| Health: 130 | | | | Karma: 50 | | |
| Resources: RM | | | | Popularity: 20 | | |

KNOWN POWERS

Feet: Can use his feet as a second set of hands. +1CS when Wrestling.

Climbing: RM ability.

Leaping: The Beast's strength is considered AM when Leaping.

- "Banked Shot" power stunt allows the Beast to bounce off several walls unharmed before hitting an opponent. RM Dodging in this attack form; strikes for RM charging damage.

Lightning Speed: EX speed. Endurance FEAT each round to avoid -1CS

on abilities when he stops.

Balance: Can fall up to 30' and land on his feet without taking damage.

TALENTS: Biochemistry, Genetics, Electronics, Acrobatics, Tumbling, Martial Arts C, Multi-lingual (French, Italian, Russian, Latin, English, and several other languages).

GROUPS: Founding member of the X-Men; member of Avengers and Defenders; founding member of X-Factor.

IN BRIEF: The Beast described here represents both the "blue-furred" variation during his tenure with the Defenders and Avengers, and his current form with X-Factor. Early in his term with X-Factor, The Beast was restored to human appearance while maintaining the abilities listed above.

BEAST ("Pestilence" version)

Henry ("Hank") McCoy

| | | | | | | |
|---------------|----|----|----------------|-----------|----|----|
| F | A | S | E | R | I | P |
| IN | IN | MN | EX | FE | GD | EX |
| 40 | 40 | 75 | 20 | 2 | 10 | 20 |
| Health: 175 | | | | Karma: 32 | | |
| Resources: GD | | | Popularity: 10 | | | |

KNOWN POWERS

Feet: Can use his feet as a second set of hands. +1CS when Wrestling.

Climbing: RM level.

Leaping: The Beast's strength is considered AM when Leaping.

•"Banked Shot" power stunt allows the Beast to bounce off several walls unharmed before hitting an opponent. RM Dodging in this attack form; strikes for RM charging damage.

Lightning Speed: EX speed. Endurance FEAT each round to avoid -1CS on abilities when he stops.

Balance: Can fall up to 30' and land on his feet without taking damage.

Body Armor: EX protection.

TALENTS: Acrobatics, Tumbling, Martial Arts C.

GROUPS: Founding member of the X-Men; member of Avengers and Defenders; founding member of X-Factor.

IN BRIEF: In battle with Apocalypse and the Four Horsemen, the Beast was

infected by Pestilence. This increased his Strength at the expense of his reason. The Beast was then kissed by Infectia. This cancelled out the infection from Pestilence and returned Hank to his earlier, blue-furred form.

BEAUTIFUL DREAMER

| | | | | | | |
|---------------|----|----|---------------|-----------|----|----|
| F | A | S | E | R | I | P |
| GD | TY | PR | EX | PR | TY | IN |
| 10 | 6 | 4 | 20 | 4 | 6 | 40 |
| Health: 40 | | | | Karma: 50 | | |
| Resources: FE | | | Popularity: 0 | | | |

KNOWN POWERS

Mind Control: IN ability to erase and/or implant memories in a sleeping target. Mental defenses apply, but the target gets a Psyche FEAT at -2CS to avoid, regardless.

TALENTS: None.

GROUPS: Member of the Morlocks.

IN BRIEF: Not much is known about Beautiful Dreamer's background, except that she aided Annalee in kidnapping the Power Pack children. (She did this by causing their parents to forget their existence.) Beautiful Dreamer's whereabouts following the Mutant Massacre are unknown.

BELASCO

| | | | | | | |
|---------------|----|----|-----------------|------------|----|-----|
| F | A | S | E | R | I | P |
| EX | GD | GD | UN | EX | RM | UN |
| 20 | 10 | 10 | 100 | 20 | 30 | 100 |
| Health: 140 | | | | Karma: 150 | | |
| Resources: RM | | | Popularity: -15 | | | |

KNOWN POWERS

Magic: Belasco is a Master level sorcerer with AM magical abilities. Spells he has demonstrated in the past include:

- Imitation at AM level.
- Mind Control at MN level.
- Psi-Screen at MN level.
- Magic Detection at MN level.
- Body Transformation—Others at MN level.
- Eldritch Beams at AM level.
- Ensnaring at MN level. Belasco traps his victims in crystal, then mystically extracts their skeletons, leaving their human forms alive and trapped.
- Fire Control at AM level.

- Resurrection at AM level.
- Immortality.

Summoning the Elder Gods: A ritual to call Belasco's masters, the Elder Gods. To achieve this, he uses a mystic device known as the Beatrice Medallion, powered by "bloodstones," the distilled spirits of female sacrifices. Five of these bloodstones are required for the summoning.

Invulnerability: Granted by the Elder Gods, this ability provides RM body armor. In addition, most edged attacks are considered blunt attacks for purposes of damage. The exceptions are Belasco's sword and Magik's soulsword—being struck with either of these forces Belasco to make a Yellow FEAT roll. If this is failed, he takes normal damage and loses one rank of Endurance and/or Psyche, to a minimum of PR.

LIMITATIONS: Belasco is missing his right arm.

TALENTS: Mystic Background, Atlantean Technology.

GROUPS: Former master of "Limbo."

IN BRIEF: Belasco, a non-mutant, claims to be an eleventh century Italian sorcerer who took up residence in the Savage Land and in his own extra-dimensional space called Limbo. (This is neither Immortus' Limbo nor that of the Dire Wraiths, however.) Belasco kidnapped the mutant Illyana Rasputin and trained her to be his servant. Magik rebelled and defeated Belasco, stripping him of his magical powers and taking his place as the Lord of Limbo.

BERZERKER

| | | | | | | |
|---------------|----|----|----------------|-----------|----|----|
| F | A | S | E | R | I | P |
| EX | EX | RM | GD | TY | GD | GD |
| 20 | 20 | 30 | 10 | 6 | 10 | 10 |
| Health: 80 | | | | Karma: 26 | | |
| Resources: PR | | | Popularity: -5 | | | |

KNOWN POWERS

Electric Blasts: AM ability to fire electrical blasts from his fists. Used in a variety of ways, including:

- Bolts of AM energy damage to a single target, three area range.
 - Multiple bolts of RM energy damage to all within range.
 - Disruption of magnetic locks and other electrical devices with AM ability.
- Resistance:** Berzerker has MN resist-

ance to electrical attacks.

LIMITATIONS: Water shorts out Berzerker's abilities, reducing them by -1CS. Contact with large amounts of water forces Berzerker to make an Endurance FEAT or short out for 1-10 rounds.

TALENTS: Leadership.

GROUPS: Leader of the Tunnelers.

IN BRIEF: The Tunnelers are a faction of the Morlocks. Most of the Tunnelers died in the Marauders' attack during the Mutant Massacre, but a few made it to the surface with the aid of X-Factor. As they were sneaking out, two of the Tunnelers were killed by humans. Berzerker discharged when Cyclops knocked him into a river. Berzerker's final fate is unknown.

BIG TOP

F A S E R I P
FE PR PR EX PR PR RM
2 4 4 20 4 4 30
Health: 30 Karma: 38
Resources: FE Popularity: 0

KNOWN POWERS

Animation: Big Top can cause her stuffed bear, Bonzo, to grow and move around. Bonzo is made of PR strength material and has the following statistics.

F A S E R I P
GD GD PR GD - - -
Health: 34

TALENTS: Big Top has no known Talents.

GROUPS: Nanny's Lost Boys (and Girls).

IN BRIEF: Big Top was one of the young mutants "rescued" by Nanny. Big Top's mind was altered so she would have no recollection of her past. She accompanied Nanny and the Lost Boys (and Girls) on missions to "rescue" other young mutants. With Nanny's defeat, Big Top and the other young mutants whose families could be located were returned to relatives.

BINARY

Carol Danvers

F A S E R I P
IN IN UN ShZ GD RM MN
40 40 100 500 10 30 75
Health: 680 Karma: 115
Resources: EX Popularity: 0

KNOWN POWERS

Transformation: Binary can change from human form into a red-skinned humanoid with a cold-flame corona.

Flight: CL3000 in space, six areas/round in atmosphere. Agility in flight is MN.

Energy powers: MN waves of heat, gravity, microwaves, up to eight areas of range. In addition, these powers allow the following power stunts:

- Blasts of any energy type above and any size area. Shift Y damage to all within the targeted area.

- Light burst of UN intensity, six area radius.

- Repower devices and batteries that operate on electro-magnetic energy.

Cosmic Perception: CL1000 heightened senses on a universal scale. Can determine direction, level, and general purpose of energy within her range.

Alter Ego: In human form Binary has the following stats:

F A S E R I P
IN EX EX RM GD RM RM
40 20 20 30 10 30 30
Health: 110 Karma: 70

TALENTS: Military, Espionage, Detective, Pilot skills.

These skills were lost to Carol Danvers when her abilities and memories were absorbed by Rogue, but they were restored by Prof. X.

GROUPS: Binary is a member of the Starjammers.

IN BRIEF: Carol Danvers was the super-heroine Ms. Marvel before losing her powers and memories in a battle with Rogue. The lost memories were restored by Prof. X, but not the emotions attached to them. Carol Danvers was abducted by the Brood and subjected to an evolutionary ray. This triggered the latent potential residing in her genes and transformed

her into Binary. Since escaping and defeating the Brood she has remained with Prof. X and the Starjammers.

BIRD BOY

F A S E R I P
PR PR EX RM TY GD TY
4 4 20 30 6 10 6
Health: 58 Karma: 22
Resources: FE Popularity: 0

KNOWN POWERS

Flight: TY air speed with GD agility.

Claws: FE damage.

TALENTS: Sense of Direction (EX).

GROUPS: Ani-Mates, New Mutants.

IN BRIEF: Bird Boy is a human/animal hybrid created by Dr. Animus, the Animator. Bird Boy escaped from Animator's island, and was recruited into the New Mutants. The New Mutants helped Bird Boy free his fellows from Dr. Animus' rule and he is currently their leader.

BLACK BISHOP

Harry Leland

F A S E R I P
GD TY EX RM TY GD EX
10 6 20 30 6 10 20
Health: 66 Karma: 36
Resources: RM Popularity: 15

KNOWN POWERS

Mass Alteration: This automatic power increases the mass of one target in the area occupied by the Black Bishop. Any break in concentration restores the target to normal mass. The effect of this power varies from round to round:

- First Round—any action or attack by the victim requires a Strength FEAT.

- Second Round—any action or attack by the victim requires a Yellow Strength FEAT.

- Third Round—any action or attack by the victim requires a Red Strength FEAT. On this round, and every following round, roll on the Kill column.

LIMITATIONS: Excessive use of his power overtaxes Leland's heart. After the third round, he must make an Endurance FEAT or be forced to check against dying, just like his victim.

TALENTS: Law.

GROUPS: Member of the Hellfire Club's Inner Circle.

IN BRIEF: Harry Leland, a successful corporate lawyer, was recruited as the Black Bishop of the Hellfire Club. He died of a heart attack fighting Nimrod in Central Park.

BLACK KING

Sebastian Shaw

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| RM | GD | GD | AM | EX | EX | RM |
| 30 | 10 | 10 | 50 | 20 | 20 | 30 |

Health: 100 Karma: 70
Resources: IN Popularity: 15

KNOWN POWERS

Kinetic Absorption: Damage from physical attacks (excluding wrestling) and energy attacks is *added* to Health, not subtracted. For each 50 points gained, Strength and Agility have a +1CS, cumulative, to a maximum of 400 Health, UN Strength and Agility. Energy is lost at 100 points (and -2CS) per ten rounds until back to normal. Damage is taken from the added points. For every attack that raises Health above 400 points make an Endurance FEAT or check for a Kill result.

TALENTS: IN Reason in Business; RM Defense and Armament Design.

GROUPS: Former leader of the Hellfire Club; CEO of Shaw Industries.

IN BRIEF: Sebastian Shaw was, until recently, the leader of the Hellfire Club, an elite, secret organization. He was deposed by the other Lords Cardinal (Magneto and the White and Black Queens) and is plotting to regain his lost position.

BLACK QUEEN

Selene

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| GD | EX | RM | AM | GD | AM | AM |
| 10 | 20 | 30 | 50 | 10 | 50 | 50 |

Health: 110 Karma: 110
Resources: AM Popularity: -10

KNOWN POWERS

Psychic Vampire: UN ability, on touch. Drains Psyche rank of victim to restore lost Health (max of 110 Health). Victim

loses Health equal to lost Psyche. If Health reaches 0 as a result, the victim dies and disintegrates. If Health is greater than 0, the victim is alive and Selene has MN intensity Psychic Control. If she chooses, Selene may turn partially-drained individuals into psychic vampires with this power at their original Psyche rank.

Body Armor: GD protection (psychic in nature).

Psi Screens: AM protection from psionic attacks. Can't use in same round as other mental powers.

Telekinesis: UN control over inanimate objects. Can disintegrate inanimate objects made of materials of MN strength or less.

Pyrokinesis: UN control over fire.

Telepathy: IN ability.

Telepathic Force Bolts: IN intensity.

Momentary Trance: AM intensity, lasts one round. Used with Momentary Speed to create illusion of vanishing.

Momentary Speed: Shift Y Ground Speed, 1 round in 10.

Magic: Master Ability, MN ability in illusions, control, and summoning magics. This *will* cause aging and loss of life energy (no FEAT roll, as described below). Needless to say, this power is rarely used.

LIMITATIONS: All psychic powers other than the Psychic Vampire power may cause loss of Health. For each ability used at EX rank or higher, make an Endurance FEAT. Failure indicates loss of 10 Health. If Health drops below 0, Selene begins to show her true age.

TALENTS: Multi-lingual (English and Latin, so far).

GROUPS: Citizen of Nova Roma; Black Priestess of the Cult of Fire; Black Queen of the Inner Circle of the Hellfire Club.

IN BRIEF: An ancient sorceress who has dwelled both in ancient Rome and in the secret Amazon colony of New Rome, Selene has returned to society as a member of the Inner Circle of the Hellfire Club.

BLACK ROOK

Friedrich von Roehm

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

Health: 42 Karma: 26
Resources: EX Popularity: 10

KNOWN POWERS

Transformation: Von Roehm could transform into a semi-humanoid beast. Health and Karma remained unaltered, but his abilities were changed as follows:

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| RM | RM | RM | IN | TY | RM | GD |

In addition, the transformed Black Rook gained the following abilities:

Tracking: RM rank ability

Claws: Allowing RM rank edged attacks.

Speed: Movement at EX speed.

TALENTS: In human form, von Roehm was a jeweler, and High Priest of a cult dedicated to Selene.

GROUPS: A member of the Inner Circle of the Hellfire Club.

IN BRIEF: A New York jeweler and minor member of the Hellfire Club, von Roehm's abilities were revealed when Selene activated his transformation in a battle with Pheonix and Nimrod. The ability to transform was handed down from one generation of von Roehms to the next, but it is not known if this was a true mutation or a sorcerous "gift" from Selene. Von Roehm was totally under Selene's control until his death in combat with Nimrod. It is not known if other members of his family survived him.

BLOB

Fred J. Dukes

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| RM | PR | RM | MN | PR | GD | EX |
| 30 | 4 | 30 | 75 | 4 | 10 | 20 |

Health: 139 Karma: 34
Resources: GD Popularity: -10

KNOWN POWERS

Immovability: Once firmly planted (a condition which takes one round to achieve), Blob can only be moved by

an adversary of UN strength or greater, and then only on a Red FEAT roll. The Blob is immune to the effects of stuns and slams when planted.

Body Armor: UN against physical attacks, AM resistance to cold, heat, and energy attacks. His senses are not protected.

Bodily Expansion: Blob can flex his fat in such a way that he can break through restraining materials of EX material strength or less.

Entrapment: Can hold an attacking opponent in the folds of his skin on a Psyche FEAT. Once grabbed, the opponent is held with MN Strength.

TALENTS: None.

GROUPS: Former member of original Brotherhood of Evil Mutants and Factor Three; founding member of the Second Brotherhood of Evil Mutants and the Freedom Force.

IN BRIEF: Fred Duker was a circus worker before Prof. X revealed to him the true nature of his immovability. Since that time, Blob has worked with other evil mutants, first joining the original Brotherhood of Evil Mutants under Magneto, then the Second Brotherhood (later Freedom Force) under Mystique. Blob has left the Freedom Force to act as an independent operative several times, most recently with Avalanche and Pyro.

BLOCKBUSTER

| | | | | | | |
|---------------|----|----|-----------------|-----------|----|----|
| F | A | S | E | R | I | P |
| IN | GD | AM | MN | GD | TY | GD |
| 40 | 10 | 50 | 75 | 10 | 6 | 10 |
| Health : 175 | | | | Karma: 26 | | |
| Resources: GD | | | Popularity: -10 | | | |

KNOWN POWERS

Body Armor: EX protection from physical and energy attacks.

TALENTS: Martial Arts A, Wrestling.

GROUPS: Member of the Marauders.

IN BRIEF: Blockbuster was a member of the Marauders, a team of superhuman mutants who slay other superhuman mutants. Blockbuster was apparently killed by Thor, but returned to fight the X-Men at a later date. He may have been cloned by the patron of the Marauders, Mister Sinister.

BLOW-HARD

| | | | | | | |
|---------------|----|----|---------------|-----------|----|----|
| F | A | S | E | R | I | P |
| GD | TY | EX | RM | TY | TY | TY |
| 10 | 6 | 20 | 30 | 6 | 6 | 6 |
| Health: 66 | | | | Karma: 18 | | |
| Resources: GD | | | Popularity: 0 | | | |

KNOWN POWERS

Hyper-Breath: AM ability, with the following power stunts:

- Blow over a single target. AM strength, one area range.

- Knock over all targets in a single area. IN ability, one area range.

- Kick up debris as missile weapon for RM blunt damage to all targets in one area range.

- Create dustcloud of IN intensity. Blow-Hard uses his pipe as a focus for this power.

TALENTS: None.

GROUPS: Member of the Tunnelers, a sub-group of the Morlocks.

IN BRIEF: A member of a smaller faction within the Morlock community, Blow-Hard and two other Tunnelers escaped to the surface after the Mutant Massacre. Blow-Hard died in a battle with a street gang.

BOOM BOOM

Tabitha Smith

| | | | | | | |
|---------------|----|----|---------------|-----------|----|----|
| F | A | S | E | R | I | P |
| PR | GD | TY | EX | PR | TY | TY |
| 4 | 10 | 6 | 20 | 4 | 6 | 6 |
| Health: 40 | | | | Karma: 16 | | |
| Resources: PR | | | Popularity: 0 | | | |

KNOWN POWERS

Time Bombs: Energy Spheres which inflict up to AM damage in one area and which can be set to explode up to 10 rounds after creation. Damage must be set at time of creation and the spheres may be tossed up to two areas away.

TALENTS: Throwing Weapons (Time Bombs), Streetwise, Video Games.

GROUPS: Founding member of the Fallen Angels and X-Terminators; ward of X-Factor; current member of the New Mutants.

IN BRIEF: A young runaway, Tabitha worked first with the Beyonder. Later, she teamed with the mutant thief, Vanisher, as part of his "Fallen Angels"

gang of mutant thieves. Boom Boom tried to turn Vanisher over to X-Factor, but changed her mind, eventually joining the team's other mutant-trainees—Rusty, Skids, and Richtor. This team established itself as the X-Terminators during the Inferno incident in New York and eventually merged with the New Mutants. Boom Boom is currently a member of the New Mutants.

BROOD MUTANTS (Group)

HARRY PALMER, LEADER

| | | | | | | |
|---------------|----|----|---------------|-----------|----|----|
| F | A | S | E | R | I | P |
| TY | EX | IN | RM | TY | TY | TY |
| 6 | 20 | 40 | 30 | 6 | 6 | 6 |
| Health: 96 | | | | Karma: 18 | | |
| Resources: FE | | | Popularity: 0 | | | |

KNOWN POWERS

Body Armor: EX rank.

Claws: GD damage.

Brood Infection: Can implant brood eggs in mutant hosts, which cause them to convert to Brood members in two rounds. Must penetrate body armor to do so and target must fail an Endurance FEAT. Any form of healing or regenerative powers makes the target immune to the effects of the infection.

TALENTS: Paramedic.

GROUPS: Leader of the Brood Mutants.

IN BRIEF: Harry Palmer and his friends found a crashed Brood spaceship. A surviving Brood alien killed Harry's friends and made him the prime carrier of the brood eggs. Harry created the Brood Mutants and led them in battle with the X-Men, who apparently killed them all.

BLINDSIDE

| | | | | | | |
|---------------|----|----|---------------|-----------|----|----|
| F | A | S | E | R | I | P |
| GD | GD | IN | GD | TY | TY | TY |
| 10 | 10 | 40 | 10 | 6 | 6 | 6 |
| Health: 70 | | | | Karma: 18 | | |
| Resources: TY | | | Popularity: 0 | | | |

KNOWN POWERS

Teleportation: PR level of ability, range up to four areas.

Body Armor: EX protection

Claws: GD edged damage

NOTE: The Blindside presented here is *not* Bobbi Chase, the Blindside of the Harriers.

BRICKBAT

| | | | | | | | |
|---------------|----|----|----|---------------|----|----|--|
| F | A | S | E | R | I | P | |
| GD | TY | MN | EX | TY | TY | TY | |
| 10 | 6 | 75 | 20 | 6 | 6 | 6 | |
| Health: 111 | | | | Karma: 18 | | | |
| Resources: TY | | | | Popularity: 0 | | | |

KNOWN POWERS

Body Armor: EX rank.

Claws: GD damage.

DIVE BOMBER

| | | | | | | | |
|---------------|----|----|----|---------------|----|----|--|
| F | A | S | E | R | I | P | |
| EX | RM | RM | EX | TY | TY | TY | |
| 20 | 30 | 30 | 20 | 6 | 6 | 6 | |
| Health: 100 | | | | Karma: 18 | | | |
| Resources: TY | | | | Popularity: 0 | | | |

KNOWN POWERS

Flight: EX air speed.

Body Armor: EX rank.

Electrical Resistance: MN rank.

Claws: GD damage.

LOCKUP

| | | | | | | | |
|---------------|----|----|----|---------------|----|----|--|
| F | A | S | E | R | I | P | |
| AM | GD | RM | GD | TY | TY | TY | |
| 50 | 10 | 30 | 10 | 6 | 6 | 6 | |
| Health: 100 | | | | Karma: 18 | | | |
| Resources: TY | | | | Popularity: 0 | | | |

KNOWN POWERS

Paralysis: MN intensity. Lockup must make a successful hold on the grappling chart in order to paralyze.

Body Armor: EX rank.

Claws: GD damage.

SPITBALL

| | | | | | | | |
|---------------|----|----|----|---------------|----|----|--|
| F | A | S | E | R | I | P | |
| GD | GD | RM | TY | TY | TY | TY | |
| 10 | 10 | 30 | 6 | 6 | 6 | 6 | |
| Health: 56 | | | | Karma: 18 | | | |
| Resources: TY | | | | Popularity: 0 | | | |

KNOWN POWERS

Flame Breath: RM damage, one area range.

Body Armor: EX rank.

Claws: GD damage.

TALENTS: Law.

TEMPRESS

| | | | | | | | |
|---------------|----|----|----|---------------|----|----|--|
| F | A | S | E | R | I | P | |
| GD | GD | RM | EX | GD | GD | RM | |
| 10 | 10 | 30 | 20 | 10 | 10 | 30 | |
| Health: 70 | | | | Karma: 50 | | | |
| Resources: TY | | | | Popularity: 0 | | | |

KNOWN POWERS

Mind Control: RM level, activated through sense of smell (by pheromones).

Body Armor: EX rank.

Claws: GD damage.

TENSION

| | | | | | | | |
|---------------|----|----|----|---------------|----|----|--|
| F | A | S | E | R | I | P | |
| GD | GD | RM | EX | TY | TY | TY | |
| 10 | 10 | 30 | 20 | 6 | 6 | 6 | |
| Health: 70 | | | | Karma: 18 | | | |
| Resources: TY | | | | Popularity: 0 | | | |

KNOWN POWERS

Stretching Limbs: RM ability, up to three areas away. Can use limbs to grab an opponent (grappling attack) and slam him to the ground for AM damage.

Body Armor: EX rank.

Claws: GD damage.

WHIPHAND

| | | | | | | | |
|---------------|----|----|----|---------------|----|----|--|
| F | A | S | E | R | I | P | |
| EX | GD | RM | GD | TY | TY | TY | |
| 20 | 10 | 30 | 10 | 6 | 6 | 6 | |
| Health: 70 | | | | Karma: 18 | | | |
| Resources: TY | | | | Popularity: 0 | | | |

KNOWN POWERS

Energy Arms: Transform arms into energy bands for energy attacks at one area range, RM intensity.

Body Armor: EX rank.

Claws: GD damage.

BURNER

Byron Calley

| | | | | | | | |
|---------------|----|----|----|----------------|----|----|--|
| F | A | S | E | R | I | P | |
| GD | TY | GD | EX | TY | TY | PR | |
| 10 | 6 | 10 | 20 | 6 | 6 | 4 | |
| Health: 46 | | | | Karma: 16 | | | |
| Resources: PR | | | | Popularity: -5 | | | |

KNOWN POWERS

Heat and Fire Generation: RM ability, with the following power stunts:

•Create fire within two areas, RM ability.

•Project flame from hands, RM energy damage, three area range. Burner cannot control the flames he creates.

Fire Resistance: Immune to his own flames, but can be affected by other fires.

TALENTS: Criminal.

GROUPS: Member of Mutant Force.

IN BRIEF: A mutant with pyrotechnic abilities, Burner first appeared publicly as a member of Mutant Force. Increasingly concerned with his own well-being in a world growing more hostile to mutants, Burner has become a member of the Resistants under the codename Crucible.

BUSHWACKER

| | | | | | | | |
|---------------|----|----|----|-----------------|----|----|--|
| F | A | S | E | R | I | P | |
| EX | GD | GD | RM | TY | GD | PR | |
| 20 | 10 | 10 | 30 | 6 | 10 | 4 | |
| Health: 70 | | | | Karma: 20 | | | |
| Resources: PR | | | | Popularity: -10 | | | |

KNOWN POWERS

Gun-Arm: Bushwacker's right forearm has been replaced with a bionic prosthesis which can change into a gun. Gun shapes and effects include:

•Pistol inflicting EX shooting damage, two area range.

•Multi-chamber Rifle inflicting IN shooting damage, four area range.

•Shotgun inflicting EX damage to all targets within a single area.

TALENTS: Military, Espionage.

IN BRIEF: Bushwacker is a former CIA agent with a deep hatred of mutants. A freelance assassin, he executes his mutant victims in a manner he feels is stylish, even artistic.

C

CABLE

(Full name unrevealed)

| | | | | | | | |
|---------------|----|----|----|---------------|----|----|----|
| F | A | S | E | R | I | P | |
| IN | EX | EX | EX | EX | EX | EX | EX |
| 40 | 20 | 20 | 20 | 20 | 20 | 20 | 20 |
| Health: 100 | | | | Karma: 60 | | | |
| Resources: GD | | | | Popularity: 0 | | | |

KNOWN POWERS

Bionic Arm: RM material strength. Provides RM strength in hand to hand combat.

Bionic Eye: Provides vision into infra-red and ultra-violet range, plus telescopic vision.

TALENTS: Handguns, Semi-automatic Weapons, Military, Espionage, Leadership.

GROUPS: CIA as well as contacts in a number of other espionage agencies, including Interpol and SHIELD.

IN BRIEF: Cable, a former agent of the CIA, is outfitted with bionic replacement parts. He is not a mutant, but he has been involved in a long-standing conflict with Stryfe and his Mutant Liberation Front. In the vacuum created by the loss of both Prof. X and Magneto, Cable has stepped in as the leader/mentor of the New Mutants.

CALIBAN (Morlocks)

| | | | | | | | |
|---------------|----|----|----|---------------|----|----|--|
| F | A | S | E | R | I | P | |
| TY | GD | GD | RM | TY | RM | IN | |
| 6 | 10 | 10 | 30 | 6 | 30 | 40 | |
| Health: 56 | | | | Karma: 76 | | | |
| Resources: FE | | | | Popularity: 0 | | | |

KNOWN POWERS

Mutant Detection: AM ability, within 25 miles.

Fear-Enhanced Strength: When Caliban is afraid, he can boost his Strength to RM (and Health to 76). The increased Strength lasts until he fails a Green Endurance FEAT or until the cause of fear goes away. He may use this ability no more than once per hour.

Emotion Projection: Caliban can pro-

ject fear with IN intensity. The target must be no more than one area away and fail a Psyche FEAT to be affected. Affected targets flee.

Night Vision: Caliban can see in the dark and suffers no penalty for fighting in darkness.

TALENTS: None.

GROUPS: Member of the Morlocks.

IN BRIEF: Caliban was one of the Morlocks, a collection of mutants who lived in the tunnels beneath Manhattan. His mutant-locating power made him very useful in locating and recruiting new members for the group. With the destruction of the Morlock community, Caliban joined X-Factor, but self-doubt caused him to ally himself with Apocalypse. Apocalypse modified Caliban's abilities, turning him into his "Hell Hound" (see below).

CALIBAN (Apocalypse's Hell Hound)

| | | | | | | | |
|---------------|----|----|----|-----------------|----|----|--|
| F | A | S | E | R | I | P | |
| EX | EX | RM | RM | TY | RM | IN | |
| 20 | 20 | 30 | 30 | 6 | 30 | 40 | |
| Health: 100 | | | | Karma: 76 | | | |
| Resources: FE | | | | Popularity: -10 | | | |

KNOWN POWERS

Mutant Detection: AM rank. He can detect any mutant whose power is in use or any mutant known to him, range 25 miles.

Fear-Enhanced Strength: Apocalypse's modification allows Caliban to increase his Strength by tapping into his own fear and the fear of others. Generally, Caliban's appearance can inspire enough Fear to raise his Strength to IN. The effects of terrorized individuals, including those victims who are affected by his fear-inducing powers, can raise his Strength to AM. His Health is unaffected by this increase.

Emotion Projection: Caliban can project fear at AM intensity either by touch or at a range of one area.

Night Vision: Caliban can see in the dark and suffers no CS penalty for darkness.

Body Armor: RM rank against all attacks.

TALENTS: Martial Arts A and C.

GROUPS: Caliban is a servant of Apocalypse.

IN BRIEF: Caliban threw in with Apocalypse in the hope that Apocalypse would increase his powers. This he did, in the process transforming Caliban from an ineffective mutant into a powerful, evil creature completely under his control. In order to prove his worth, Caliban battled both Archangel and Sabretooth.

CALLISTO

| | | | | | | | |
|---------------|----|----|----|-------------------|----|----|--|
| F | A | S | E | R | I | P | |
| IN | EX | GD | EX | GD | IN | GD | |
| 40 | 20 | 10 | 20 | 10 | 40 | 10 | |
| Health: 90 | | | | Karma: 60 | | | |
| Resources: FE | | | | Popularity: 2(20) | | | |

KNOWN POWERS

Hypersenses: IN level of ability, allowing the following power stunts:

- IN Tracking.
- IN Poison Detection.
- Attackers attempting to surprise are at -6.

WEAPONS: Callisto has in the past carried several precision weapons, including:

Knife, EX material, GD damage.

Slingshot, range two areas, five points damage (roll on blunt throwing table).

TALENTS: MN knowledge of New York's underground tunnel system; +1CS when knife-fighting; RM skill with slingshot; Leadership.

GROUPS: Former leader of the Morlocks; former associate of Dr. Moira MacTaggart.

IN BRIEF: Callisto was the leader of a group of subterranean mutants known as the Morlocks. With the destruction of that community in the Mutant Massacre, Callisto sought asylum first with the X-Men and then with Dr. Moira MacTaggart. Sent back to New York by MacTaggart, Callisto was captured by Masque and transformed into a beautiful woman. She has since encountered Colossus and the Genoshan rebels.

CANNONBALL

Samuel Guthrie

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| GD | GD | GD | RM | TY | GD | GD |
| 10 | 10 | 10 | 30 | 6 | 10 | 10 |
| Health: 60 | | | | Karma: 26 | | |
| Resources: PR | | | | Popularity: 4 | | |

KNOWN POWERS

Flight: EX air speed; Agility FEAT to turn. Can make AM level charge attack when flying.

Force Field: While in flight, he and those he carries have MN protection against physical and energy attacks.

TALENTS: Mining, Science Fiction, Leadership.

GROUPS: Founding member of the New Mutants.

IN BRIEF: Sam is a mutant whose ability manifested itself during a mining cave-in. He was recruited by Donald Pierce, at that time the renegade White Bishop of the Hellfire Club. Pierce used Cannonball as his agent against Professor Xavier's new students, but Cannonball rebelled and joined the New Mutants. Since that time he has been a co-leader of the team (with Mirage).

CAPTAIN BRITAIN (First Incarnation)

Brian Braddock

| | | | | | | |
|---------------|----|----|----|----------------|----|----|
| F | A | S | E | R | I | P |
| RM | RM | RM | IN | GD | RM | EX |
| 30 | 30 | 30 | 40 | 10 | 30 | 20 |
| Health: 130 | | | | Karma: 60 | | |
| Resources: GD | | | | Popularity: 50 | | |

KNOWN POWERS

Braddock believed that his power was derived from a set of mystic artifacts given to him by Merlin. These artifacts—the star-sceptre and the amulet of right—gave Captain Britain the following powers:

Flight: GD Speed.

Force Fields: RM strength.

Storage: The star sceptre and Captain Britain's uniform are mystically stored within the amulet of right.

LIMITATIONS: Captain Britain can

only use the powers described above when he possesses both the amulet and the star sceptre.

TALENTS: Student, British Folklore.

GROUPS: None.

IN BRIEF: Merlin and Roma appeared to Brian Braddock and chose him as the protector of this dimension's England. To that end they gave him the star sceptre and the amulet which Brian believed provided him with his power. The Captain Britain described here is Braddock at the start of his career.

CAPTAIN BRITAIN (Interim Version)

Brian Braddock

| | | | | | | |
|---------------|----|----|----|-----------------|----|----|
| F | A | S | E | I | P | |
| IN | RM | RM | AM | GD | IN | EX |
| 40 | 30 | 30 | 50 | 10 | 40 | 20 |
| Health: 150 | | | | Karma: 70 | | |
| Resources: EX | | | | Popularity: 100 | | |

KNOWN POWERS

Brian Braddock believed his powers were derived from his costume, a suit of mystic circuitry. The suit (apparently) gave him the following powers: *Strength Boost:* Increases strength to IN. (Health remains unchanged.)

Flight: Shift X speed.

Force Fields: EX rank.

LIMITATIONS: Captain Britain depends upon his suit for his powers. Unless he has it, he receives no benefit. Also, Brian Braddock became an alcoholic during this period in his life.

TALENTS: Physics, British Folklore and History.

GROUPS: None.

IN BRIEF: Merlin transformed Captain Britain's sceptre and amulet into a suit equipped with mystic circuitry. While Brian believed his abilities derived from the suit (and he was powerless without them), the suit actually provided a transition state for his own innate abilities.

CAPTAIN BRITAIN (Current Form)

Brian Braddock

| | | | | | | |
|---------------|----|-----|----|----------------|----|----|
| F | A | S | E | R | I | P |
| IN | IN | UN | AM | GD | IN | EX |
| 40 | 40 | 100 | 50 | 10 | 40 | 20 |
| Health: 230 | | | | Karma: 70 | | |
| Resources: EX | | | | Popularity: 40 | | |

KNOWN POWERS

Flight: Shift X Speed.

Force Field Generation: RM rank.

LIMITATIONS: Captain Britain is tied to the land of Britain (and its extra-dimensional counterparts). For each day away from the British Isles, make a Psyche FEAT. Failure indicates a drop of one rank in all physical abilities (minimum of EX). Braddock is also an alcoholic.

TALENTS: British Folklore and History, Physics.

GROUPS: Excalibur.

IN BRIEF: Brian Braddock eventually learned that his father was a native of the extra-dimensional land called Otherworld. He also discovered that his powers were inborn and not the result of artifacts or suits—these merely helped him develop his powers. Captain Britain, who may or may not be a mutant, has joined former members of the X-Men in the group, Excalibur.

CASSIDY, BLACK TOM

Thomas Samuel Eamon Cassidy

| | | | | | | |
|---------------|----|----|----|----------------|----|----|
| F | A | S | E | R | I | P |
| EX | GD | GD | IN | EX | GD | GD |
| 20 | 10 | 10 | 40 | 20 | 10 | 10 |
| Health: 80 | | | | Karma: 40 | | |
| Resources: RM | | | | Popularity: -7 | | |

KNOWN POWERS

Heat Blast: RM intensity and range.

Kinetic Blast: RM intensity and range.

Focus: Black Tom can focus his powers through a wooden shillelagh, raising the intensity and range to AM.

Invulnerability (Sonics): UN resistance to all sonic attacks, including those of his brother Sean and niece Theresa.

TALENTS: Criminal Background, Bilingual (Irish and English).

GROUPS: Black Tom is a long-time partner of Juggernaut.

IN BRIEF: Black Tom is the brother of the X-man, Banshee, and uncle of the Fallen Angel, Siryn. Unlike these relatives, Black Tom is a black-hearted rogue who robs and steals with grace and style. For some time, he has worked with Cain Marko, better known as Juggernaut, and is the "brains" of the pair.

CATSEYE

Sharon Smith

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| GD | EX | GD | GD | PR | EX | EX |
| 10 | 20 | 10 | 10 | 4 | 20 | 20 |
| Health: 50 | | | | Karma: 44 | | |
| Resources: PR | | | | Popularity: 2 | | |

Feline Form

| | | | | | | |
|------------|----|----|----|-----------|----|----|
| F | A | S | E | R | I | P |
| EX | EX | EX | EX | PR | EX | EX |
| 20 | 20 | 20 | 20 | 4 | 20 | 20 |
| Health: 80 | | | | Karma: 44 | | |

KNOWN POWERS

Transformation: Catseye can change from human to feline form, gaining a prehensile tail and a number of abilities in the process.

- Claws: GD edged damage.
- Wallcrawling: GD ability.
- Infravision: GD ability.

LIMITATIONS: In feline form, ability to handle objects becomes PR.

TALENTS: Student, Photographic Memory.

GROUPS: Member of the Hellions.

IN BRIEF: Abandoned as a baby, Catseye grew up in her feline form. To this day, she is more comfortable in that form than in human form. However, the White Queen has helped her develop a human personality. Catseye feels an affinity for Wolfsbane, a member of the New Mutants who has shape-changing powers similar to her own.

CHANCE

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| GD | GD | TY | EX | PR | GD | GD |
| 10 | 10 | 6 | 20 | 4 | 10 | 10 |
| Health: 46 | | | | Karma: 24 | | |
| Resources: FE | | | | Popularity: 0 | | |

KNOWN POWERS

Power Magnification: RM rank. On a successful power FEAT, Chance can enhance the ability of all mutants within one area by one rank. In doing so, she forces those individuals to use those powers, even if they do not want to.

Power Negation: UN rank. Chance can act as a power-damper for all mutants within one area. Affected characters must make a Psyche FEAT against the UN rank of the power before using a mutant ability.

LIMITATIONS: Chance's power has only recently manifested itself and her control over it is erratic. When angry or upset, she must make a Psyche FEAT to avoid using either her magnification or negation power (Judge's choice).

TALENTS: Knife-fighting, Streetwise, Martial Arts B, Bilingual (Korean and English).

GROUPS: Member of the Fallen Angels.

IN BRIEF: A Korean immigrant whose mutant powers have just begun to show themselves, Chance is still learning her abilities. A member of the Fallen Angels, Chance should not be confused with the technological assassin of the same name.

CHANGELING

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| TY | TY | TY | TY | TY | TY | TY |
| 6 | 6 | 6 | 6 | 6 | 6 | 6 |
| Health: 24 | | | | Karma: 18 | | |
| Resources: PR | | | | Popularity: 0 | | |

KNOWN POWERS

Imitation: AM intensity ability to alter his appearance, clothes, and voice by psionic means.

Mind Blast: An EX rank power given to Changeling by Prof. X when he imitated the professor.

Telepathy: Another EX rank power granted by Prof. X for the duration of Changeling's imitation.

TALENTS: Leadership.

GROUPS: Former second-in-command of Factor Three; former leader of the X-Men (imitating Prof. X).

IN BRIEF: Changeling first appeared as the team leader of Factor Three, a group of mutants working for alien masters. Changeling turned on his masters and aided the X-Men and other mutants in destroying Factor Three. Soon afterwards, Prof. X asked Changeling to imitate him while he prepared himself mentally for the invasion of the Z'Nox. While masquerading as Prof. X, Changeling was killed by a subterranean madman named Grotesk.

CHANTEL, LOURDES

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| TY | GD | TY | EX | GD | GD | EX |
| 5 | 10 | 6 | 20 | 10 | 10 | 20 |
| Health: 42 | | | | Karma: 40 | | |
| Resources: GD | | | | Popularity: 0 | | |

KNOWN POWERS

Teleportation: Chantel can "jaunt" up to 100 miles away. In order to carry additional people, she must make an Endurance FEAT or fall unconscious. (Passengers are unaffected.)

TALENTS: None revealed.

GROUPS: Member of the Hellfire Club.

IN BRIEF: A Spanish mutant, Lourdes was in love with Sebastian Shaw prior to his ascension as Black King of the Hellfire Club. Lourdes was killed by a Sentinel while protecting Shaw.

CHENEY, LILA

| | | | | | | |
|---------------|----|----|----|----------------|----|----|
| F | A | S | E | R | I | P |
| GD | EX | TY | RM | EX | GD | TY |
| 10 | 20 | 6 | 30 | 20 | 10 | 6 |
| Health: 66 | | | | Karma: 36 | | |
| Resources: RM | | | | Popularity: 55 | | |

KNOWN POWERS

Teleportation: Lila has the ability to teleport across interstellar distances, carrying anyone or anything in the same area with her. She can only teleport to areas with which she is familiar and then only at interstellar distances.



In teleporting from place to place on Earth, she relays through a Dyson Sphere.

TALENTS: Performer, Singing, Guitar, Thievery (RM).

GROUPS: Leader of the Lila Cheney Band.

IN BRIEF: An interstellar thief maintaining a cover on earth as a popular rock singer, Lila Cheney once attempted to steal the Earth, a plan foiled by the New Mutants. During this time, Lila fell in love with Sam Guthrie. Lila's base is a Dyson Sphere (a huge shell completely surrounding a star) in an unknown star system.

CLOAK

Tyrone Johnson

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| TY | GD | EX | IN | TY | EX | GD |
| 6 | 10 | 20 | 40 | 6 | 20 | 10 |
| Health: 76 | | | | Karma: 36 | | |
| Resources: FE | | | | Popularity: 2 | | |

KNOWN POWERS

Cloak: Cloak's abilities are centered around the gateway to an extra-dimensional space. This space contains a hungry being which amplifies and feeds off the fears of those who enter. This being is held at bay by the energy of Dagger's Light. The cloak gives Johnson the following powers:

- Teleport, Shift X range, taking along others wrapped in the cloak.

- Intangibility equivalent to MN body armor. Becomes tangible, and vulnerable, when hunger is in check.

- Darkness generation, EX intensity.

- Vampirism affecting any unprotected individual within the cloak. Those affected must make a Psyche FEAT each round or lose a rank of Psyche. When Psyche is reduced to 0, the individual is consumed by the cloak. Cloak can forcibly eject those within the cloak's dimension by making a Psyche FEAT roll against EX intensity. Long periods without a victim increase the cloak's "need" to feed.

TALENTS: Tyrone recently learned how to read.

GROUPS: Partner of Dagger.

IN BRIEF: Tyrone Johnson and Tandy Bowen's mutant nature allowed them to survive the testing of a synthetic drug which killed the others in their

kidnapped test group. Escaping, the pair found that the tests had released their mutant abilities. The pair's abilities are a matched set of light and dark.

COLLINS, RUSTY

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

Health: 32 Karma: 22
Resource: FE Popularity: -5

KNOWN POWERS

Pyrotechnics: MN control over flame. Can generate EX fire damage versus one target. On Psyche FEAT can encompass up to two areas for AM damage.

Heat Resistance: UN resistance to fire.

TALENTS: Student.

GROUPS: Ward of X-Factor; member of the X-Terminators, New Mutants, Mutant Liberation Front.

IN BRIEF: Rusty's pyrotechnic power manifested itself in an accident shortly after he joined the Navy. The incident severely burned a woman. X-Factor was called in to deal with the problem. They rescued Rusty and began to teach him how to deal with his mutant ability. He joined other young mutants collected by X-Factor and became one of the X-Terminators. Later, he joined the New Mutants. He and another mutant, Skids, escaped government authorities and joined the terrorist Mutant Liberation Front.

COLOSSUS

Piotr Nikolaievitch Rasputin
(Peter Nicholas)

Human Form:

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

Health: 70 Karma: 32

Armored Form:

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| EX | GD | MN | IN | TY | TY | EX |
| 20 | 10 | 75 | 40 | 6 | 6 | 20 |

Health: 145
Resources: PR

Karma: 32
Popularity: 0

KNOWN POWERS

Body Armor: AM protection from physical and energy attack; MN resistance to heat and cold; EX resistance to corrosives; RM resistance to electrical damage.

Self-Sustenance: When in armored form, Colossus has no need to eat, drink, or breathe.

Invisibility to Machines: Colossus and the other X-Men who fought with Roma against the Adversary were rewarded with UN invisibility to cameras and other mechanical devices—Colossus cannot be photographed and will not be detected by sensors or robots, including ordinary Sentinels.

TALENTS: Artist, Pilot, Martial Arts A, Bilingual (Russian and English).

GROUPS: Member of the X-Men.

IN BRIEF: Colossus is a Russian mutant recruited by Prof. X to rescue the original X-Men from the island-mutant Krakoa. Following the rescue, he remained a member of the team. Upon passing through the Siege Perilous, Colossus was reincarnated as the American artist Peter Nicholas. He is unaware of his mutant nature and powers and has developed a popular following as an artist.

CONCUSSION

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| EX | GD | GD | RM | GD | TY | TY |
| 20 | 10 | 10 | 30 | 10 | 6 | 6 |

Health: 70 Karma: 22
Resources: PR Popularity: 0

KNOWN POWERS

Force Bolts: IN intensity force bolts shot from the hands.

TALENTS: Bilingual (Russian and English).

GROUPS: Member of a cell of Soviet Mutants.

IN BRIEF: Concussion is a mutant with the ability to fire concussive energy from his fists. He is a member of a cell of other superpowered mutants led by Father Alexi Garnoff.

CRAZY GANG (Group)

IN GENERAL: The Crazy Gang is a group of criminals from an alternate Earth who dress and act like storybook characters. Hopeless on their own, they do their best work under the direction of others. Most recently, Arcade has provided that direction, though the group was defeated by Excalibur and is now in custody.

EXECUTIONER

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| EX | GD | EX | EX | PR | FE | RM |
| 20 | 10 | 20 | 20 | 4 | 2 | 30 |

Health: 100 Karma: 36
Resources: FE Popularity: 0

KNOWN POWERS

Robotic Construction: As a humanoid Robot, Executioner has EX body armor and cannot be affected by gases, poisons, disease, or mind-controlling attacks.

WEAPONS: Executioner's chief weapon; an axe capable of doing EX edged damage.

TALENTS: Axemanship.

IN BRIEF: A humanoid robot Programmed to respond to the Red Queen's orders (chiefly "Off with his head"), Executioner is quick to answer the call.

JESTER

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| EX | RM | GD | GD | TY | PR | GD |
| 20 | 30 | 10 | 10 | 6 | 4 | 10 |

Health: 70 Karma: 20
Resources: FE Popularity: 0

KNOWN POWERS None.

WEAPONS: Jester's chief weapon is a foil capable of inflicting GD damage.

TALENTS: Swordsmanship, Acrobatics, Juggling, Tumbling.

IN BRIEF: Of moderate intelligence and initiative, Jester is the closest thing the Crazy Gang has to a master planner. This Jester should not be confused with Daredevil's retired foe of the same name or the individual who has taken up the old Jester's bag of tricks.

KNAVE

F A S E R I P
GD GD IN RM TY PR PR
10 10 40 30 6 4 4
Health: 90 Karma: 14
Resources: FE Popularity: 0

KNOWN POWERS

Body Armor: GD protection from physical and energy assaults.

TALENTS: Martial Arts A.

IN BRIEF: A reluctant and morose warrior and criminal, Knave grudgingly follows the others' orders.

RED QUEEN

F A S E R I P
TY TY GD EX PR PR PR
6 6 10 20 4 4 4
Health: 42 Karma: 12
Resources: FE Popularity: 0

KNOWN POWERS

No known super-human powers.

WEAPONS: Sceptre/rolling pin, TY blunt weapon damage.

TALENTS: None.

IN BRIEF: No powers, no talents, tends to yell a lot and boss people around. This makes the Red Queen the leader of the group.

TWEEDLEDOPE

F A S E R I P
GD GD RM RM PR FE TY
10 10 30 30 4 2 6
Health: 80 Karma: 12
Resources: FE Popularity: 0

KNOWN POWERS

Hyper-inventions: Tweedlelope is an idiot savant with AM ability to build things.

TALENTS: None.

IN BRIEF: Tweedlelope is always piecing things together with varying degrees of success. He apparently built Widget though, as usual, he didn't realize what he had done.

CRIMSON

F A S E R I P
RM RM RM RM EX RM AM
30 30 30 30 20 30 50

Health: 120 Karma: 100
Resources: EX Popularity: 0

KNOWN POWERS

Empathic Vampire: Crimson has AM ability to feed off the emotional distress of others. This is achieved by touch. Each time he feeds, all of the victim's abilities are -1CS for 1-10 turns. If he feeds with intent to kill, the victim's Endurance drops -1CS per turn of feeding, until it reaches Sh0, at which point the victim dies.

Flight: GD speed.

Invisibility: RM rank psionic ability to "cloud men's minds" and, thus, become invisible.

Mutant Detection: MN ability, on sight.

TALENTS: None Revealed.

GROUPS: Member of the Raven.

IN BRIEF: Crimson is one of the Raven, an offshoot of humanity similar to the Eternals, but fewer in number and with the need to feed off human emotions. The Raven are old, decadent, and cruel in their treatment of "human cattle," taking pleasure in the sufferings of others. They recently discovered in mutants a fresh source of emotional relief. Crimson is among the more powerful of the Raven, though is not their leader.

CRIMSON COMMANDO

Frank Bohannon

F A S E R I P
EX EX GD RM TY GD GD
20 20 10 30 6 10 10
Health: 80 Karma: 26
Resources: RM Popularity: 0

KNOWN POWERS

Thought Suppression: More of a talent than a super-human power, this allows the Crimson Commando to suppress surface thoughts. Provides IN protection from detection by telepaths such as Psylocke. This ability gives the Commando a +1 on initiative, and, if initiative is gained, allows him to blind-side an opponent.

WEAPONS: Crimson Commando uses several weapon types:

Daggers: GD edged damage.

Revolver: TY range. Cylinder holding 5 bullets. Three of the bullets are ca-

pable of penetrating RM armor and inflicting GD shooting damage. Two bullets are rubber and do GD blunt attack damage.

EQUIPMENT: Crimson Commando has a wide variety of equipment, including:

Body Armor providing EX protection from physical attacks and GD protection from energy attacks.

Utility Belt containing all of the following items:

- 50' reel of fine wire in buckle.
- AM intensity flash grenades.
- TY intensity incendiary grenades.
- EX intensity smoke bomb.
- TY intensity tear gas.
- IN damage plastic explosive and timer.
- Lockpicks and skeleton key.
- Mini-torch of RM intensity.

TALENTS: Martial Arts B, C, and D, Wrestling, Thrown Objects, Acrobatics, Tumbling, Marksmanship, Espionage, Military, Weapons Mastery, Tracking, Leadership, Multi-lingual (German, Russian, and English).

GROUPS: Former member of US Military and OSS; ally of Stonewall and Super Sabre; current Member of Freedom Force.

IN BRIEF: A mutant whose power allowed him to raise his abilities to their absolute maximum and maintain them far into old age. Crimson Commando was a WWII hero, but in recent years, he, Stonewall, and Super Sabre began capturing and killing criminals. Storm put a stop to that and forced them to turn themselves in. Commando, Stonewall, and, Super Sabre joined the Freedom Force.

CRUCIBLE

Byron Calley

F A S E R I P
GD GD GD EX TY TY PR
10 10 10 20 6 6 4
Health: 50 Karma: 16
Resources: PR Popularity: 0

KNOWN POWERS

Heat & Fire Generation: RM ability with the following power stunts:

- Create fire within two areas, RM ability.
- Project flame from his hands, RM energy damage, three area range.

•Wrap himself in his own flames. Those touching or attacking Crucible unprotected by body armor or fire resistance suffer RM damage. Crucible cannot otherwise control flames of his own creation.

Fire Resistance: Immune to his own flames. He can be affected by other fires.

EQUIPMENT: Crucible wears the standard Resistant uniform, providing GD protection from physical and energy attacks.

TALENTS: Criminal.

GROUPS: Former member of Mutant Force; current member of the Resistants.

IN BRIEF: Formerly a mutant criminal with Mutant Force, Burner renamed himself Crucible when he joined the Resistants, a group of mutants fighting government hostility toward, and mistreatment of, mutants.

CYBELLE

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| TY | TY | TY | EX | TY | TY | TY |
| 6 | 6 | 6 | 20 | 6 | 6 | 6 |
| Health: 38 | | | | Karma: 18 | | |
| Resources: FE | | | | Popularity: 0 | | |

KNOWN POWERS

Acid Touch: IN dissolving intensity. Can bore through rock at one area/round. Can only affect inorganic material.

Resistance—Acid: MN resistance to acid and other corrosives.

TALENTS: None.

IN BRIEF: Cybelle was killed by Harpoon during the Mutant Massacre.

CYCLOPS (Initial)

Scott "Slim" Summers

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| TY | GD | TY | EX | GD | EX | EX |
| 6 | 10 | 6 | 20 | 10 | 20 | 20 |
| Health: 42 | | | | Karma: 50 | | |
| Resources: PR | | | | Popularity: 0 | | |

KNOWN POWERS

Optic Blast: EX damage, two area range. Cyclops cannot control this damage and affects all targets in his

line of sight.

Partial Invulnerability: Cyclops cannot be hurt by the reflection of his own eye-beams or by the energy blasts of his brother, Havok. He can be slammed and stunned by these beams.

EQUIPMENT: Cyclops' eyeblasts are uncontrollable, functioning whenever his eyes are open. He wears a set of ruby lenses which allow him to use his blasts as described above.

TALENTS: Student.

GROUPS: Leader of the X-Men.

IN BRIEF: These stats represent Scott Summers' abilities when he was recruited by Prof. X to be team leader of the X-Men.

CYCLOPS (Current Version)

| | | | | | | |
|---------------|----|----|----|----------------|----|----|
| F | A | S | E | R | I | P |
| EX | EX | TY | RM | EX | RM | EX |
| 20 | 20 | 6 | 30 | 20 | 30 | 20 |
| Health: 76 | | | | Karma: 70 | | |
| Resources: GD | | | | Popularity: 20 | | |

KNOWN POWERS

Optic Blasts: Up to AM damage at three areas range. For each area beyond three, reduce damage by one rank. Cyclops' Agility is IN with his eyebeams. He can perform a number of power stunts with this power, including:

- Use the blast to break a fall, inflicting only TY damage on the target.

- Attack multiple targets on a successful Agility FEAT. He can affect up to eight targets in a single area if there are sufficient reflectors (mirrors, glass, metal) around. Damage is reduced to IN.

- Affect two adjacent areas with a wide-angle beam. Anyone in those areas takes RM energy damage.

- Transform other energy sources (notably electricity) into optic blast energy. When attempting this, Cyclops must make a Red Psyche FEAT or take damage from the energy source he tried to transform.

EQUIPMENT: Cyclops' eyeblasts are uncontrollable, functioning whenever his eyes are open. He wears a set of ruby lenses which allow him to use his

blasts as described above.

TALENTS: Leadership, Spacecraft and Aircraft Pilot, Spatial Geometry (used in planning "bankshots" of optic energy), Martial Arts A and C, Multilingual (Russian, English, and Japanese).

GROUPS: Founding member and leader of the X-Men. Founding member and leader of X-Factor.

IN BRIEF: Summers has established a long career as a costumed adventurer, as leader of both the X-Men and X-Factor.

CYPHER

Douglas Ramsey

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| TY | TY | TY | GD | RM | GD | TY |
| 6 | 6 | 6 | 10 | 30 | 10 | 6 |
| Health: 28 | | | | Karma: 46 | | |
| Resources: PR | | | | Popularity: 3 | | |

KNOWN POWERS

Linguistics: IN ability to translate spoken and written languages. Can communicate with others in new languages on a successful FEAT roll.

TALENTS: Computers (hardware and software).

GROUPS: Member of the New Mutants.

IN BRIEF: Doug Ramsey was recruited into the New Mutants in order to communicate with the techno-organic being known as Warlock. He served in the New Mutants until his death at the hands of Dr. Animus.



D

DAGGER

Tandy Bowen

| | | | | | | |
|---------------|----|----|---------------|----|----|----|
| F | A | S | E | R | I | P |
| PR | TY | TY | RE | GD | GD | GD |
| 4 | 6 | 6 | 30 | 10 | 10 | 10 |
| Health: 46 | | | Karma: 30 | | | |
| Resources: FE | | | Popularity: 4 | | | |

KNOWN POWERS

Light Generation: RM intensity. This light can offset the negative effects of traveling through Cloak's Darkness.

Light Daggers: Daggers of "living light" that inflict EX damage and penetrate up to GD body armor. Target must make an Endurance FEAT versus EX intensity or be knocked unconscious for 1-100 rounds and suffer -3CS for three days. A successful Endurance FEAT allows the target to remain conscious but still results in -1 CS for 1-10 days. Effects are not cumulative. In addition, Tandy can use the following power stunts:

- EX ability to cure drug addiction or substance abuse.
- Create a sword of RM damage, capable of punching through force fields of EX rank.
- Create a "Light Punch," allowing her to touch another person and pass her power into him or her without visible display.
- Locate Cloak by instructing her daggers to seek him.

LIMITATIONS: Tandy Bowen's current Fighting and Agility scores reflect the fact that she is blind (she used to have EX Fighting and Agility scores). When fighting alongside Cloak, and able to communicate with him, both abilities are increased to TY. She cannot be harmed by illusions or sight-based attacks.

TALENTS: Dancer, Acrobatics, Tumbling, Martial Arts C, Horseback Riding, Circus Performance.

GROUPS: Partner of Cloak.

IN BRIEF: Kidnapped and subjected to an experimental drug, Tandy's nascent mutant ability transformed her into Dagger. She teamed with Cloak (Tyrone Johnson), another survivor of the drug experiment, and became a costumed vigilante fighting drug traffickers. Tandy was blinded in battle and has since been learning to live with her disability.



DANE, LORNA

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| EX | EX | AM | AM | GD | EX | RM |
| 20 | 20 | 50 | 50 | 10 | 20 | 30 |
| Health: 140 | | | | Karma: 60 | | |
| Resources: TY | | | | Popularity: 0 | | |

KNOWN POWERS

Lorna's former powers as Polaris have been stripped away by Zaladane. Her old stats can be found under the POLARIS entry. She currently has a number of abilities, however, including:

Body Armor: IN protection from physical and energy weapons.

Emotion Control: Either through some chemical or psionic ability, Lorna has the RM ability to make others act aggressively. This emotion control is always in operation and Lorna herself is unaware of its full ramifications. Individuals who are under the influence of this power should receive extra Karma for good roleplaying (i.e., over-acting).

TALENTS: Geophysics.

GROUPS: A "reserve member" of the X-Men; present member of the X-Men of Muir Island.

IN BRIEF: Polaris' mutant abilities

were stripped from her by Zaladane. In their place Lorna Dane discovered she had developed a super-human level of strength and resistance. She escaped the Savage Land and made her way to Muir Island where she joined Banshee and others in repelling an attack by the Reavers. She is currently held prisoner there by Legion, under the control of the shadowking.

DARKSTAR

Laynia Petrovna

F A S E R I P
 GD EX GD AM GD EX IN
 10 20 10 50 10 20 40
 Health: 90 Karma: 70
 Resources: GD Popularity: 5 (20 in USSR)

KNOWN POWERS

Darkforce Manipulation: IN intensity. Darkstar can manipulate the darkforce material in a number of power stunts:

- A beam inflicting IN damage at a range of two areas.

- Create solid objects of IN material strength, up to two areas in size. If Darkstar is rendered unconscious, darkforce objects disappear.

- Form protection shield up to AM material strength. If Darkstar is rendered unconscious, the shield disappears.

Teleportation: One mile range, RM accuracy. She can take up to three others with her.

Flight: GD air speed.

TALENTS: Espionage, Bilingual (English and Russian).

GROUPS: Champions of Los Angeles, Soviet Super Soldiers.

IN BRIEF: A Soviet mutant, Darkstar was trained to act as an agent of her government. Following an aborted mission in the United States, she joined the Champions of Los Angeles. She later returned to her native land to form the Super Soldiers with her brother Vanguard and the hero Ursa Major. The team was originally government sponsored, but has of late been acting as an independent group.

DAZZLER (Original Version)

Alison Blaire

F A S E R I P
 TY GD TY GD PR TY TY
 6 10 6 10 4 6 6
 Health: 32 Karma: 16
 Resources: PR Popularity: 5

KNOWN POWERS

Sound/Light Conversion: Dazzler can convert sound into light energy. The intensity of this ability and the power stunts associated with it depend on the level of ambient sound. The list below offers the Judge some guidelines for determining the power's intensity. (Note that, when using her ability at MN level or higher, Dazzler must make an Endurance FEAT or lose consciousness for 1-10 rounds.)

| | |
|---------------------|-----|
| Complete Silence | Sh0 |
| Humming | PR |
| Singing | TY |
| Normal Background | EX |
| Radio, Crowds | RM |
| Loud Music, Traffic | IN |
| Subway, Explosions | AM |
| Jets, Rockets | MN |
| Banshee's Scream | UN |
| Black Bolt's Voice | ShX |

The power stunts she can implement include the following:

- Laser capable of doing damage of intensity determined by ambient noise (see above), one area range.

- "Dazzle" to confuse and blind for 1-10 turns. Target must make an Endurance FEAT against light's intensity or attack at -4CS to hit.

- Calm or Hypnotize targets at light's intensity, one area range. Targets must make a Psyche FEAT or become tranquilized for 1-10 turns.

- A "lightshow" of dancing lights similar to those used in professional rock tours.

EQUIPMENT: Dazzler regularly uses two items:

Roller Skates: Dazzler has clip-on

roller skates that allow her to skate at three areas per round.

Tape Deck: Provides a sound source for EX use of her powers.

TALENTS: Singer, Roller Skating.

GROUPS: None.

IN BRIEF: A mutant whose abilities manifested themselves when she was in her late teens, Alison Blaire chose to be a professional singer rather than follow her father into law. She used her light-generating abilities to supplement her act. The description here represents Alison's abilities at the time that she first came to public attention, prior to the release of the Dazzler movie.

DAZZLER (Current Version)

Alison Blaire

F A S E R I P
 EX EX GD GD TY TY TY
 20 20 10 10 6 6 6
 Health: 60 Karma: 18
 Resources: PR Popularity: 0

KNOWN POWERS

Sound/Light Conversion: Dazzler can convert ambient sound into light energy which she can use to implement a number of power stunts. The intensity of her abilities depends on the level of sound. Use the following guide:

| | |
|---------------------|-----|
| Complete Silence | Sh0 |
| Humming | PR |
| Singing | TY |
| Normal Background | EX |
| Radio, Crowds | RM |
| Loud Music, Traffic | IN |
| Subway, Explosions | AM |
| Jets, Rockets | MN |
| Banshee's Scream | UN |
| Black Bolt's Voice | ShX |

At MN level or higher Dazzler must make an Endurance FEAT or be -1CS on attacks for 1-10 rounds, cumulative. The power stunts she can implement include:

- Laser with two area range, capable of inflicting damage up to the intensity level determined by the level of ambient sound (see list above).

- “Dazzle” to confuse and blind for 1-100 turns. Target must make an Endurance FEAT against light’s intensity or be -4CS to hit.

- Calm or Hypnotize targets at light’s intensity, one area range. Targets must make a Psyche FEAT or become tranquilized for 1-100 turns.

- A “lightshow” of dancing lights similar to those used in professional rock tours.

- By directing her lightblasts beneath her, Dazzler can “fly” in a straight line at FE air speed (two areas/turn).

Intimidation: The spectacular effects accompanying Dazzler’s powers make them appear greater than they are. An opponent unaware of her abilities must make a Psyche FEAT against GD intensity or be demoralized—attempts to flee or fight are at -2CS to hit.

Resistance to Light: UN resistance to light-based attacks.

Invisibility to Machines: UN invisibility to recording devices and machine intelligence.

EQUIPMENT: Dazzler’s costume contains circuitry to contain ambient sound sufficient for use of abilities up to RM intensity for five rounds before exhausted.

TALENTS: Singer, Roller Skating, Show Business.

IN BRIEF: With the release of the Dazzler movie, Allison’s mutant nature became public knowledge. Her life and career fell apart in the backlash. She joined the X-Men and passed through the Seige Perilous. Awakening with her powers but no memory of her past (on a beach belonging to the missing Lila Cheney), she took up residence in Cheney’s house. The successful re-release of the Dazzler movie helped Alison regain her place in the entertainment community and she has not rejoined the X-Men.

DEAN, LAURA

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| FE | PR | FE | EX | FE | TY | TY |
| 2 | 3 | 2 | 20 | 2 | 6 | 6 |

Health: 27
Resources: FE

Karma: 14
Popularity: 0

KNOWN POWERS

Dimensional Gates: AM ability to open gates to other dimensions. In attempting to reach a new dimension Laura must make a Red FEAT, but once the gateway is created she can open gates to that dimension at will. Laura can close the gates she makes or let them close naturally (which they do when she stops concentrating on them).

Link: In the past, Laura used her gating ability to switch places with her twin, Goblyn. Both currently exist in this dimension.

TALENTS: None.

GROUPS: Former member of Beta Flight, the Alpha Flight training group.

IN BRIEF: Both Laura and her twin are mutants, though only Goblyn was visibly so before birth. When an attempt was made to kill Goblyn in the womb, Laura moved her twin into another dimension. Autistic into adolescence, Laura was recruited by various villains who wished to use her Goblyn persona. She finally joined Alpha Flight to defeat the Dream Queen but left the team to seek a more normal life for herself and her sister.

DEATHBIRD

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

Health: 110
Resources: ShY
Karma: 30
Popularity: -10

KNOWN POWERS

Flight: GD air speed, with MN agility in flight.

Pinions: Deathbird can fire sharp feathers from her wings, inflicting GD edged attack damage. Uses normal agility for these attacks.

Talons: Made of RM strength material and capable of inflicting EX edged attack damage.

Berserk Frenzy: A successful Red Endurance FEAT can increase Fighting and Endurance by +1CS, with no effect on health. Up to ten rounds/day.

WEAPONS: Telescoping javelins carried in wrist-brackets. Deathbird can throw them up to four areas. Among the types of javelins available are:

- Normal: RM edged damage.
- Gas: Fills one area. Anyone unprotected is -1CS on all FEATs for three rounds.

- Electrical: A pair of javelins which, upon contact with one another, fire a bolt of IN intensity lightning, two area range. Up to eight bolts can be fired before the javelins are drained.

TALENTS: Weapon Specialist (Javelins), Martial Arts E; Shi’ar Law and History.

GROUPS: Current ruler of the Shi’ar Empire. She is feared and hated, but her orders are followed.

IN BRIEF: The younger sister of Lilandra, Deathbird is an atavistic mutant, a throwback to the earlier days when the Shi’ar were winged. Insane and power-hungry, Deathbird captured the Shi’ar throne with the aid of the Brood and the Badoon.

DESTINY

Irene Adler

| | | | | | | |
|----|----|----|----|----|-----|----|
| F | A | S | E | R | I | P |
| PR | TY | PR | EX | GD | UN | MN |
| 4 | 6 | 4 | 20 | 10 | 100 | 75 |

Health: 34
Resources: GD
Karma: 185
Popularity: 5

KNOWN POWERS

Precognition: Destiny can scan the probability lines of the future with great accuracy for events in the near future, lesser accuracy for those further on. Her power is 97% correct for the next round and -10% for each subsequent round. This power has the following effects:

- Destiny and all compatriots within three areas have an initiative of 11. She must be able to communicate with allies to give them this benefit.

- Destiny can use her Karma for another character within two areas.

- Destiny can make long-range predictions. The Judge makes a Psyche FEAT to determine what she sees:

| | |
|-------------------|--------|
| Within 15 minutes | Green |
| Within 24 hours | Yellow |
| Beyond 24 hours | Red |

Failure indicates a misleading scenario and, for the time in question, Destiny loses all initiative and surprise benefits.

LIMITATIONS: Blindness. Destiny cannot see and is immune to sight-based attacks (including holograms and illusions). Mental illusions *can* affect her.

WEAPONS: Crossbow Pistol, GD range and damage.

TALENTS: Bows, Bilingual (German and English).

GROUPS: Founding member of the second Brotherhood of Evil Mutants; founding member of the Freedom Force.

IN BRIEF: Not to be confused with the Sub-Mariner's foe of the same name, Destiny was a long-time friend of Mystique and served as coordinator and planner for both teams. Destiny was killed, apparently by Legion, during the Reaver attack on Muir Island.

DEVIL DINOSAUR

| | | | | | | |
|----|----|----|-----|----|----|----|
| F | A | S | E | R | I | P |
| GD | TY | MN | UN | TY | PR | FE |
| 10 | 6 | 75 | 100 | 6 | 4 | 2 |

Health: 191 Karma: 12
Resources: FE Popularity: -5

KNOWN POWERS

Bite: MN Edged Attack

Stomp: Devil Dinosaur's stomp attack takes two forms. A one-footed stomp can reach into an adjacent area and inflict MN damage; a leaping stomp reaches up to two areas away for UN damage. Those attempting to dodge a leaping stomp do so at -1CS. Devil can also perform a groundstrike maneuver using this ability.

Leaping: Devil moves at RM ground speed, and can leap up to three areas, though not higher than one area.

Tracking: IN rank.

Body Armor: AM body armor, IN against energy attacks.

TALENTS: None.

GROUPS: Partner of Moon Boy, member of the Fallen Angels.

IN BRIEF: Devil is a mutated, dinosaur-like creature from a parallel dimension where the dinosaurs did not die out, but existed alongside humanoid creatures. Devil became friends with the humanoid, Moon-Boy, and they've had several adventures together. The mutant Ariel opened a gate to Devil's dimension and brought both Devil Dinosaur and Moon-Boy to Earth. Devil is currently living secretly

(well, as secretly as a 25' tall tyrannosaur *can*) in Manhattan.

DIAMOND LIL

Lillian Crawley

| | | | | | | |
|----|----|----|-----|----|----|----|
| F | A | S | E | R | I | P |
| EX | GD | EX | UN | PR | TY | TY |
| 20 | 10 | 20 | 100 | 4 | 6 | 6 |

Health: 150 Karma: 16
Resources: PR Popularity: 0

KNOWN POWERS

Body Armor: Diamond Lil's flesh is impenetrably hard. This gives her the following abilities:

- UN body armor.
- Nails inflict EX edged damage. Able to gouge materials of UN material strength or less.
- Hair can inflict EX edged damage.
- UN Resistance to heat, cold, acids, though not to poison, disease, and magical attacks.

Diamond Lil can be stunned or slammed by attacks of EX or higher but takes no damage. An Intuition FEAT is required to determine if she even notices attacks of TY strength or less.

TALENTS: Criminal.

GROUPS: Member of the original Gamma Flight and Omega Flight. Current member of Alpha Flight.

IN BRIEF: A Canadian mutant with diamond-hard skin, Lil was recruited into Gamma Flight as a trainee. With the shutdown of that program, Lil was recruited into Omega Flight but, influenced by her affection for Madison Jeffries, changed sides and joined Alpha Flight.

DOPPLEGANGER

Dr. Wolfgang Heinrich

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| GD | TY | TY | AM | RM | TY | AM |
| 10 | 6 | 6 | 50 | 30 | 6 | 50 |

Health: 72 Karma: 86
Resources: RM Popularity: 0

KNOWN POWERS

Power Duplication: AM ability to mimic the appearance, voice, and powers (but not memories, scent, or power stunts) of an individual he touches. The full effect is achieved after two

rounds. After that, Doppelganger is an exact copy of the victim, with all of that person's abilities except Health and Karma, which remain at Heinrich's original levels. The duplication lasts as long as Heinrich wishes or until he is knocked unconscious.

Mutant Detection: AM ability to tell if a person is a mutant simply by touching him or her.

TALENTS: Genetics (specialist in mutant abilities).

GROUPS: Former member of the Soviet KGB.

IN BRIEF: An East German mutant recruited by the KGB, Doppelganger headed up a Siberian genetics program whose aim was to create mutant super-soldiers. This organization was destroyed by X-Factor and Heinrich appeared to have been killed. In reality, he escaped to America and is still at large.

DRAGONESS

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

Health: 90 Karma: 30
Resources: TY Popularity: -5

KNOWN POWERS

Flight: Flies by means of leathery wings. GD airspeed.

Fire Generation: IN intensity, three area range.

Fire Protection: IN protection.

TALENTS: Aerial Combat.

GROUPS: Mutant Liberation Front.

IN BRIEF: A young Japanese woman whose family was exposed to the atomic blast at Hiroshima, Dragoness has contempt for mankind (which she considers responsible for her twisted form). Seeking revenge, she joined Stryfe's Mutant Liberation Front. Recently, she, Sumo, and Kamikaze fought the New Mutants in Madripor.

E

EEL

| | | | | | | |
|---------------|----|----|---------------|-----------|----|----|
| F | A | S | E | R | I | P |
| GD | EX | GD | RM | TY | TY | GD |
| 10 | 20 | 10 | 30 | 6 | 6 | 10 |
| Health: 70 | | | | Karma: 22 | | |
| Resources: TY | | | Popularity: 0 | | | |

KNOWN POWERS

Flattened Shape: Eel has the ability to reshape his body into a large, flattened form, giving him +2CS to grappling rolls. He can also use this power to extend up to one area away.

Body Armor: EX protection from physical and energy damage.

Water Breathing

Swimming: Up to three areas/turn

Resist Cold: EX ability.

LIMITATIONS: As an Atlantean, Eel can only survive in open air for four hours. From that time on, he loses 1CS per hour; when all abilities reach Sh0, he is in danger of dying.

TALENTS: None.

GROUPS: Member of S.U.R.F.

IN BRIEF: Eel is an Atlantean mutant with the ability to flatten himself into a large, flat shape well suited to combat. He has joined Sharkskin, Undertow, Namorita, and other Atlantean mutants in adventures.

EMPATH

Manuel Rodrigo de la Rocha

| | | | | | | |
|---------------|----|----|---------------|-----------|----|----|
| F | A | S | E | R | I | P |
| TY | GD | TY | GD | GD | GD | MN |
| 6 | 10 | 6 | 10 | 10 | 10 | 75 |
| Health: 32 | | | | Karma: 95 | | |
| Resources: EX | | | Popularity: 5 | | | |

KNOWN POWERS

Emotion Control: MN ability to control one emotion at a time, but can affect many targets in the same area simultaneously. Range of one area.

Empathy: MN ability to detect the feelings of others. Empath cannot control feelings that do not exist in the target. Monomaniacs make FEATs +2CS higher than normal when he tries to control emotions that run counter to their monomaniacal streak. Robots are unaffected by his power.

TALENTS: Student, Bilingual (Spanish and English).

GROUPS: Member of the Hellions. Has worked for Amahl Farouk.

IN BRIEF: The mutant son of a noble but impoverished Castilian family, Empath uses his ability to push others around, making them dance to his tune. He is trying to control his power in order to win the heart of Magma. The two currently live in Nova Roma.

ERG

| | | | | | | |
|---------------|----|----|---------------|-----------|----|----|
| F | A | S | E | R | I | P |
| TY | TY | TY | EX | TY | PR | PR |
| 6 | 6 | 6 | 20 | 6 | 4 | 4 |
| Health: 38 | | | | Karma: 14 | | |
| Resources: FE | | | Popularity: 0 | | | |

KNOWN POWERS

Energy Absorption: EX ability, with the following power stunts:

- Automatically absorbs energy of less than EX rank.

- Can absorb greater energies (up to MN) on Power FEAT rolls. Failure stuns Erg for 10-100 rounds but does no other damage.

- Can redirect absorbed damage through an eyeblast -1CS weaker than the highest energy he has absorbed.

TALENTS: None.

GROUPS: Member of the Morlocks.

IN BRIEF: One of the survivors of the Mutant Massacre which claimed the lives of his fellow Morlocks, Erg's present whereabouts are unknown. He may have returned to the alley in which the Morlocks made their home.

EVANS, WILLIAM, JUNIOR

| | | | | | | |
|---------------|----|----|---------------|------------|----|-----|
| F | A | S | E | R | I | P |
| PR | TY | PR | TY | TY | TY | UN |
| 4 | 6 | 4 | 6 | 6 | 6 | 100 |
| Health: 20 | | | | Karma: 112 | | |
| Resources: FE | | | Popularity: 0 | | | |

KNOWN POWERS

Reality Warping: Willie Evans has UN ability to warp reality. He usually uses this power to duplicate the super-human powers of others. In the past, he has manifested the following abilities:

- Force and energy beams of up to MN strength.

- Force fields of MN strength.

- Create duplicates of his favorite heroes with MN abilities.

- Create creatures with MN abilities.

- Create explosions of MN force.

- MN ability to override mechanisms.

- MN ability to reverse others' powers.

- To handle the more destructive side of his nature, Evans created Grunt, a malicious advisor that sat on his shoulder and suggested evil ideas.

TALENTS: None.

GROUPS: None.

IN BRIEF: Willie Evans Jr. was a young mutant with the ability to make his dreams reality. After Evans did battle with the Fantastic Four, Reed Richards recommended that the youngster be sent to Prof. X's School, but Willie Senior declined, hoping to raise his son in a more normal manner. This attempt failed soon after the death of the boy's mother. At that point, the evil, frog-headed Grunt began suggesting malicious ways in which Evans could use his powers. The crisis came to a head when Project Pegasus kidnapped the boy. In the resulting carnage, Iron Man and X-Factor were called in. Evans defeated his Grunt-side, but only at the cost of his own life. Grunt apparently survived the death of his creator, but his present whereabouts are unknown.

F

FAMINE

Autumn Rolfson

| | | | | | | |
|---------------|----|----|----|-----------------|----|----|
| F | A | S | E | R | I | P |
| FE | GD | FE | RM | GD | TY | GD |
| 2 | 10 | 2 | 30 | 10 | 6 | 10 |
| Health: 44 | | | | Karma: 26 | | |
| Resources: FE | | | | Popularity: -30 | | |

KNOWN POWERS

Rot: Famine has MN ability to rot organic food, up to MN range.

•As a power stunt, Famine can induce hunger in one target, range of one area. The target must make an Endurance FEAT or collapse from the pain, taking EX damage. The pain lasts as long as Famine wishes it to or until he is knocked unconscious.

EQUIPMENT: Famine's equipment is as follows:

Mechanical Horse: As one of Apocalypse's Horsemen, Famine has a mechanical flying horse with RM Con, EX Speed, IN Body, and TY Protection. The horse has an IN strength personal force field capable of protecting itself and its rider. Apocalypse has MN ability to teleport the steed at will.

Body Armor: RM protection from physical and energy weapons.

TALENTS: None.

GROUPS: The Four Horsemen of Apocalypse.

IN BRIEF: An anorexic young mutant was chosen by Apocalypse as a member of the Four Horsemen. Famine, War, Pestilence (Plague), and Death (Archangel) sought to start a war between humankind and mutants. Despite battles with X-Factor and Captain America, the war did not occur, and Famine escaped with Apocalypse and War. She is still in the service of Apocalypse.

FAROUK, AMAHL

(Physical Form)

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| FE | PR | PR | EX | GD | GD | MN |
| 2 | 4 | 4 | 20 | 10 | 10 | 75 |
| Health: 30 | | | | Karma: 95 | | |
| Resources: RM | | | | Popularity: 0 | | |

(Spirit Form)

| | | | | | | |
|----------------|-----|-----|-----|---------------|----|----|
| F | A | S | E | R | I | P |
| N/A | N/A | N/A | N/A | GD | GD | MN |
| | | | | 10 | 10 | 75 |
| Health: N/A | | | | Karma: 95 | | |
| Resources: N/A | | | | Popularity: 0 | | |

KNOWN POWERS (Physical Form)

Telepathy: UN rank. Farouk can perform the following power stunts:

- Project mental bolts of UN range and damage.
- Mental probe of AM rank.
- Mind control of AM rank.

Psi-Screen: Shift X rank.

Astral Projection: Psyche is considered UN for his astral form.

KNOWN POWERS (Spirit Form)

Possession: Farouk can possess another being. That being must either be near death or using some mental or psionic ability in order for the possession to take place. In either case, the individual must have a Psyche of MN or less, and Farouk must make a Red Psyche FEAT. Farouk's Reason, Intuition, Psyche, and Karma replace those of the victim, though Farouk can maintain the voice and memory of the target to help maintain the ruse. If the victim had mental abilities, Amahl can use those abilities (and his own) at his own Psyche level.

TALENTS: Criminal, Multi-lingual (English and a number of Arabic languages), Law (Egyptian)

GROUPS: Former Shadow King of the Hellfire Club

IN BRIEF: Farouk was a crime lord in the Eastern Mediterranean, as well as "Shadow King" of the Hellfire Club. In this capacity, he was a power behind the Lords Cardinal in the years before Sebastian Shaw took over. Farouk met and fought Prof. X early in the Professor's career, with the end result that Farouk's human body died. Farouk's astral form survived the ordeal, and later gained the ability to possess others. In the past, he has possessed mutants with psionic or other mental abilities, or individuals near death. As the shadow king, Farouk has pursued Storm recently took control of Legion and Muir Island.

FENRIS

Andreas and Andrea Strucker

Andreas

| | | | | | | |
|---------------|----|----|----|----------------|----|----|
| F | A | S | E | R | I | P |
| GD | TY | GD | EX | GD | PR | TY |
| 10 | 6 | 10 | 20 | 10 | 4 | 6 |
| Health: 46 | | | | Karma: 20 | | |
| Resources: EX | | | | Popularity: -7 | | |

Andrea

| | | | | | | |
|---------------|----|----|----|----------------|----|----|
| F | A | S | E | R | I | P |
| TY | GD | TY | EX | GD | TY | EX |
| 6 | 10 | 6 | 20 | 10 | 6 | 20 |
| Health: 42 | | | | Karma: 36 | | |
| Resources: EX | | | | Popularity: -7 | | |

KNOWN POWERS

Andreas—Concussive Force: IN force damage and range.

Andrea—Disintegration Ray: IN intensity disintegration of non-living material. Has no effect on living material or non-living material of MN strength or greater.

LIMITATIONS: Andrea and Andreas can only use their powers when they are in physical contact with each other. Both powers cannot be used at the same time.

EQUIPMENT: Fenris uses a number of agents (all stats TY), and equips them with battle armor of RM material strength. This armor provides a number of benefits: IN body armor, RM protection against heat, cold, radiation, and energy attacks; +3CS increase in Strength (maximum of RM); +4CS increase in Endurance (maximum of IN); PR air speed; blasters (energy attacks) of RM damage and three area range.

TALENTS: Espionage, Guns.

IN BRIEF: Andrea and Andreas Strucker are the children of Baron Von Strucker, the Nazi war criminal. While not mutants themselves, genetic manipulation by scientists in their father's service gave them super-human powers. Together they form the costumed criminal team called Fenris, which is also the name of their criminal

organization. They tangled with the X-Men at Magneto's trial in Paris and in Madripoor.

FIRESTAR

Angelica Jones

| | | | | | | | |
|---------------|----|----|----|----|----|---------------|--|
| F | A | S | E | R | I | P | |
| GD | GD | TY | RM | TY | PR | EX | |
| 10 | 10 | 6 | 30 | 6 | 4 | 20 | |
| Health: 56 | | | | | | Karma: 30 | |
| Resources: PR | | | | | | Popularity: 0 | |

KNOWN POWERS

Microwave Manipulation: Firestar absorbs ambient microwave radiation and projects it with AM ability. Her power stunts to date include:

- Microwave blast of up to UN damage to living targets, MN damage to unliving targets. Range of three areas.

- Generate heat of MN intensity, melting up to one area/round. Can create microwave "bubbles," achieving the same effect up to two areas away.

- Flight at TY air speed and EX agility.

- Create a heat shell around herself for AM protection.

Partial Immunity: Firestar is immune to microwaves and microwave attacks.

TALENTS: Student.

GROUPS: Hellions.

IN BRIEF: Firestar is a mutant whose ability surfaced only recently. She was enrolled at the Massachusetts Academy under the control of the White Queen. She has fought on the side of the Hellions a number of times, but more out of loyalty to her allies than any evil nature of her own. Most recently she has joined the New Warriors.

FLASHBACK

Gardner Monroe

| | | | | | | | |
|---------------|----|----|----|----|----|----------------|--|
| F | A | S | E | R | I | P | |
| TY | TY | TY | GD | GD | GD | TY | |
| 6 | 6 | 6 | 10 | 10 | 10 | 6 | |
| Health: 28 | | | | | | Karma: 26 | |
| Resources: PR | | | | | | Popularity: -4 | |

KNOWN POWERS

Temporal Fugue: MN ability to summon up to six future selves at a time. These future selves appear up to two areas away, fight and act under Flash-

back's direction, and return to the future at his command or if he loses consciousness.

TALENTS: Actor.

GROUPS: Former member of Omega Flight.

IN BRIEF: A trainee member of Beta Flight when that government program was shut down, this Canadian mutant was recruited into Omega Flight to battle the original Alpha Flight. Flashback went into shock regarding his possible death, and has not been heard of since.

FOREARM

| | | | | | | | |
|---------------|----|----|----|----|----|----------------|--|
| F | A | S | E | R | I | P | |
| EX | EX | RM | RM | TY | GD | TY | |
| 20 | 20 | 30 | 30 | 6 | 10 | 6 | |
| Health: 100 | | | | | | Karma: 22 | |
| Resources: TY | | | | | | Popularity: -5 | |

KNOWN POWERS

Multiple Attacks: Forearm has four arms, and can make up to two attacks per turn for normal damage, or one attack for IN damage.

Body Armor: TY protection from physical and energy damage.

TALENTS: Martial Arts B.

GROUPS: Member of the MLF.

IN BRIEF: Nothing is known of Forearm before he joined the Mutant Liberation Front and began accompanying them on terrorist missions against human targets.

FORGE

| | | | | | | | |
|---------------|----|----|----|----|----|---------------|--|
| F | A | S | E | R | I | P | |
| GD | GD | GD | EX | IN | GD | AM | |
| 10 | 10 | 10 | 20 | 40 | 10 | 50 | |
| Health: 50 | | | | | | Karma: 100 | |
| Resources: RM | | | | | | Popularity: 5 | |

KNOWN POWERS

Invention: Forge can subconsciously understand and then create sophisticated devices, giving him the equivalent of AM ability in kit-bashing, cybernetics, electronics, and sonics, and UN ability in optics and holography. *Bionics:* Forge's right hand and right leg are artificial, but of such craftsmanship that Forge suffers no reduction in ability. The leg is obviously artificial and can be removed. Forge generally disguises the artificial nature of his hand.

Magic: Forge has innate mystic ability, which has manifested itself in the following ways:

- Spirit Sight permitting him to see through all illusions, manipulations, and disguises to see things as they are, on a yellow Psyche FEAT.

- MN power to Open/Seal Gates to other mystic dimensions.

EQUIPMENT: Forge's X-Men uniform provides him with EX protection from physical and energy attacks.

TALENTS: Business, Military, Bilingual (Cheyenne and English), Mystic Background, Occult Lore (Native-American magic).

GROUPS: Forge is a member of the X-Men.

IN BRIEF: Forge has both mutant ability and training in mystic arts. Injured in Vietnam, he turned his back on his mystic heritage and concentrated on designing new weapons and devices for the U.S. Government. He created both a super-human power detector and a device to remove mutant powers, though the latter was destroyed after prototypes defeated Storm, Termite, and the Dire Wraith.

Forge joined the X-Men in battle with the Adversary, casting the spell which sealed the Adversary in his home dimension. Unfortunately, the X-Men had to sacrifice their lives to make the spell work. Forge has since joined the reborn X-men.

FRENZY

| | | | | | | | |
|---------------|----|----|----|----|----|----------------|--|
| F | A | S | E | R | I | P | |
| RM | GD | AM | AM | GD | GD | GD | |
| 30 | 10 | 50 | 50 | 10 | 10 | 10 | |
| Health: 140 | | | | | | Karma: 30 | |
| Resources: TY | | | | | | Popularity: -5 | |

KNOWN POWERS

Body Armor: RM protection from physical and energy attacks.

Resistance: IN resistance to extreme temperatures, and heat- and cold-based attacks.

TALENTS: Martial Arts B, C, and E.

GROUPS: Alliance of Evil.

IN BRIEF: The short-tempered Frenzy was an agent of Apocalypse's Alliance of Evil before operating with the group independent of Apocalypse's guidance. In both cases the Alliance fought with X-Factor.

G

GAMBIT

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| RM | IN | GD | RM | EX | RM | RM |
| 30 | 40 | 10 | 30 | 20 | 30 | 30 |
| Health: 110 | | | | Karma: 80 | | |
| Resources: GD | | | | Popularity: 0 | | |

KNOWN POWERS

Explosive Power: Gambit can imbue small, tossable objects (knives, cards, pens, etc.) with blasting damage. This force can vary from TY to RM concussive damage, and affects a small area (one target or clustered group of targets). Maximum range of such items is two areas.

Emotion Control: RM ability to influence others through the sound of his voice. A successful power FEAT means that the target will listen to Gambit for as long as he continues a reasonable line of communication. If the target fails a Psyche FEAT, he will be open to suggestion. Self-destructive suggestions result in a -4CS modifier. If the target is aware of Gambit's power, he can add Karma to the roll.

TALENTS: Crime, Acrobatics.

GROUPS: The X-Men.

IN BRIEF: Gambit remains an enigmatic figure. An American citizen of Creole or French descent, Gambit operates in the Mississippi Valley. He hooked up with Storm during the period when she was regressed to childhood by Nanny. Gambit and Storm operated as an effective pair of thieves, robbing criminals of their spoils. Eventually, Storm's memory returned and she rejoined the X-Men, taking Gambit with her.

GARNOFF, FATHER ALEXI

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| TY | TY | TY | RM | EX | GD | MN |
| 6 | 6 | 6 | 30 | 20 | 10 | 75 |
| Health: 48 | | | | Karma: 105 | | |
| Resources: PR | | | | Popularity: 0 | | |

KNOWN POWERS

Hypnotism: Garnoff has mutant hypnotic abilities of MN level. He has manifested the following power stunts:

- Stun with MN ability.
- Erase memories and plant false memories temporarily (1-10 hours) with MN ability.
- Mind control with IN ability.

TALENTS: Religion, leadership, Bilingual (English & Russian).

GROUPS: Leader of a group of Soviet mutants.

IN BRIEF: Father Alexi Garnoff, a mutant with hypnotic abilities, is the leader of a small cell of superpowered mutants. This underground cell works against Soviet abuses of mutants. They teamed up with X-Factor to defeat Doppelganger. Garnoff turned himself and Iron Curtain in, hypnotizing X-Factor to provide a cover for this mission. Garnoff's current activities are unknown.

GAROKK THE PETRIFIED MAN

| | | | | | | |
|---------------|----|----|-----|-------------------------------------|----|-----|
| F | A | S | E | R | I | P |
| EX | EX | IN | UN | GD | IN | UN |
| 20 | 20 | 40 | 100 | 10 | 40 | 100 |
| Health: 180 | | | | Karma: 150 | | |
| Resources: UN | | | | Popularity: 0 (100 among followers) | | |

KNOWN POWERS

Matter Manipulation: Class 1000 within the Savage Land. This includes creating cities from nothing, moving cities from other dimensions, and creating dimensional rifts, as well as transforming his own form to energy. After using this power for large tasks, it becomes UN for 1-10 days.

Eye Beams: Energy beams of UN intensity heat, light, or concussive force. Reduced to AM intensity after major use of Matter Manipulation power.



Immortality

Body Armor: IN versus physical attacks, AM versus energy attacks.

Telepathic Ability: Can monitor the activities of followers in the Savage Land at PR rank.

LIMITATIONS: Garokk does not leave the Savage Land.

TALENTS: Leadership.

GROUPS: None.

IN BRIEF: Garokk is the incarnated spirit of the Savage Land. In the past, he has acted nobly to protect it, but his means often cause suffering and death for nonbelievers. Garokk is supported strongly by Zaladane, his high priestess. She exerts strong influence on his actions, even pitting Garokk against the X-Men on a number of occasions. He recently sacrificed himself to the High Evolutionary's devices in order to restore the balance of the Savage Land. Garokk is believed dead as a result of this, but the petrified man has returned from such "certain" deaths a number of times before.

GATEWAY

| | | | | | | | |
|---------------|----|----|----|---------------|----|----|--|
| F | A | S | E | R | I | P | |
| TY | TY | PR | EX | TY | RM | AM | |
| 6 | 6 | 4 | 20 | 6 | 30 | 50 | |
| Health: 36 | | | | Karma: 86 | | | |
| Resources: FE | | | | Popularity: 0 | | | |

KNOWN POWERS

Teleportation: Gateway can teleport individuals globally with Class 1000 ability. He seems to know the traveler's desired location (within one area), and when they wish to return. Gateway operates from a sacred spot in Australia, and requires a fire and his bullroarer to open the gate.

TALENTS: Aboriginal lore and mystic tradition.

GROUPS: X-Men.

IN BRIEF: Not much is known about the enigmatic Gateway, and as he remains silent in his duties, few are likely to learn much more. He is willing to open a gate for all who desire one, and has served both the Reavers and the X-Men. The X-Men "inherited" Gateway when they captured the Reavers' Australian base, and left him behind when the last members passed through the Siege Perilous and into new lives. He currently minds the Gateway for the Reavers.

GOBLYN

| | | | | | | | |
|---------------|----|----|----|---------------|----|----|--|
| F | A | S | E | R | I | P | |
| EX | RM | EX | IN | PR | EX | GD | |
| 20 | 30 | 20 | 40 | 4 | 20 | 10 | |
| Health: 110 | | | | Karma: 34 | | | |
| Resources: FE | | | | Popularity: 0 | | | |

KNOWN POWERS

Claws: RM edged damage.

Body Armor: GD versus physical and energy attacks.

Hiding: -2CS to anyone trying to spot her in shadows due to her dark skin

Tracking: RM ability.

Link: Goblyn was able to use the gating power of her twin, Laura Dean, to switch places with her. Both twins currently exist in this dimension.

TALENTS: None.

GROUPS: Member of Beta Flight, the trainee team of Alpha Flight.

IN BRIEF: Goblyn and Laura Dean were twins. Even in the womb, Goblyn was an obvious physical mutation, and the doctors attempted to kill her but she was rescued by her sister's gating power. Goblyn and Laura Dean could switch places between the two dimensions. Villains like Scrambler and Bedlam were interested in using Goblyn as an agent, but she and Laura were rescued by Alpha Flight, and after defeating the Dream Queen, were reunited in this dimension. Laura and Goblyn have left the team to seek more normal lives.

GOMI

| | | | | | | | |
|---------------|----|----|----|---------------|----|----|--|
| F | A | S | E | R | I | P | |
| TY | TY | PR | GD | RM | TY | GD | |
| 6 | 6 | 4 | 10 | 30 | 6 | 10 | |
| Health: 26 | | | | Karma: 46 | | | |
| Resources: PR | | | | Popularity: 0 | | | |

KNOWN POWERS

Telekinetic Bolt: IN rank range and concussive force.

Pet Lobsters: Gomi had a pair of pet cyborged lobsters named Bill and Don. Don was accidentally squished by Devil Dinosaur, but Bill survived. Both Bill and Don had the following stats:

| | | | | | | | |
|------------|----|----|----|-----------|----|----|--|
| F | A | S | E | R | I | P | |
| EX | TY | TY | EX | FE | PR | PR | |
| 20 | 6 | 6 | 20 | 2 | 4 | 4 | |
| Health: 56 | | | | Karma: 10 | | | |

•Bill and Don could inflict RM grappling damage with their pincers. The pair could apparently survive indefinitely out of water.

TALENTS: Cybernetics.

GROUPS: Fallen Angels.

IN BRIEF: Gomi was the test subject of his cousin's experiments in creating mental abilities through cyborging. While not a mutant, he has joined a number of other runaways in the Fallen Angels.

GOSSAMYR

| | | | | | | | |
|---------------|----|----|----|---------------|----|----|--|
| F | A | S | E | R | I | P | |
| PR | GD | TY | GD | TY | TY | IN | |
| 4 | 10 | 6 | 10 | 6 | 6 | 40 | |
| Health: 30 | | | | Karma: 52 | | | |
| Resources: FE | | | | Popularity: 0 | | | |

KNOWN POWERS

Emotion Control: IN intensity, operating continuously. All in the same area as Gossamyr must make a Psyche FEAT or have all emotions (envy, anger, greed, etc.) heightened. Even someone aware of Gossamyr's power, must make a Green FEAT to avoid its effects. Players whose characters are under Gossamyr's influence should over-react to stimuli, and the Judge should reward them with Karma for doing so.

Minor Death: An ability by which Gossamyr can shut off her Emotion Control while resting. Few of her race have this ability.

Flight: PR airspeed.

Invisibility: By wrapping herself in her wings, Gossamyr can attain invisibility of TY rank.

Adult Form: As a natural part of her life-cycle, Gossamyr will eventually weave an energy cocoon of Shift Z material strength, in which she will advance to her adult form. This adult form has the following stats:

| | | | | | | | |
|-------------|-----|-----|-----|------------|-----|-----|--|
| F | A | S | E | R | I | P | |
| ShY | ShY | ShY | ShY | ShY | ShY | ShY | |
| 200 | 200 | 200 | 200 | 200 | 200 | 200 | |
| Health: 800 | | | | Karma: 600 | | | |

These adults are usually caring, thoughtful beings. If awakened too

early, however, mental damage is inflicted and the creature will be insane. Legends of these creatures destroying planets are likely the result of such early awakenings.

TALENTS: None.

GROUPS: Ally of the New Mutants.

IN BRIEF: Gossamyr, an alien being still in her youngest cycle, was captured by the star-slaver, Spyder. She escaped from Spyder and encountered the New Mutants through Lila Cheney. Aided by Cheney and the New Mutants, Spyder was defeated, but not before Gossamyr's relatives emerged from their cocoons prematurely and had to be teleported away by Cheney. Gossamyr then left the group to learn how to control her emotion-altering powers.

GREMLIN

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| GD | GD | PR | RM | IN | GD | RM |
| 10 | 10 | 4 | 30 | 40 | 10 | 30 |

Health: 54 Karma: 80
Resources: GD Popularity: 5

KNOWN POWERS

Genius: Gremlin's Reason is AM in the areas of engineering, electronics, physics, genetics, and biology.

EQUIPMENT: Gremlin used several pieces of equipment, including:

Titanium Man Armor: In his last days, Gremlin wore a modified version of the Titanium Man armor. The suit gave him the following stats:

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| RM | AM | AM | MN | IN | GD | RM |
| 30 | 50 | 50 | 75 | 40 | 10 | 30 |

Health: 205

In addition, the suit provided IN Protection from physical attack, MN protection from energy attacks, and MN resistance to heat, cold, and radiation. The suit had gauntlet blasters (AM Force damage, 10 area range), a helmet-mounted heat-beam (IN energy damage, five area range), gauntlet-mounted tractor beams (IN strength, five area range), and radar rings (which could grapple an opponent up to five areas away at RM Strength). The suit could fly at MN air speed, and if used as weapons, the boots inflicted RM force damage.

Hand Gun of GD strength material,

which inflicted EX damage and ignored body armor up to IN.

Flying Harness allowing flight at GD airspeed.

Pet—Droog: At one time Gremlin kept a bio-engineered dog named Droog ("Friend"). Droog had the following stats:

| | | | | | | |
|----|----|-----|----|----|----|----|
| F | A | S | E | R | I | P |
| RM | GD | UN | AM | TY | TY | GD |
| 30 | 10 | 100 | 50 | 6 | 6 | 10 |

Health: 190 Karma: 22

Droog was sentient and spoke in rhyme.

GROUPS: Soviet Super Soldiers.

IN BRIEF: The mutated son of the Soviet Gargoyle, the diminutive Gremlin followed his father in serving the Soviet Union. Gremlin later became disenchanted with his government, and left to join Vanguard, Darkstar, and Ursa Major in the Soviet Super Soldiers. With the destruction of the original Titanium Man, Gremlin developed his own Titanium Man armor to help his team. It was in this armor that he apparently perished, in battle with Iron Man during the Armor Wars.

GYPSY MOTH

Sybil Dvorak

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

Health: 42 Karma: 18
Resources: RM Popularity: 0

KNOWN POWERS

Psychokinesis: MN control over non-living material. She can also affect living material at the RM level, though she is reluctant to do so. Her most common power stunts are:

- Cause a victim's costume or hair to constrict and bind (wrestling hold of the cloth's material strength, maximum of RM).

- Affect organic materials at -4CS, usually causing muscles to cramp. The target must make an Endurance FEAT or suffer up to RM damage and possible stun. Range of one area.

Flight: PR Airspeed.

TALENTS: Bilingual (English and Romanian).

IN BRIEF: This Romanian mutant currently lives a hedonistic lifestyle in

Southern California. She tends to be flighty, and her crimes are usually either for revenge or "kicks."

GYRICH, HENRY PETER

| | | | | | | |
|----|----|----|----|----|----|----|
| 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: AM Popularity: 10

KNOWN POWERS

No super-human powers.

TALENTS: Bureaucracy.

GROUPS: Agent of the U.S. Government.

IN BRIEF: Henry Peter Gyrich is a career bureaucrat who has specialized in super-human activities, most recently in mutant affairs as a member of Project: Wideawake. He is suspicious of super-powered individuals, and is continually seeking to control or regulate their activities.



H

HARDCASE AND THE HARRIERS (Group)

IN GENERAL: In addition to live ammunition, the Harriers sometimes equip themselves with tear gas and mercy bullets to knock out their opposition. They use these in situations where civilians might be hurt, or where they are required to act in a less-damaging manner than usual.

HARDCASE

Sergeant-Major Harry Malone

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| IN | EX | EX | EX | EX | EX | EX |
| 40 | 20 | 20 | 20 | 20 | 20 | 20 |
| Health: 100 | | | | Karma: 60 | | |
| Resources: GD | | | | Popularity: 0 | | |

KNOWN POWERS

No super-human powers.

TALENTS: Military, Espionage, Leadership, Marksman, Wrestling, Martial Arts A, B, and C.

GROUPS: Current leader of the Harriers; former agent of SHIELD, Royal Marine Commandos.

IN BRIEF: Hardcase is the leader of the Harriers, a team of former SHIELD agents now working freelance for the highest bidder. While not a mutant, Hardcase has worked with Wolverine and Dr. Moira MacTaggart.

'AXE

Jerome Hamilton

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| EX | GD | EX | GD | TY | GD | TY |
| 20 | 10 | 20 | 10 | 6 | 10 | 6 |
| Health: 60 | | | | Karma: 22 | | |
| Resources: GD | | | | Popularity: 0 | | |

KNOWN POWERS

No super-human powers.

TALENTS: Military, Espionage, Martial Arts C, Wrestling, Weapons Specialist (Axe), EX edged weapon damage.

IN BRIEF: One of the stronger Harri-

ers, Axe is also the most temperamental of the team. In addition to his axe, he carries a semi-automatic rifle.

BLINDSIDE

Bobbi Chase

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| RM | EX | GD | GD | TY | EX | RM |
| 30 | 20 | 10 | 10 | 6 | 20 | 30 |
| Health: 70 | | | | Karma: 56 | | |
| Resources: TY | | | | Popularity: 0 | | |

KNOWN POWERS

Thought Suppression: More of a learned ability than a true super-power, this allows Blindsight to use her Psyche as defense against detection by telepaths and mind-controllers. She also subtracts one from her initiative rolls (in addition to other modifiers) and can blindsides her opponent if she has initiative.

TALENTS: Espionage, Guns, Martial Arts B, D, and E.

IN BRIEF: Quick-thinking and deadly, Blindsight can surprise and incapacitate an opponent quickly.

LIFELINE

Deacon

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| 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: TY | | | | Popularity: 0 | | |

KNOWN POWERS

No super-human powers.

TALENTS: First Aid, Medicine.

IN BRIEF: Lifeline is the team's medic. He takes a paternal attitude toward the others (all except Hardcase).

LONGBOW

Amelia Greer

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| GD | RM | GD | GD | GD | EX | GD |
| 10 | 30 | 10 | 10 | 10 | 20 | 10 |
| Health: 60 | | | | Karma: 40 | | |
| Resources: TY | | | | Popularity: 0 | | |

KNOWN POWERS

No super-human powers.

TALENTS: Weapons Specialist (Bow), Espionage, Military, Martial Arts A.

IN BRIEF: Longbow prefers to attack enemies long-distance. She is as proficient with a bow as the Avenger, Hawkeye, but it is unknown if she has any specialty arrowheads.

PISTON

Andrei Semyanovitch Rostov

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| GD | GD | GD | GD | GD | TY | TY |
| 10 | 10 | 10 | 10 | 10 | 6 | 6 |
| Health: 40 | | | | Karma: 22 | | |
| Resources: TY | | | | Popularity: 0 | | |

KNOWN POWERS

No super-human powers.

TALENTS: Mechanics, Driving, Piloting, Bilingual (English and Russian).

IN BRIEF: The "wheel-man" of the team, Piston is responsible for the upkeep and operation of the team's vehicles.

RANGER

Jesus Suarez

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| EX | EX | GD | GD | TY | GD | GD |
| 20 | 20 | 10 | 10 | 6 | 10 | 10 |
| Health: 60 | | | | Karma: 26 | | |
| Resources: TY | | | | Popularity: 0 | | |

KNOWN POWERS

No super-human powers.

TALENTS: Marksman, Espionage, Military, Weapons Specialist (Sniper Rifle), Bilingual (Spanish and English)

IN BRIEF: A specialist with a high-powered rifle, Ranger is the team's sniper and watchdog.

SHOTGUN

Zeke Sallinger

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| EX | GD | EX | GD | GD | TY | TY |
| 20 | 10 | 20 | 10 | 10 | 6 | 6 |
| Health: 60 | | | | Karma: 22 | | |
| Resources: TY | | | | Popularity: 0 | | |

KNOWN POWERS

No super-human powers.

TALENTS: Weapons Specialist (Shotgun), Military, Espionage, Comic Books.

IN BRIEF: Not as good a shot as Ranger, Zeke Sallinger made the shotgun his weapon of choice—its broad range helps make up for his lack of accuracy.

TIMEBOMB

Louis Joubert

| | | | | | | |
|---------------|----|----|----------------|----|----|----|
| F | A | S | E | R | I | P |
| TY | GD | TY | EX | EX | EX | GD |
| 6 | 10 | 6 | 20 | 20 | 20 | 10 |
| Health: 42 | | | Karma: 50 | | | |
| Resources: TY | | | Popularity: 30 | | | |

KNOWN POWERS

No super-human powers.

TALENTS: Demolitions Expert, Espionage, Military, Martial Arts B, Bilingual (French and English).

IN BRIEF: The team's demolition expert, Timebomb spends his free time wiring up booby-traps and bombs to defend the Harriers' hideouts.

WARHAWK

Tom Nakadai

| | | | | | | |
|--------------|----|----|----------------|----|----|----|
| F | A | S | E | R | I | P |
| GD | GD | GD | GD | EX | GD | GD |
| 10 | 10 | 10 | 10 | 20 | 10 | 10 |
| Health: 40 | | | Karma: 40 | | | |
| Resource: TY | | | Popularity: 30 | | | |

KNOWN POWERS

No super-human powers.

EQUIPMENT: Warhawk uses a set of Jetwings that allow him to fly at GD air speed. The wings are made of EX strength material.

TALENTS: Espionage, Piloting (Jetwings), Aerial Combat (+1CS when fighting in the air).

HARPOON

| | | | | | | |
|---------------|----|----|-----------------|----|----|----|
| F | A | S | E | R | I | P |
| EX | IN | EX | RM | TY | TY | GD |
| 20 | 40 | 20 | 30 | 6 | 6 | 10 |
| Health: 110 | | | Karma: 22 | | | |
| Resources: GD | | | Popularity: -10 | | | |

KNOWN POWERS

Imbue energy: Harpoon can imbue objects with mutant energies allowing them to accomplish specific effects with MN ability. To date, he has only done this with his steel harpoons. (It is not known whether Harpoon can imbue other items with other abilities, but it is possible.) He has invested his harpoons with power in the following ways:

- IN Force Damage
- IN Energy Damage
- IN Shooting Damage
- IN Electric Damage
- IN Stunning Intensity
- IN Disintegrating Intensity

Body Armor providing GD protection from physical and energy damage.

WEAPONS: EX material harpoons capable of inflicting GD edged attack damage or edged throwing damage.

TALENTS: Weapons Specialist (Harpoons), Bilingual (Inuit and English)

GROUPS: Member of the Marauders.

IN BRIEF: Harpoon is an Eskimo with the mutant ability to invest energy into objects, such as his harpoons. Harpoon is a member of the Marauders and took part in the Mutant Massacre.

HAVOK

Alexander Summers

| | | | | | | |
|---------------|----|----|----------------|----|----|----|
| F | A | S | E | R | I | P |
| TY | EX | EX | RM | GD | GD | GD |
| 6 | 20 | 20 | 30 | 10 | 10 | 10 |
| Health: 76 | | | Karma: 30 | | | |
| Resources: TY | | | Popularity: 10 | | | |

KNOWN POWERS

Plasma Generation: MN damage if power is focused in one direction, up to three areas range. AM damage if the power is radiated in all directions, two area range.

Absorption: MN ability to absorb plasma energy and redirect it one round later.

Partial Invulnerability: Havok cannot be harmed by the ruby eye-beams of his brother, Cyclops.

TALENTS: Geophysics, Geology.

GROUPS: Member of the X-Men.

IN BRIEF: The younger brother of Cyclops, Havok's powers first manifested themselves in conflict with the Living Pharaoh. After attempting to live a normal life with Lorna Dane (Polaris),

Havok officially joined the X-Men. Havok eventually passed through the Siege Perilous with the rest of the team and was returned to Earth as a freedom fighter in Genosha.

HEALER

| | | | | | | |
|---------------|----|----|---------------|----|----|----|
| F | A | S | E | R | I | P |
| PR | TY | TY | GD | GD | EX | IN |
| 4 | 6 | 6 | 10 | 10 | 20 | 40 |
| Health: 26 | | | Karma: 70 | | | |
| Resources: FE | | | Popularity: 4 | | | |

KNOWN POWERS

Regeneration: UN ability to heal others. Restore up to 100 Health and reverse the effects of failed Endurance FEATS. Must make an Endurance FEAT after each attempt or will not be able to heal for 1-10 days thereafter.

LIMITATIONS: Can't affect diseases, including those created by Plague. Can't affect non-mutants.

TALENTS: First Aid, Knowledge of Mutant and Human Physiology.

GROUPS: Member of the Morlocks.

IN BRIEF: A respected Morlock, Healer's origin is unknown. He disappeared after the Mutant Massacre. In the past, he made his home on Muir Island with Callisto, Sunder, and other exiles.

HODGE, CAMERON

| | | | | | | |
|---------------|----|----|----------------|----|----|----|
| F | A | S | E | R | I | P |
| GD | GD | TY | TY | GD | EX | EX |
| 10 | 10 | 6 | 6 | 10 | 20 | 20 |
| Health: 32 | | | Karma: 50 | | | |
| Resources: RM | | | Popularity: 10 | | | |

KNOWN POWERS

No super-human powers.

EQUIPMENT: As the secret head of the Right, Hodge has access to a variety of weapons, including:

Missile Launcher firing missiles which inflict RM explosive damage to all in the target area, 10 area range.

Robot Duplicate of himself with the following stats:

| | | | | | | |
|------------|----|----|----|-----|-----|-----|
| F | A | S | E | R | I | P |
| EX | TY | EX | TY | N/A | N/A | N/A |
| Health: 52 | | | | | | |

"Prism Armor" (worn by the robot) providing GD body armor against physical

attacks, RM protection from energy attacks, and AM protection from Cyclops' eye-beams.

"Smiley-face" battlesuits used by the Right's agents as warriors, guards, and instigators of anti-mutant attacks. The smiley-face suits provided the following abilities:

- Raise Fighting, Agility, Strength and Endurance by +1CS, to a maximum of RM.

- Provide EX body armor from physical and energy attacks.

- Flight at GD airspeed.

- Machine guns capable of inflicting IN shooting damage. These were linked to targeting computers so the user would hit only intended targets within one particular area.

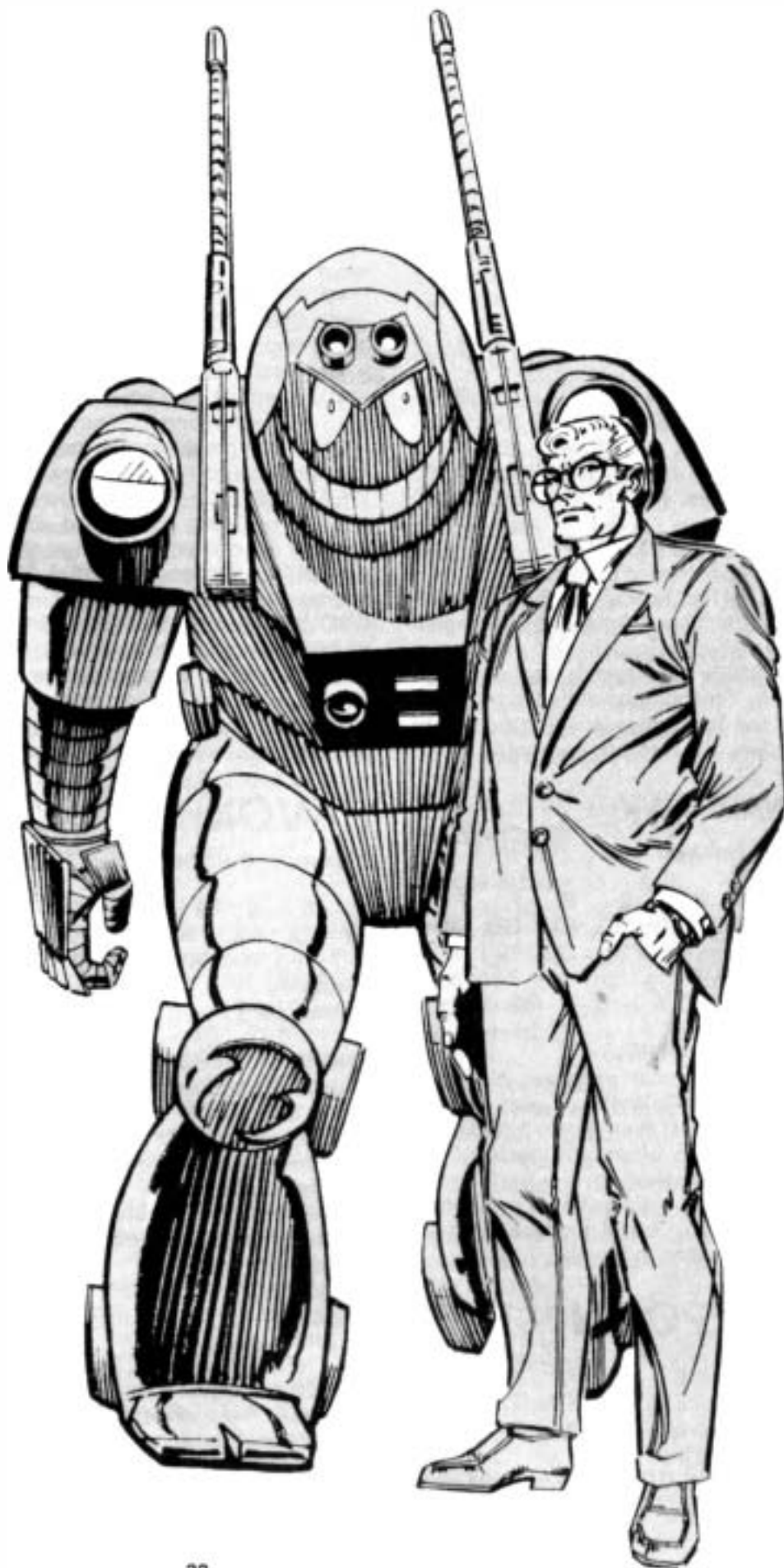
- Shoulder-launched missiles inflicting IN force damage to all targets within a single area.

- Anti-mutant devices of IN intensity and effect. These were developed by the Right to counteract specific mutant powers (e.g., fire for Iceman, tentacles for the Beast). Specific anti-mutant devices must be installed in specific suits of armor in advance.

TALENTS: Law, Advertising, Public Relations, Leadership.

GROUPS: Commander of The Right; public relations man for X-Factor.

IN BRIEF: Cameron Hodge, long-time friend of the Angel, was secretly the Commander, leader of the Right, an organization dedicated to the destruction of mutant-kind. Through his friendship with Angel, Hodge became the PR Man for the newly-created X-Factor. Hodge used his position to expand general hatred against mutant-kind. In his will, Angel left his large fortune to Hodge, who used it to support the Right. The other members of X-Factor finally tumbled to Hodge's scheme. Hodge appears to have died in two separate incidents, one involving a plane crash near Ani-Mator's Island, the other in battle with Angel (then known as Archangel). Whether Hodge is truly dead remains to be seen, and the future of the Right is up in the air.



ICEMAN (Original Version)

Robert "Bobby" Drake

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

Health: 42 Karma: 16
Resources: TY Popularity: 0

KNOWN POWERS

Ice Generation: Iceman has EX ability to generate snow and ice, pulling moisture from the air. Using this ability he can perform the following power stunts:

- Create snow-shields of EX material strength and protection.

- Throw snowballs for EX blunt damage, up to three area range.

- Create slick areas of EX slipperiness. He can move along these areas at GD ground speed.

Invulnerability to Cold: UN rank.

Body Armor: GD protection vs. physical attacks and TY protection vs. energy attacks, including flame and heat. These last two, however, weaken Iceman's armor by the rank number of the attack for 1-10 rounds.

TALENTS: Student.

GROUPS: Founding member of the X-Men.

IN BRIEF: The statistics above represent Iceman at the start of his career, when the X-Men first came to public knowledge in conflict with Magneto. Iceman's appearance at the time was snowman-like.

ICEMAN (Current Form)

Robert "Bobby" Drake

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| GD | GD | TY | RM | GD | PR | TY |
| 10 | 10 | 6 | 30 | 10 | 4 | 6 |

Health: 56 Karma: 20
Resources: TY Popularity: 26

KNOWN POWERS

Ice Generation: Iceman has RM ability to generate snow and ice, pulling moisture from the air. Using this ability he can perform the following power stunts:

- Create snow-shields of RM material strength and protection.

- Throw snow and ice balls for RM blunt damage, up to three area range.

- Create slick areas of RM slipperiness.

- Form weapons and ice-shapes of RM material strength. When using such weapons in edged or blunt attacks, Iceman receives +1CS. Such shapes last for 5-25 rounds. If used to trap opponents, the ice holds them with RM strength.

- Project cold at RM intensity.

- Create a ramp which he can slide along at EX ground speed.

Invulnerability to Cold: UN rank.

Body Armor: RM protection vs. physical attacks and GD protection vs. energy attacks, including flame and heat. These last two, however, weaken Iceman's armor by the rank number of the attack for 1-10 rounds.

LIMITATIONS: Loki's intervention boosted Iceman's powers to UN levels in all categories, but Bobby Drake can't control them. To maintain his abilities at the power levels listed above, he must wear an inhibitor belt made of IN strength material. If it is ever turned off or damaged, Iceman radiates UN cold.

TALENTS: Accounting.

GROUPS: Founding member of the X-Men and Champions of Los Angeles; member of the Defenders; founding member of X-Factor.

IN BRIEF: The stats above reflect Iceman's abilities after a sporadic career as a costumed adventurer. Iceman tried to lead a normal life several times, but always returned to that of a hero.

INFECTIA

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

Health: 40 Karma: 30
Resources: GD Popularity: -1

KNOWN POWERS

Perception: RM ability to perceive and decipher genetic structures. Allows her to construct devices such as power restraints to diminish super-human abilities with AM strength.

Molecular modification: Infectia has RM ability to alter and affect organic material. She does this through a kiss which creates "Antibodies." Any organic creature can be affected; robots and energy-beings cannot.

Humans changed into Antibodies retain their humanoid form, but tend to be big and blocky with horns and fangs. They follow Infectia's orders as if she had RM mind control. Antibodies are inherently unstable, and last for just 1-10 hours. Use of their super-human abilities (making FEAT

rolls or using powers), extends this life expectancy to 4 + 1-10 rounds, after which they disintegrate.

A typical Antibody has these stats:

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| EX | GD | RM | RM | PR | PR | PR |

The Antibodies have exhibited the following modifications:

- +3CS to Fighting, Agility, Strength, and Endurance.

- -2CS to Reason, Intuition, and Psyche.

- One or two EX rank powers. These have included Body Armor, Water Breathing, Regeneration, Flight, Size Control, Claws and/or Fangs, Extra Body Parts, and Elongation.

Antibodies are produced when Infectia kisses normal humans. Once, she attempted to use her power on the Beast, a fellow mutant, resulting in an EX damage explosion which returned the Beast to an earlier, furry form. Infectia can improve or transform mutants at the whim of the Judge.

TALENTS: Genetics.

GROUPS: None.

IN BRIEF: Infectia is a mutant with the ability to transform others with a kiss. A spoiled young lady, she attempted to alter and enslave Iceman in order to gain control of X-Factor's ship. Instead, she inadvertently kissed the Beast, mutating him back to an earlier incarnation and undoing the effects of two previous modifications.

IRON CURTAIN

Simas (full name unrevealed)

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| EX | GD | IN | RM | TY | TY | GD |
| 20 | 10 | 40 | 30 | 6 | 6 | 10 |

Health: 100 Karma: 22
Resources: PR Popularity: 0

KNOWN POWERS

Body Armor: IN protection from physical and energy attacks.

TALENTS: None revealed.

GROUPS: Member of an organization of Soviet Mutants.

IN BRIEF: Simas is a Soviet mutant with super-human strength and resistance. He is the assistant of Father Alexi Garnoff, leader of a cell of super-powered mutants operating against Soviet abuses of mutant citizens. Simas and Garnoff turned themselves in to the authorities as a cover for X-Factor activities in the Soviet Union. His present whereabouts are unknown.

J

JADE DRAGON

Dei Guan

Human Form

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

Health: 36 Karma: 26

Dragon Form

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| RM | GD | IN | IN | TY | GD | GD |
| 30 | 10 | 40 | 40 | 6 | 10 | 10 |

Health: 120 Karma: 26
Resources: TY Popularity: 0

KNOWN POWERS

Dragon Form: Dei Guan can transform himself into a large dragon. Attackers are +2CS to hit him at his increased size. The transformation takes one round and gives him the following abilities:

- Flight at PR air speed (four areas/round).
- Body armor of EX rank.
- Fire breath with four area range for IN energy damage to a single target or EX damage to all targets in a single area.
- Prehensile tail usable for grappling at +1CS.
- Claws inflicting EX edged damage.

TALENTS: Military, Martial Arts A (in human form), speaks Chinese, but not English.

GROUPS: None.

IN BRIEF: A Chinese mutant with the ability to transform into a large dragon, Dei Guan was mistakenly believed to be a defector following his escape from China with Alpha Flight. A loyal patriot, Jade Dragon has since returned to his homeland.

JETSTREAM

Haroun Ibn Sallah al-Rashid

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

Health: 60 Karma: 32
Resources: GD Popularity: 5

KNOWN POWERS

Flight: Focused plasma blasts propel

him at GD airspeed. Those caught in his wake take RM energy damage.

Cybernetics: Allows him to control his plasma-powered flight. Also gives him the following abilities:

- GD thermal vision.
- GD sight up to one mile away.
- Radio transceiver, range 20 miles.
- Collapsible, backpack-sized focus for plasma-powers.
- RM resistance to fire. The mechanisms within Jetstream's body are made of IN materials.

TALENTS: Student, Bilingual (Moroccan and English).

GROUPS: Member of the Hellions.

IN BRIEF: A young mutant who is both Moor and Berber, Jetstream's power burned him severely. The only way the Hellfire Club could save him was to turn him into a cyborg. Jetstream has a great sense of honor, and remains with the Hellions out of a sense of duty.

JUBILEE

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| GD | RM | PR | TY | PR | GD | TY |
| 10 | 30 | 4 | 6 | 4 | 10 | 6 |

Health: 50 Karma: 20
Resources: FE Popularity: 0

KNOWN POWERS: *Fireworks:* IN ability to generate and control multi-colored globules of energy. These plasmoids vary in power and intensity from TY to RM, at Jubilee's discretion. They have a range of two areas and can inflict either blinding or force damage on all targets of her choice in the target area. Jubilee can absorb these without harm.

TALENTS: Acrobatics, Tumbling, First Aid.

GROUPS: The latest incarnation of the X-Men.

IN BRIEF: A young Chinese-American from Southern California whose parents died in a car crash, Jubilee survived as a homeless "mall-rat" using her power to entertain. When the X-Men visited her mall on a shopping spree (during which they found themselves caught up in a battle with M-Squad) Jubilee followed them through a dimensional bridge created by Gateway.

The bridge took them to Gateway's

homeland—Australia. There, Jubilee lived the life of a scavenger until the remaining X-Men passed through the Siege Perilous and Wolverine was captured by Donald Pierce and the Reavers. Jubilee helped Wolverine escape and aided him in rebuilding the X-Men. Jubilee is adventurous, forthright, and outspoken. However, her speech is pure California mall dialect, and anyone talking to her may need a translator.

JUGGERNAUT

Cain Marko

| | | | | | | |
|----|----|-----|-----|----|----|----|
| F | A | S | E | R | I | P |
| RM | PR | UN | UN | TY | PR | GD |
| 30 | 4 | 100 | 100 | 6 | 4 | 10 |

Health: 234 Karma: 20
Resources: TY Popularity: -30

KNOWN POWERS

Invulnerability: Juggernaut has both biological body armor of UN rank and a CL 3000 force field that covers his entire body. This field is effective against physical and energy attacks, radiation, toxins, corrosives, cold, and gasses. It provides MN protection against magical attacks. The force field and natural body armor provide no protection against psionic or other mental attacks, but a helmet and skullcap made of mystic metals provides UN protection against psionic attacks.

Self-sustenance: Juggernaut has no need to eat, breathe, or drink, and is unaffected by disease, due to the mystic nature of his abilities.

Movement: Juggernaut can move two areas/round, and anyone trying to stop him treats him as Class 1000 material. He pays no attention to force fields and objects of less than IN strength; those of greater strength will slow him down to one area/round.

TALENTS: Military Background.

GROUPS: Partner of Black Tom.

IN BRIEF: The stepbrother of Professor Xavier, Cain Marko was cursed and transformed into a human juggernaut when he stole the Crimson Crystal of Cyttorak. Juggernaut, aided by Black Tom Cassidy, has fought the X-Men and other super-powered heroes.

K

KAMIKAZE

F A S E R I P
 GD EX GD RM TY GD TY
 10 20 10 30 6 10 6
 Health: 70 Karma: 22
 Resources: TY Popularity: -5

KNOWN POWERS

Flight: EX airspeed.

Explosive Touch: RM force damage on touch. Must be in flight and able to move arms to use this power.

TALENTS: None known.

GROUPS: Mutant Liberation Front.

IN BRIEF: A member of Stryfe's MLF, Kamikaze and teammates Sumo and Dragoness fought the New Mutants in Madripoor. *Dead*

KARMA

Xi'an Coy Manh

F A S E R I P
 GD TY TY GD TY GD MN
 10 6 6 10 6 10 75
 Health: 32 Karma: 101
 Resources: TY Popularity: 0

KNOWN POWERS

Possession: UN ability to take over the minds of humans, mutants, and animals. She must be in the same area as her target when she attempts to take control. The target gets a Psyche FEAT against the power's intensity to avoid falling victim to Karma's power. A similar FEAT is allowed every half-hour to shake off the effects of a successful possession. Karma can perform the following power stunts with her ability:

- Perform actions with both her physical form and the possessed form on a successful Psyche FEAT.

- Possess multiple targets in the same area on a Red Psyche FEAT. The intensity of the possession is reduced by -1CS for each additional target after the first. If the possessed form is reduced to less than five Health, killed, or rendered unconscious, Karma is driven back to her own body and can do nothing else for 1-10 rounds.

TALENTS: Survival Abilities (RM), Business Administration, Multi-lingual (English, French, and Vietnamese).

GROUPS: Former member of the New Mutants.

IN BRIEF: This Vietnamese mutant fled from her criminal uncle to enroll in Prof. Xavier's School. She served with the New Mutants until she was possessed by the spirit of Amahl Farouk. Becoming an international crime lord under Farouk's control, Karma eventually freed herself and rejoined the New Mutants. She has since left in search of her two younger siblings, and has recently been spotted working with her corrupt uncle in Madripoor.

KRAKOA

The Island That Walks Like a Man

F A S E R I P
 ShZ ShZ UN ShZ GD UN ShX
 500 500 100 500 10 100 150
 Health: 1600 Karma: 260
 Resources: N/A Popularity: N/A

KNOWN POWERS

Living Island: The entire island of Krakoa is sentient, a mutant being which feeds on mutants and mutant abilities. Mutant victims hooked up to Krakoa's feeding areas are drained 1CS in all abilities per week until death occurs. They are unconscious until cut free. The statistics above apply both to the island itself and to the living mutant form it created to battle the X-Men. As a living island, Krakoa has the following powers:

- Earth Control over its own being, at UN ability.
- Plant Control over its own being, at UN ability.
- Animal Control over animals on it, at UN ability.
- Force Beams of MN ability.
- Regeneration at 50 points per round, as long as the island is in contact with the earth.

TALENTS: None.

GROUPS: None.

IN BRIEF: A colony-being made up of component mutant pieces irradiated by early atomic blasts, Krakoa gained

life and intelligence, and a hunger that only the energies of mutant beings could fill. Krakoa lured and trapped the original X-Men, sending a depowered Cyclops back as a "judas goat" to fetch more. Cyclops and Prof. X gathered the new X-Men and attacked again, freeing the old team. It took the combined energies of the entire team, Prof. X's mental powers, and the restored power of Lorna Dane (as Polaris) to cut the ties of the island with the earth and send it into space. It is presumed to have died in the vacuum.



L

LADY DEATHSTRIKE

Oyama Yuriko

| | | | | | | |
|---------------|----|----|-----------------|-----------|----|----|
| F | A | S | E | R | I | P |
| IN | EX | GD | RM | TY | EX | EX |
| 40 | 20 | 10 | 30 | 6 | 20 | 20 |
| Health: 100 | | | | Karma: 46 | | |
| Resources: EX | | | Popularity: -10 | | | |

KNOWN POWERS

Cyborg Body: Yuriko's body has been modified in Spiral's Body Shops. This body has a number of advantages, including:

- Claws of IN material strength, capable of inflicting up to RM edged damage.

- The cyborg form provides RM protection from physical damage and IN protection from energy attacks.

TALENTS: Oriental Weapons, Martial Arts A, C, and E.

GROUPS: Current Member of the Reavers.

IN BRIEF: Lady Deathstrike is the daughter of a Japanese scientist who was said to have developed the method by which Wolverine's bones were bonded to his skeleton. She feels the only way to honor her late father is to slay Wolverine and recover his bones. An early attempt backed by family retainers was foiled by Wolverine and Alpha Flight. Deathstrike struck a deal with Spiral, and in Spiral's Body Shops, became a cyborg warrior. A second attempt, involving the three cyborg Hellfire mercenaries Reece, Cole, and Macon, also failed. Her third attempt, in the service of the White King, saw Wolverine captured and tortured before he eventually escaped. Deathstrike wants Wolverine dead, but on her own terms, with honor and in battle, and the escape of her nemesis means she may yet have that opportunity.

LEECH

| | | | | | | |
|---------------|----|----|---------------|-----------|----|----|
| F | A | S | E | R | I | P |
| FE | TY | PR | EX | TY | TY | PR |
| 2 | 6 | 4 | 20 | 6 | 6 | 4 |
| Health: 32 | | | | Karma: 16 | | |
| Resources: FE | | | Popularity: 0 | | | |

KNOWN POWERS

Negation: Class 1000 ability to negate super-human powers (mutant or otherwise). Can turn this ability on or off at will. No effect on technological devices.

TALENTS: Student.

GROUPS: Ward of X-Factor; member of the X-Terminators.

IN BRIEF: One of the Morlocks from beneath Manhattan, Leech fled to the security of X-Factor following the massacre of the Morlocks by the Marauders. Leech is currently in school with his friend Artie Maddicks.

LEGION

David Charles Haller

| | | | | | | |
|---------------|----|----|---------------|-----------|----|----|
| F | A | S | E | R | I | P |
| PR | TY | PR | GD | PR | GD | MN |
| 4 | 6 | 4 | 10 | 4 | 10 | 75 |
| Health: 24 | | | | Karma: 89 | | |
| Resources: EX | | | Popularity: 0 | | | |

KNOWN POWERS

Psionics: Legion has multiple personalities, three of them, each in control of a different mental ability.

Telepathy: MN ability to read and project thoughts. Also AM intensity telepathic bolts with a range of three areas. Legion's telepathic power is controlled by his "Jemail Karami" personality, a terrorist who has become the most reasonable of Legion's personalities.

Telekinesis: Levitate objects up to one ton, up to five areas away. Generate an AM strength force field around himself. "Fly" up to three areas/round. Legion's telekinetic ability is controlled by his "Jack Wayne" personality, a swaggering adult who wants to dominate all of Legion's abilities.

Pyrokinesis: Generate heat of RM intensity up to five areas away. Cause

materials up to IN strength to burst into flame. This ability is controlled by Legion's "Cyndi" personality, a temperamental teenage girl.

TALENTS: None.

GROUPS: Currently controls the new X-Men of Muir island.

IN BRIEF: The son of Professor X and Gabrielle Haller, Legion's powers manifested themselves during a terrorist attack, causing his mind to splinter into a number of separate personalities. Legion recently began to rebuild his core personality (with the help of Prof. X). The "Jack Wayne" persona has become dominant and is currently influencing most of the residents of Muir Island (the exception being Lorna Dane, who is being held prisoner). The members of the Muir Island group are not aware of Legion's control, nor of the fact he is himself under the control of Amahl Farouk, The Shadow King.

LIFTER

Ned Lathrop

| | | | | | | |
|---------------|----|----|----------------|-----------|----|----|
| F | A | S | E | R | I | P |
| TY | TY | GD | EX | TY | PR | PR |
| 6 | 6 | 10 | 20 | 6 | 4 | 4 |
| Health: 42 | | | | Karma: 14 | | |
| Resources: PR | | | Popularity: -3 | | | |

KNOWN POWERS

Density Control: IN ability to increase his own density. By increasing density, Lifter gives himself the following abilities.

- RM strength (Health unchanged).
- RM Protection against physical and energy attacks.

Gravity Control: Can reduce objects up to 10 tons to a manageable weight (about 50-200 lbs.), within one area. He can toss such objects with TY agility for IN damage.

TALENTS: Criminal.

IN BRIEF: A mutant criminal with gravity- and density-affecting powers, Lifter joined Magneto's Mutant Force and served under a variety of leaders. In recent years, he has become concerned with the plight of super-human mutants and helped found the Resistants, taking a new name—Meteorite.

LILANDRA

Princess-Majestrix (in exile) Lilandra Neramani

F A S E R I P
EX EX RM RM EX GD EX
20 20 30 30 20 10 20
Health: 100 Karma: 50
Resources: AM Popularity: 0
on Earth; -20 among loyalists;
50 among rebels

KNOWN POWERS

Limited Telepathy: Lilandra has a Shift Z telepathic link with Professor X.

EQUIPMENT: IN rank battle armor.

WEAPONS: Lilandra uses an IN strength blaster as her primary weapon and a laser sword (IN edged damage) for hand-to-hand combat.

TALENTS: Leadership, Martial Arts A and E, +1CS with Laser Swords, IN Reason with Shi'ar devices.

GROUPS: Former leader of the Shi'ar Empire; current member of the Starjammers.

IN BRIEF: Lilandra Neramani enlisted the aid of Professor X and the X-Men to overthrow her insane brother. She in turn was overthrown by her mad sister, Deathbird. She, Professor X, and the Starjammers have fought as rebels against the new ruler of the Shi'ar.

LINK

F A S E R I P
TY EX TY GD TY TY EX
6 20 6 10 6 6 20
Health: 42 Karma: 32
Resources: FE Popularity: 0

KNOWN POWERS

Telekinesis: RM ability. Used to create force bolts of RM damage.

TALENTS: Mime, Juggling.

GROUPS: Heartbreak Hotel.

IN BRIEF: One of a number of low-powered mutants making their home in a commune on the West Coast. Link acts as a street performer—a mime—using his mutant abilities to enhance his act.

LITTLEHALE, REBECCA

F A S E R I P
PR PR PR GD TY TY TY
4 4 4 10 6 6 6
Health: 22 Karma: 18
Resources: FE Popularity: 5

KNOWN POWERS

Teleportation: RM ability to teleport, currently uncontrolled. Rebecca teleports toward the brightest light in her vicinity. She seems to be limited to Earth, but the limits of her power is unknown and she might be able to teleport to the Sun or Moon.

TALENTS: None.

GROUPS: None.

IN BRIEF: A very young mutant who began wearing sunglasses to avoid seeing bright lights after her power manifested itself. Rebecca went teleporting around New York before being rescued by Power Pack and returning home. Her present activities are unknown.

LIVING MONOLITH

Ahmet Abdol

F A S E R I P
TY GD GD EX EX TY EX
6 10 10 20 20 6 20
Health: 46 Karma: 56
Resources: RM Popularity: 0

KNOWN POWERS

Invulnerability—Cosmic Radiation: Abdol could not be harmed by cosmic rays or attacks which derived from cosmic radiation. Instead, he could use these powers to increase his own abilities.

Cosmic Radiation Absorption: Abdol has no super-human powers until exposed to cosmic radiation. When exposed to such radiation, Abdol increases in abilities and size. He also gains super-human powers in four stages, as follows:

Stage I—The Living Pharaoh

Exposure to EX or RM strength cosmic energy causes Abdol to grow to a height of 26'. In this form he has the following stats and abilities:

F A S E R I P
EX EX MN AM EX EX RM
20 20 75 50 20 20 30
Health: 165 Karma: 70

Energy Blasts: AM rank, five area range.

Body Armor: IN rank.

Movement: EX ground speed.

Stage II—Living Monolith

Exposure to IN or AM rank cosmic radiation for at least 10 rounds causes Abdol to grow to a height of 33'. His skin becomes stone-like, and his eyes begin to glow. His stats and abilities in this form are as follows:

F A S E R I P
RM GD UN MN EX EX IN
30 10 100 75 20 20 40
Health: 215 Karma: 80

Energy Blasts: MN, seven area range.

Body Armor: AM rank.

Movement: IN land speed.

Stage III—Living Monolith

Exposure to MN or UN rank cosmic radiation for at least 50 rounds causes Abdol to grow to a height of 41'. His skin appears to be stone and his eyes glow. In this form, his stats and abilities are as follows:

F A S E R I P
IN GD ShX UN EX RM AM
40 10 150 100 20 30 50
Health: 300 Karma: 100

Energy Blasts: UN rank, 12 area range.

Body Armor: MN rank.

Movement: IN ground speed.

Stage IV—Living Planet

If he maintains Stage III for an extended period of time, the Living Mon-

olith begins to absorb ambient cosmic energy and continues to grow to hundreds of feet in height. In this form, he was eventually sent into space, where he became the Living Planet.

| | | | | | | |
|-------------|----|-----|------------|----|----|-----|
| F | A | S | E | R | I | P |
| MN | GD | ShZ | ShY | EX | RM | UN |
| 75 | 10 | 500 | 200 | 20 | 30 | 100 |
| Health: N/A | | | Karma: N/A | | | |

Energy Blasts: CL 1000.
Body Armor: CL 1000.
Movement: Space travel only.

WEAPONS: In human form, Abdol carried an energy blaster (IN damage with six-area range).

SERVANTS: The Living Monolith was the leader of a religious cult awaiting the return of Egypt's Pharaohs. The members of this cult are currently under the leadership of Plasma. Typical cult-member stats are:

| | | | | | | |
|------------|----|----|-----------|----|----|----|
| F | A | S | E | R | I | P |
| GD | TY | TY | TY | PR | PR | TY |
| 10 | 6 | 6 | 6 | 4 | 4 | 6 |
| Health: 28 | | | Karma: 14 | | | |

Cult-members have used a number of devices, including:

Aircars capable of GD air speed, with EX body, and GD control. These aircars can carry up to five cult members and/or prisoners.

Concussion Guns, GD force damage, two area range.

Ring of Silence containing sleep gas of IN intensity.

Electrified Bolo Snare which ensnares at EX strength as well as nullifying mutant powers at EX intensity.

TALENTS: Archeologist, Bilingual (Egyptian and English).

GROUPS: Leader of the Cult of the Living Pharaoh.

IN BRIEF: Abdol's mutant powers were linked with Havok of the X-Men. Several times, he attempted to leech off Havok's power to increase his own, but was defeated by the X-Men and other super-human agents. Finally succeeding in raising his power to the point, he began increasing from natural cosmic radiation alone. He soon realized that he could no longer move in Earth's gravity, and that his presence would destroy the entire planet. With the aid of Thor, Abdol was thrown into another solar system, where he became the Living Planet.

LOBO, CARLOS

Human Form

| | | | | | | |
|---------------|----|----|-----------------|----|----|----|
| F | A | S | E | R | I | P |
| GD | EX | GD | GD | TY | EX | TY |
| 10 | 20 | 10 | 10 | 6 | 20 | 6 |
| Health: 50 | | | Karma: 32 | | | |
| Resources: GD | | | Popularity: -10 | | | |

Wolf Form

| | | | | | | |
|-------------|----|----|-----------|----|----|----|
| F | A | S | E | R | I | P |
| RM | AM | IN | IN | TY | AM | GD |
| 30 | 50 | 40 | 40 | 6 | 50 | 10 |
| Health: 160 | | | Karma: 66 | | | |

KNOWN POWERS

Transformation: Carlos can transform into a humanoid wolf during the nights of the full moon. While in wolf form, he has the following abilities:

- Claws and Teeth: RM Edged attack.

- Hyper-Senses: MN sight, hearing, and smell. AM tracking ability.

- Limited Invulnerability: Can't be harmed by normal weapons. Can be affected by force and energy blasts, and may be stunned and slammed, though Health is not affected. Can be harmed and slain by silver weapons.

TALENTS: Crime, Bilingual (Spanish and English)

GROUPS: Former partner of the late Eduardo Lobo. The brothers were known as Los Lobos.

IN BRIEF: Carlos and Eduardo were mutants with abilities paralleling those of lycanthropy (though they were genetic as opposed to mystic in nature). In a turf war with the Kingpin of Crime, the Kingpin enlisted a mutant, Persuader, to control Punisher and use him to kill the Lobo Brothers. Spider-Man interfered, Punisher broke loose of the mental control, and both Persuader and Eduardo died.

LOCUST

Dr. August Hopper

| | | | | | | |
|---------------|----|----|---------------|----|----|----|
| F | A | S | E | R | I | P |
| TY | GD | GD | RM | TY | TY | RM |
| 6 | 10 | 10 | 30 | 6 | 6 | 30 |
| Health: 56 | | | Karma: 42 | | | |
| Resources: TY | | | Popularity: 0 | | | |

KNOWN POWERS

No super-human powers.

EQUIPMENT: Locust uses a variety of devices to change and control insects.

Magno-Ray: A device that can increase the size of insects 500 times, making an ordinary insect about 20' tall. A giant beetle or cockroach would have the following abilities:

| | | | | | | |
|-------------|----|----|----------|----|----|----|
| F | A | S | E | R | I | P |
| EX | EX | RM | RM | FE | FE | FE |
| 20 | 20 | 30 | 30 | 2 | 2 | 2 |
| Health: 100 | | | Karma: 6 | | | |

Control Helmet: Built into his body suit, the control helmet gives Hopper AM ability to control insects.

Body Armor: EX protection from physical and energy attacks.

Wings: Mechanical wings allow GD airspeed.

TALENTS: Entomology, Invention.

GROUPS: None.

IN BRIEF: A foe of the original X-Men, Locust had the ability to cause insects to grow and control their actions. He got out of prison soon after X-Factor returned to earth, and unleashed giant cockroaches in an attempt to seek vengeance. He was defeated and returned to prison.

LOCKHEED

Present Version

| | | | | | | |
|----------------|----|----|---------------|----|----|----|
| F | A | S | E | R | I | P |
| GD | RM | FB | GD | EX | EX | EX |
| 10 | 30 | 2 | 10 | 20 | 20 | 20 |
| Health: 52 | | | Karma: 60 | | | |
| Resources: N/A | | | Popularity: 0 | | | |

KNOWN POWERS

Fire Breath: RM intensity.

Flight: TY air speed (six areas/round).

Psi-Screen: Class 1000 psi- screen.

TALENTS: None revealed.

GROUPS: Kitty Pryde's pet and, as a result, a member of the X-Men and Excalibur.

IN BRIEF: First encountered by the X-Men on "Broodworld," Lockheed became Kitty Pryde's pet and companion, and travelled with her on her adventures as an X-Man and as a member of Excalibur.

LOCKHEED

Nazi-Earth Version

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

Health: 90 Karma: 30
Resources: NA Popularity: 0

KNOWN POWERS

Fire Breath: Breath of AM intensity.
Psi-Screen: CL 1000.

TALENTS: None Revealed.

GROUPS: Former member of the Nazi-version of Excalibur; currently working for this Earth's version of Excalibur.

IN BRIEF: A Lockheed from another dimension, where Nazi Germany won WWII and the members of Excalibur serve as Nazi agents. The Nazis imprisoned this flightless dragon and used it to power a steam-driven train. The dragon continued to serve this world's Excalibur voluntarily in its jaunts across the dimensions. To avoid confusion, this dragon was known as "Big Lockheed," while Kitty Pryde's pet was "Little Lockheed."

LONGSHOT

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| RM | RM | GD | EX | TY | EX | RM |
| 30 | 30 | 10 | 20 | 6 | 20 | 30 |

Health: 90 Karma: 56
Resources: TY Popularity: 3

KNOWN POWERS

Probability Manipulation: Longshot unconsciously manipulates probability fields to his own benefit. Whenever rolling dice involving Longshot or allies in contact with him, the dice are

read in the most advantageous manner. (For example, a "1" and "9" could be a 19 or a 91, depending on what would be best for the character.)
Aura Reading: Longshot has an IN ability to read the psychic aura of an object. He can "hear" the thoughts of those who handled the object.

EQUIPMENT: Longshot carries a set of cleaver-like blades which he tosses for GD damage up to one area away. In the past, he has also used a jetpack which allowed him to fly at TY air speed (six areas/round).

TALENTS: Acrobatics, Tumbling, Martial Arts A and E, +1CS with his cleavers.

GROUPS: A former member of the X-Men.

IN BRIEF: A rebel fighting the evil Mojo in his own dimension, the three-fingered mutant, Longshot, has twice ventured on Earth. The second time he arrived, he lacked all memory of his previous journey, and joined the X-Men as an ally. He has since left the team, searching for the secrets of his past.

LUCIFER

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

Health: 50 Karma: 70
Resources: RM Popularity: 0

KNOWN POWERS

Limited Telepathy: EX level, but lacking any power stunts.

WEAPONS: Lucifer used an ion gun capable of inflicting EX force damage, two area range.

EQUIPMENT: Lucifer used many Quist technological devices in his attempted take-over of Earth. These included:

Teleportation Ray: Cl1000 ability, but only to and from the Quist homeworld, Quistaa.

Dominus: A highly advanced computer created by the Quists for subjugation of other races. Dominus takes many years to analyze the nature of new races, but once his analysis is complete, he bombards the targeted race with UN strength mind control rays. This allows the Quists to take over the planet quickly.

The Ultra-Robots: Six specially-designed robots created to maintain and protect Dominus. The Ultra-Robots have EX body armor, fire RM force blasts, and fly at EX air speed. They cannot be affected by mind-control powers. Their stats are:

| | | | | | | |
|----|----|----|----|-----|-----|-----|
| F | A | S | E | R | I | P |
| EX | RM | RM | EX | N/A | N/A | N/A |
| 20 | 30 | 30 | 20 | | | |

Health: 100

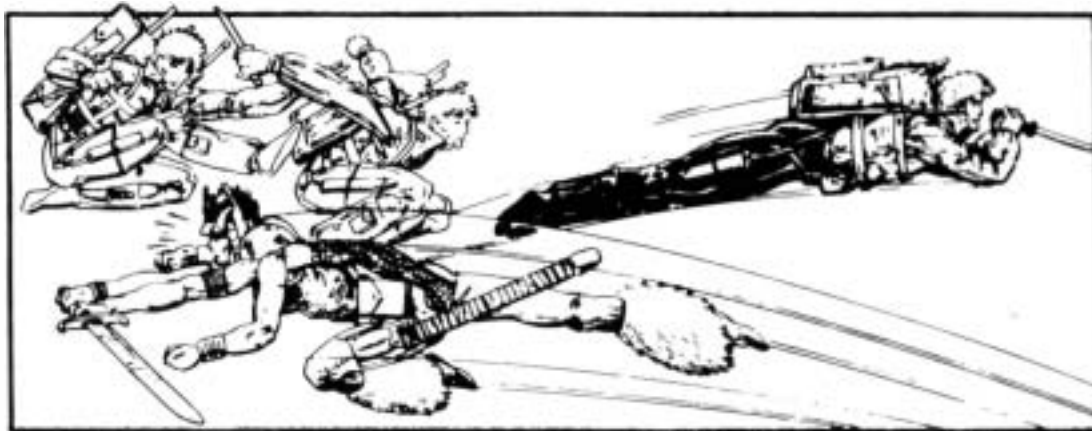
TALENTS: None.

GROUPS: None.

IN BRIEF: The Lucifer presented here is the villain at the time he fought Prof. X and the X-Men. The advance agent of an alien race known as the Quists, Lucifer was to lay the groundwork so that the Dominus computer could effect a takeover of all mankind.

The fight with Lucifer cost the young Prof. X the use of his legs. The X-Men defeated Lucifer and damaged the Dominus computer. As punishment, the Quist Supreme Commander recalled Lucifer and banished him to the Nameless Dimension. Lucifer escaped and gained super-human powers, but hasn't fought the X-Men or other mutant-based groups since.

Dominus was improved by the Quists and became fully sentient. He went on to conquer his makers. The computer was eventually destroyed by the West Coast Avengers.



M

M-SQUAD (Group)

The stats for typical M-Squad members are:

| | | | | | | |
|---------------|----|----|----|----------------|----|----|
| F | A | S | E | R | I | P |
| TY | GD | TY | TY | GD | TY | TY |
| 6 | 10 | 6 | 6 | 10 | 6 | 6 |
| Health: 28 | | | | Karma: 22 | | |
| Resources: GD | | | | Popularity: 10 | | |

KNOWN POWERS

No super-human powers. M-Squad is made up of typical humans.

EQUIPMENT: Squad members carry a variety of weapons, including:

Mutant detectors of RM ability, two area range. These make a lot of noise when a mutant is in the area.

Mutant energy streamers capable of inflicting IN stunning damage. These may be disrupted by energy powers and/or light abilities. Fired from energy rifles.

Mutant containment grips which shoot 1-10 tendrils (IN grappling strength) made of IN strength material. These take 1-10 rounds to trap a mutant target. Once trapped, the mutant is stuck, and can be retrieved later.

TALENTS: Parapsychology, Pseudoscience.

IN BRIEF: Parapsychologists entrapped by the Inferno found that their detection gear had been modified in ways that they themselves did not fully understand. They did understand the possibility of making a quick buck, and moved out to the west coast, billing themselves as a cut-rate, X-Factor-style, mutant-hunting service.

MOIRA MACTAGGART

Dr. Moira Kinross MacTaggart

| | | | | | | |
|---------------|----|----|----|----------------|----|----|
| F | A | S | E | R | I | P |
| GD | GD | TY | EX | RM | EX | GD |
| 10 | 10 | 6 | 20 | 30 | 20 | 10 |
| Health: 46 | | | | Karma: 60 | | |
| Resources: RM | | | | Popularity: 10 | | |

KNOWN POWERS

No super-human powers.

WEAPONS: In combat, Moira can use a sub-machine gun capable of inflicting EX damage at RM range.

EQUIPMENT: Moira currently wears a suit of body armor which provides EX protection from energy and physical attacks.

TALENTS: Genetics (specialist in super-human mutations).

GROUPS: Leader of the new X-Men of Muir Island.

IN BRIEF: A leading genetics researcher and the founder of the Mutant Research Center on Muir Island in Scotland, Moira was also Xavier's "silent partner" in founding his school for young mutants. Moira's research center has become a center for mutant studies, especially the study of powerful and potentially dangerous mutants (including Moira's own son, Proteus, and Xavier's son, Legion). Legion's influence over the inhabitants of Muir island is making them more angry and some "hero-like." Under such influence, Moira has formed a new X-Men team to carry on Xavier's dream.

MADDICKS, ARTIE

Arthur Maddicks

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| FE | PR | PR | GD | TY | GD | GD |
| 2 | 4 | 4 | 10 | 6 | 10 | 10 |
| Health: 20 | | | | Karma: 26 | | |
| Resources: FE | | | | Popularity: 0 | | |

KNOWN POWERS

Telepathy: Arty can read minds and visibly project images from both his own mind and others. He can do this with EX ability and has developed several power stunts:

- Project images from his own mind automatically.

- Create a mindlink to read thoughts and memories, on a Power FEAT roll.

- Paralyze someone through that mindlink, with EX intensity, checked against their Psyche.

LIMITATIONS: Artie is mute, and can

only communicate through his thought projections.

TALENTS: Student.

GROUPS: Artie is a ward of X-Factor and a junior member of the X-Terminators.

IN BRIEF: Artie Maddicks' father kidnapped the Beast in hopes of using him as a guinea pig for experiments he hoped would allow him to reverse his son's mutation. X-Factor rescued Artie and the Beast (who reverted to an earlier form in the process). Artie's father was apparently killed. Artie became a ward of X-Factor, learning to use his abilities. Both Artie and his best friend, Leech, are in primary school, trying to live normal lives.

MADROX, JAMIE

James Arthur Madrox

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| TY | TY | TY | GD | GD | TY | TY |
| 6 | 6 | 6 | 10 | 10 | 6 | 6 |
| Health: 28 | | | | Karma: 22 | | |
| Resources: PR | | | | Popularity: 0 | | |

KNOWN POWERS

Duplication: Jamie can create multiple images of himself. Each time he is struck or takes any kind of sudden jolt, he can create a replica with abilities and Health identical to his own. These multiple images are psionically linked to Jamie, though all have independent thoughts and what is discovered by one is not known to all. If a duplicate is killed, Jamie must make a Psyche FEAT or fall unconscious for 1-10 rounds. Jamie can dispel the duplicates at will, pulling them back into his own body. If the Health of duplicates varies when they merge in his body, Jamie has an average of all the Health scores involved.

EQUIPMENT: Jamie wears a costume which provides GD protection and prevents the creation of unwanted duplicates from chance impacts. Only a blunt or force attack of EX or higher generates a duplicate (and both Madrox and the duplicate take full damage from the attack). At one point this suit malfunctioned, lowering the impact level to TY, but it was capable of

absorbing IN amounts of electrical and heat damage. This malfunction has been repaired.

TALENTS: Student, Genetics.

GROUPS: A member of the Fallen Angels.

IN BRIEF: Madrox has the mutant ability to replicate himself, a power held somewhat in check by his special costume. He joined Dr. Moira MacTaggart in her research in genetic mutation on Muir Island, but left the island with Siryn to hunt down Sunspot and Warlock, who had run away from the New Mutants. The four of them fell in with the Fallen Angels, a street gang of super-powered youths, and Madrox has decided to remain with them.

MAGIK™

Ilyana Nikolievna Rasputin

| | | | | | | |
|---------------|----|----|---------------|----|----|----|
| F | A | S | E | R | I | P |
| EX | GD | GD | IN | GD | EX | AM |
| 20 | 10 | 10 | 40 | 10 | 20 | 50 |
| Health: 80 | | | Karma: 80 | | | |
| Resources: IN | | | Popularity: 0 | | | |

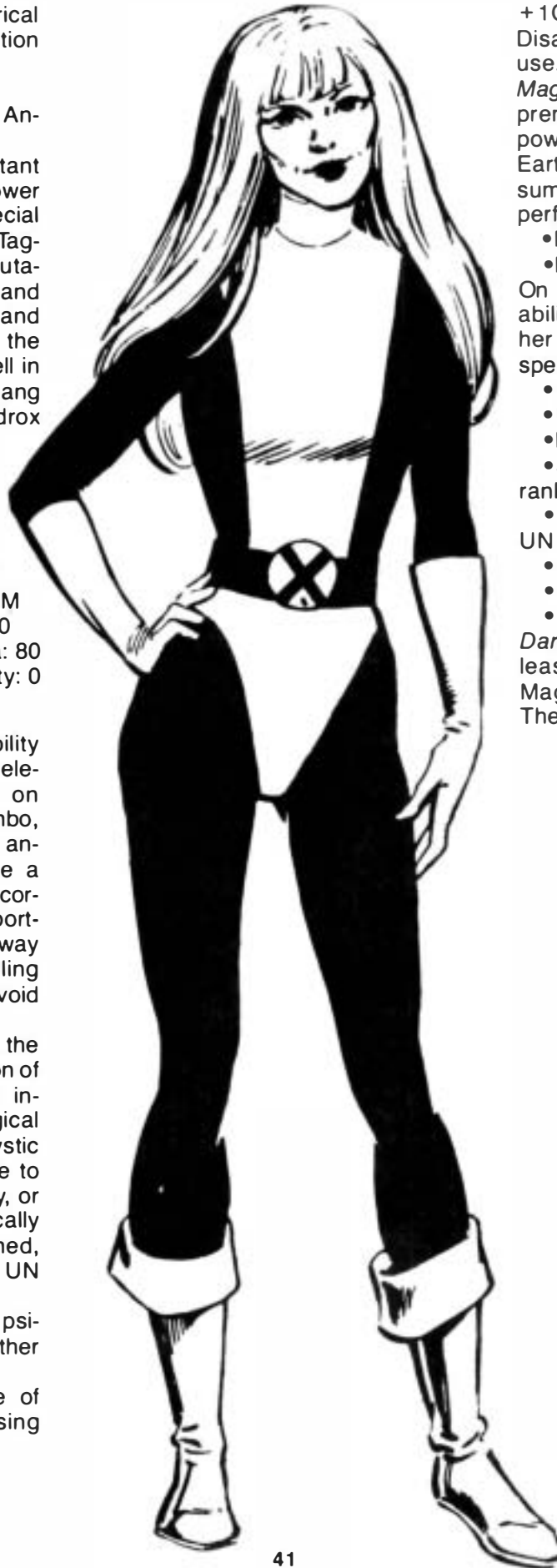
KNOWN POWERS

Teleport Discs: Magik's AM rank ability allows her to create discs which teleport the individual(s) standing on them. The discs teleport to Limbo, where a second set teleports to another location. Magik must make a Psyche FEAT to target the disc correctly. A failed roll means the teleporters appear up to a quarter-mile away from the desired point. An unwilling target may attempt to Dodge to avoid being captured by a teleport disc.

Soulsword: Magik could summon the soulsword, a physical manifestation of her magical powers. The sword inflicts MN edged damage to magical creatures (including those from mystic dimensions). It inflicts no damage to non-magical creatures, machinery, or robots. If such an item is magically controlled, possessed or transformed, the magic will be dispelled at the UN rank.

Psi-Screen: MN protection against psionic attacks, mind-control, and other telepathic abilities.

Body Armor: Appears upon use of magic at the EX rank, increasing



+1CS/round to a maximum of AM. Disappears at close of combat or spell use.

Magic: Magik was the sorceress supreme of her native "Limbo," but her powers were greatly reduced on the Earthly plane. On Earth, in addition to summoning her soulsword, Magik can perform the following magical acts:

- MN ability to create an astral form.
- MN ability to detect magical auras.

On her home plane, she had similar abilities to those of Belasco, allowing her to utilize at least the following spells:

- Imitation at MN rank.
- Mind Control at UN rank.
- Magic Detection at UN rank.
- Scrying the Earthly Plane at UN rank.
- Body Transformation—Others at UN rank.
- Eldritch Beams at MN rank.
- Ensnaring at UN rank.
- Fire Control at MN rank.

Darkchilde Variation: With the unleashing of the Inferno in New York, Magik turned fully to her dark side. The Darkchilde was a demonic muta-



his battles against humanity. Magneto created Alpha the Ultimate Mutant, who turned on his creator and transformed Magneto into a child.

MAGNETO (Current version)

Magnus (full name unknown)

| | | | | | | |
|---------------|----|----|----|-----------------|----|----|
| F | A | S | E | R | I | P |
| GD | RM | GD | MN | IN | EX | AM |
| 10 | 30 | 10 | 75 | 40 | 20 | 50 |
| Health: 125 | | | | Karma: 110 | | |
| Resources: AM | | | | Popularity: -40 | | |

KNOWN POWERS

Magnetic Control: UN ability to manipulate iron and iron-based alloys. He has used this ability in a number of power stunts:

- Assemble complex machinery in one round.
- Inflict up to UN damage to mechanical constructs.
- Manipulate ferrous objects with unlimited range.
- Attack a target by levitating and throwing metallic objects with UN accuracy, inflicting damage up to the strength of the material the objects are made of.
- Ensnare an opponent with metal objects at the strength of the material the objects are made of.
- Create openings in metal surfaces and close them behind him with no loss in the material strength of the surface.
- Toss opponents into the air and drop them from great heights, up to AM damage.

Force Field: UN for himself, MN for one area, and -1CS for each additional area. The force field stops all physical, energy, and psionic attacks.

Flight: RM air speed (15 areas/round). Magneto can cause other characters to fly at -1CS to power rank for each additional person, minimum of GD air speed.

Energy Control: Magneto can control a number of energy forms, including heat, light, ultra-violet, and gamma radiation, up to AM damage to a target within 20 areas, and MN damage on touch.

in her natural state:

•She has no need to breathe, eat, or sleep in this state.

•Malice cannot be harmed by physical or energy attacks that are not on her unknown wavelength (MN reason FEAT to discover what that wavelength is). Malice can be affected by magical and mental attacks.

•Ignores physical barriers.

Possession: MN ability, with the target receiving a Psyche FEAT to avoid. Once in possession of a victim, Malice has full control of the target's abilities, physical (though not mental) attributes, and memories. Malice gains Karma equal to that lost by her host body. She gains the host body's Health, and in case of that body's death, will leave.

LIMITATIONS: Malice can *only* attack with her possession ability.

TALENTS: Malice has no abilities herself but takes on those of people she possesses.

GROUPS: Servant of Mister Sinister; member of the Marauders.

IN BRIEF: A mutant whose natural form is a wisp of energy, Malice fought the X-Men by taking possession of a number of their bodies, the possession signalled by a small choker around the victim's neck. She possessed Lorna Dane (Polaris) and in that form fought alongside the Marauders. However, Malice found she could not separate from Polaris. Such a separation was finally affected by Zaladane, though where Malice went in the transfer is unknown.

MANDRILL

Jerome Beechman

F A S E R I P
EX PR RM RM TY EX EX
20 4 30 30 6 20 20
Health: 84 Karma: 46
Resources: PR Popularity: -5

KNOWN POWERS

Speed Bursts: Mandrill can reach EX land speeds for three rounds at a time.

Pheromones: MN intensity, can affect all women in adjacent areas or one particular female target in a five-area range. Intended victims must make a Psyche FEAT to avoid the effects. If this fails, the female will be extremely

attracted to Mandrill and subject to his commands. If reinforced over a period of months, this influence becomes the equivalent of MN mind control. An electric shock of GD intensity or greater will negate the control.

TALENTS: Leadership, Survival.

GROUPS: Leader of the Mutant Force and Fem-Force; partner of Nekra.

IN BRIEF: The mutant son of an atomic research scientist, Mandrill was abandoned by his parent in the desert. He teamed up with another abandoned mutant, Nekra, and the pair engaged in a number of plans to conquer some chunk of the world or another. Mandrill uses his female-influencing pheromones to create armies of women to carry out his plans.

MARVEL GIRL (Original Version)

Jean Grey

F A S E R I P
TY GD TY EX GD GD IN
6 10 6 20 10 10 40
Health: 42 Karma: 60
Resources: TY Popularity: 10

KNOWN POWERS

Telekinesis: Jean has RM ability to mentally manipulate objects. She can perform the following power stunts:

•Create a mental force shield up to RM strength protection against physical attacks.

•Project force bolts of pure telekinetic energy for RM damage.

•RM ability to move physical objects, with a weight equivalent of GD strength.

TALENTS: Student.

GROUPS: Founding member of the original X-Men.

IN BRIEF: The above stats represent Jean Grey's abilities at the time she joined the X-Men. A telepathic trauma crushed her nascent telepathic abilities, and at that time she was limited to telekinetic abilities.

MARVEL GIRL (Pre-Phoenix Version)

Jean Grey

F A S E R I P
TY GD TY RM GD RM AM
6 10 6 30 10 30 50
Health: 52 Karma: 90
Resources: TY Popularity: 15

KNOWN POWERS

Telekinesis: Jean has IN ability to mentally manipulate objects. She can perform the following power stunts:

•Create a mental force shield up to IN strength protection against physical and energy attacks.

•Project force bolts of pure telekinetic energy for IN damage.

•IN ability to move physical objects, with a weight equivalent of EX strength.

•Fly at EX air speed. With up to ten others, this is reduced to GD air speed.

Telepathy: RM ability to read minds. Jean used this skill to perform the following power stunts:

•RM ability to read minds.

•RM ability to project thoughts, RM range.

•RM ability to execute mental attacks, including erasing thoughts and exercising mental control.

TALENTS: Resist Domination.

GROUPS: Founding member of the original X-Men.

IN BRIEF: The above stats represent Jean Grey's abilities at the time of the founding of the new X-Men, prior to the creation of Phoenix.

MARVEL GIRL (Current Version)

Jean Grey

F A S E R I P
GD GD TY RM GD EX AM
10 10 6 30 10 20 50
Health: 56 Karma: 80
Resources: TY Popularity: 20

KNOWN POWERS

Telekinesis: IN ability to mentally manipulate objects. She can perform the following power stunts:

- Create a mental force shield up to IN strength protection against physical and energy attacks.

- Project force bolts of pure telekinetic energy for IN damage.

- Move physical objects with IN ability, with a weight equivalent of RM strength.

- Fly at RM air speed. With up to ten others, this is reduced to EX air speed.

Multiple Personae: For a short time following the Inferno, Marvel Girl manifested the personalities (though not the powers) of the Phoenix Force and the clone Madelyne Pryor created by Mr. Sinister. On a failed Psyche FEAT, she will fall into one of these other personalities for 1-10 rounds, or until forced to make another FEAT roll.

TALENTS: Resist Domination.

GROUPS: Founding member of the original X-Men and X-Factor.

IN BRIEF: The above stats represent Jean Grey's current abilities. After her release from the energy cocoon in which Phoenix placed her, Jean's telepathic abilities were again placed in remission. Following a battle with the Celestials, her multiple personality problem seems to be solved as well, but she still retains the memories, if not the personalities and powers, of Phoenix and Madelyne Pryor.

MASQUE

| | | | | | | |
|---------------|----|----|----------------|----|----|----|
| F | A | S | E | R | I | P |
| PR | GD | TY | RM | TY | TY | GD |
| 4 | 10 | 6 | 30 | 6 | 6 | 10 |
| Health: 50 | | | Karma: 22 | | | |
| Resources: FE | | | Popularity: -5 | | | |

KNOWN POWERS

Shapechange Others: Masque has MN control over the flesh of others, and can reform a victim's features and body on touch. He has used this ability for the following power stunts:

- Degrade a target's appearance for -20 to popularity.

- Improve a target's appearance for +20 to popularity.

- MN ability to duplicate appearances.

- Change appearance of the living

and recently dead.

- Induce blindness or deafness.

- Cut off air by sealing over ears and nose.

LIMITATIONS: Masque cannot affect his own twisted features with his shapechanging ability.

TALENTS: None.

GROUPS: Member of the Tunnelers, a faction of the Morlocks.

IN BRIEF: Masque was retained by Callisto to modify the appearance of new Morlocks to give them physical characteristics reflecting their mutant nature. During the Mutant Massacre, Masque and several of the other Tunnelers made it to the surface with X-Factor. Masque returned to the alleys, where he captured Callisto, changing her into a beautiful woman. Masque is intent on re-establishing the Morlocks with himself as their leader.

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 readings (though telepathic force bolts and other such attacks function normally).

- Master Mold does not need to breathe, and is unharmed by the effects of outer space and being underwater.

- When fully assembled, Master Mold is 30' tall. Anyone attacking him has a +2CS chance of hitting.

- Master Mold is made of RM strength material. This material 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.

Mutant Detection: UN ability to sense individuals with mutant DNA, several hundred mile range.

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 one form (with one brain module) does not fully destroy Master Mold. The brain modules are made of UN strength material, and have MN ability to generate a new body. As a protective measure, each brain module can inflict IN energy damage to anyone touching it.

WEAPONS: Master Mold has in the past created a number of weapons systems, including:

Hunter Missiles which seek-and-destroy targets. These have AM speed, IN control, and are made of EX material strength alloy. The hunter missiles have RM tracking ability and, once they locate a target, will attempt to destroy it with AM strength energy beams.

Beacon Probe similar to the Hunter Missiles, but capable of inducing sleep with AM intensity in two areas.

Force Beams or energy rays of RM strength.

Gas Jets located in the palms. These fire RM potency knockout gas up to two areas.

Stun Ray, RM intensity, three area range.

Disintegrator Ray, RM strength, effective against inorganic material, two area range.

EQUIPMENT: Master Mold has created a variety of equipment types, including:

The 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.

The Retribution Virus, created by Master Mold to kill all super-human mutants plus 90% of normal humanity with the genetic potential for mutation. The disease caused -1CS in all abilities per hour, with death occurring when all abilities were at Sh0 and an Endurance FEAT was failed. A vaccine for this virus was created by Moira MacTaggart, and all existing versions of the virus were either cured or destroyed.

Servitors are artificial lifeforms created by Master Mold. They have GD body armor, and are equipped with jet packs (TY air speed) and blasters (GD

energy damage, two area range). The Servitors have 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

Conscience is a robot construct with the downloaded personality of Stephen Lang. Like Master Mold, Conscience has the advantages of Robotic Construction, but he lacks regenerative powers. He has EX body armor, and can fire IN strength Energy or Force beams. Conscience has the following abilities:

| | | | | | | |
|----|----|----|----|----|----|----|
| 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

TALENTS: Since he was programmed with Stephen Lang's engrams, Master Mold has Electronics, Robotics, and Repair/Tinkering skills.

GROUPS: Former leader of the Mark III Sentinels, now independent.

IN BRIEF: The description above is for the current version, but Master Mold has been rebuilt a number of times in his long career. The original Master Mold, designed to oversee production of the Trask Sentinels, was destroyed when Trask blew himself up along with 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. He has fought the X-Men, Cyclops, and Power Pack. Most recently, Master Mold linked up with Nimrod, the mutant-hunter of the future, and they and Rogue entered the Siege Perilous together. What impact this will have on the activation of other brain modules is currently unknown.

MASTERMIND

Jason Wyngarde

| | | | | | | |
|----|----|----|----|----|----|-----|
| F | A | S | E | R | I | P |
| GD | TY | TY | RM | EX | EX | UN |
| 10 | 6 | 6 | 30 | 20 | 20 | 100 |

Health: 52 Karma: 140
Resources: PR Popularity: -10

KNOWN POWERS

Illusion Generation: UN ability to generate three-dimensional illusions. Damage from such illusions is imaginary, but if 0 Health is reached, the target becomes unconscious for 1-10 rounds. Mastermind's illusions affect all senses except smell. They cannot be recorded on cameras, tape, or other mechanical devices. All who can see the illusions are affected by them. Mastermind can perform the following power stunts:

- UN ability to change his appearance, including all sight and touch components.

- UN ability to become invisible.

EQUIPMENT: The Mindtap Mechanism created by Frost Industries gives Mastermind limited telepathy at UN ability (reading thoughts and memories only). This also allows Mastermind to work his illusions on a single target.

TALENTS: None.

GROUPS: Former member of the original Brotherhood of Evil Mutants and Factor Three. Applicant to the Inner Circle of the Hellfire Club. (Application rejected in the wake of the Dark Phoenix debacle.)

IN BRIEF: Mastermind was a carnival mentalist with mutant abilities when he was recruited by Magneto into his original Brotherhood. Mastermind fought the X-Men on a number of occasions as a member of larger groups. Finally, backed by the Hellfire Club, he attempted to take control of Marvel Girl, thinking her human instead of the earthly incarnation of the Phoenix Force. Phoenix revealed the nature of the cosmos to Mastermind, driving him mad for a short time. Mastermind recovered and attempted to avenge himself on the X-Men, but he was defeated. His present whereabouts are unknown.

MEGGAN

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| GD | RM | GD | IN | PR | GD | PR |
| 10 | 30 | 10 | 40 | 4 | 10 | 4 |

Health: 90 Karma: 18
Resources: FE Popularity: 10

KNOWN POWERS

Changeling: UN shapechanging ability, to date limited to human and humanoid forms. Physical abilities can shift up to four ranks to match the new form, but Health and Karma remain unchanged. Two common forms that Meggan has adapted as power stunts are a Wolf/Humanoid form (in which she gains RM tracking power and TY claws) and a super-powered form which increases her height by four feet and her Strength to AM.

Flight: EX air speed.

Animal Communication: Meggan has UN ability to sense animal emotions and converse with animals.

Insulation: GD resistance to cold.

LIMITATIONS: For all Meggan's potential, she also operates under a number of limitations, including:

- Ties to the British Isles. Much like Captain Britain, prolonged separation from England (or its extra-dimensional analogs) causes reduction in physical abilities and shapechanging by -1CS per week, minimum of FE. Losses are regained upon return to the Isles.

- Meggan is very self-conscious, and will often change shape based upon her self-image. If attracted to an individual, she can duplicate that person's skin and hair color; if angry, she becomes more and savage. In such situations, the Judge can call for a Psyche FEAT to avoid changing shape.

TALENTS: Meggan is an illiterate TV junky, with IN recall of anything she has seen on television.

GROUPS: Member of Excalibur.

IN BRIEF: A British mutant with shape-changing abilities and strong, possibly mystic, ties to the British Isles, Meggan first teamed up with Captain Britain, and later joined him as a member of Excalibur. She and Captain Britain are lovers, but their relationship has fallen on hard times recently, and she has become attracted to Nightcrawler.

MENTAC, THE LIVING COMPUTER

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| TY | TY | TY | RM | IN | RM | RM |
| 6 | 6 | 6 | 30 | 40 | 30 | 30 |

Health: 48 Karma: 100
Resources: TY Popularity: 0

KNOWN POWERS

Computer Mind: AM recall. Also has the ability to calculate and formulate plans with AM ability, given available information.

Telepathy: EX ability. His only power stunt to date is relaying information to the minds of other cell mates.

TALENTS: None revealed.

GROUPS: Member of a cell of Soviet mutants.

IN BRIEF: Mentac is a Soviet mutant working under the direction of Father Alexi Garnoff against Soviet abuses of mutants. He is Garnoff's planner, and his telepathic ability comes in handy in a country where writing down secret

plans is not a good idea.

MENTALLO

Marvin Flumm

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| TY | GD | TY | RM | GD | RM | AM |
| 6 | 10 | 6 | 30 | 10 | 30 | 50 |

Health: 52 Karma: 90
Resources: TY Popularity: -5

KNOWN POWERS

Telepathy: AM ability, range of five miles. Mentallo can communicate with up to three people at the same time. Using this ability he has developed the following power stunts:

- Radar Sense: FE ability to detect invisible and/or intangible people and objects.

- Illusion generation: AM ability to induce hallucinations in the minds of others.

EQUIPMENT: Mentallo has an Anti-Psionic Helmet which provides:

- EX resistance to all psionic attacks.
- EX invisibility to mental detection.

LIMITATIONS: Mentallo suffers -1CS on all attacks against moving targets. His Psyche is only TY against mental attacks. On the plus side, any successful mental attack causes just 1-10 rounds of unconsciousness in lieu of normal damage.

TALENTS: Electronics, Firearms.

GROUPS: Former employee of SHIELD; former partner of the Fixer.

IN BRIEF: Mentallo was a capable mutant telepath for SHIELD who broke away from that group to form a criminal partnership with the nonmutant inventor, the Fixer. After a number of failed attempts, the partnership broke up. Mentallo recently became involved in the Mutant Rights Movement, and is currently a member of the Resistantists under the name Think Tank.

MESMERO

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| TY | TY | TY | EX | GD | TY | AM |
| 6 | 6 | 6 | 20 | 10 | 6 | 50 |

Health: 38 Karma: 66
Resources: TY Popularity: -5



her illusion-casting power.

Illusion Casting: UN ability to display a target's fears and desires as three-dimensional images. Such images are seen by all, though multiple targets will be affected only if they have the same general fear/desire. Targets reduced to 0 Health as a result of such illusions fall unconscious for 1-10 rounds. Only images detected by the Mental Probe can be displayed in this fashion.

Empathy: MN ability, but only with animals (and shape-changers in animal form).

TALENTS: Hunting, Survival, Equestrian, Bows, Bilingual (English and Cheyenne).

CONTACTS: Co-leader of the New Mutants.

IN BRIEF: The stats and abilities above represent Mirage's powers and attributes from the time she joined the New Mutants (in the face of an attack by Donald Pierce, the White Bishop) to the time of the group's first journey to Asgard. Mirage and Sam Guthrie became co-leaders of the New Mutants. Dani Moonstar should not be confused with the criminal Mirage, Desmond Charne, who was killed by Scourge.

MIRAGE (Current Version)

Danielle "Dani" Moonstar

| | | | | | | | | |
|---------------|----|----|----|----|----|----|---------------|--|
| F | A | S | E | R | I | P | | |
| GD | GD | GD | RM | GD | EX | MN | | |
| 10 | 10 | 10 | 30 | 10 | 20 | 75 | | |
| Health: 60 | | | | | | | Karma: 105 | |
| Resources: PR | | | | | | | Popularity: 5 | |

KNOWN POWERS

Mental Probe: UN ability to detect specific emotion-laden thoughts and desires. Power stunts in the past have included detecting greatest fears, greatest figure of authority, and heart's desire. The nature of these fears and desires are unknown to Mirage until projected by her illusion-casting power.

Solid Images: Mirage can display the images pulled from other minds, as before. Now, however, she can dis-

play images from her own mind, and all of these images are solid and tangible. The material strength and abilities of these images are as they would be in "reality," with a maximum of UN rank. Only one solid image can be created at a time, and when not using an image, Mirage "stores" it as a spirit lance talisman around her neck.

Empathy: MN ability, but only with animals (and shape-changers in animal form).

Death Sense: UN ability to detect, unconsciously, the possibility of death. The Judge should make a FEAT roll for Mirage at the start of any session, with a Red result meaning that one or more randomly determined individuals in the group are threatened by death. These individuals can't use Karma to enhance Endurance FEATS for the duration of the session.

EQUIPMENT: Mirage makes use of a magical staff and a winged horse.

Ghost Staff: A powerful magical weapon created directly from Mirage's mind, the ghost staff inflicts Shift Y damage to extra-dimensional godlike beings, including Death.

Brightwind: A winged horse of the Valkyrie, with the following stats:

| | | | | | | | | |
|-------------|----|----|----|----|----|----|-----------|--|
| F | A | S | E | R | I | P | | |
| GD | EX | RM | IN | TY | GD | TY | | |
| 10 | 20 | 30 | 40 | 6 | 10 | 6 | | |
| Health: 100 | | | | | | | Karma: 22 | |

Brightwind flies with EX airspeed, and has an UN mind link with Mirage.

TALENTS: Hunting, Survival, Equestrian, Bows, Bilingual (English and Cheyenne).

CONTACTS: Co-leader of the New Mutants; member of the Valkyries.

IN BRIEF: Mirage gained her death sense and her winged horse, Brightwind, when the New Mutants were in Asgard. Her mutant powers were further modified by the High Evolutionary in his "Evolutionary Wars," allowing her to turn her images solid. Thereafter, however, Mirage's death-influenced nature came to the fore, turning her into Hela's servant, and forcing the New Mutants to return to Asgard. Mirage was eventually cured of Hela's curse, but has chosen to remain with the Valkyries as one of their number. The rest of the New Mutants returned to Earth.

MIST MISTRESS

| | | | | | | | | |
|---------------|----|----|----|----|----|----|---------------|--|
| F | A | S | E | R | I | P | | |
| TY | GD | TY | GD | TY | TY | TY | | |
| 6 | 10 | 6 | 10 | 6 | 6 | 6 | | |
| Health: 32 | | | | | | | Karma: 18 | |
| Resources: PR | | | | | | | Popularity: 0 | |

KNOWN POWERS

Mist: Mist Mistress emits a corrosive gas of RM intensity. Applied directly, it acts as an acid of IN intensity. Dispersed into an area, it reduces metallic battle armor by -4CS for as long as she is present and for 1-10 rounds after she leaves.

EQUIPMENT: The standard Resistant uniform offers GD protection from physical and energy attacks. All such uniforms are proof against Mist Mistress' corrosive powers as well.

TALENTS: Business, Accounting.

IN BRIEF: A former accountant, now a member of the Resistant, Mist Mistress is dedicated to the idea of freeing mutants unjustly imprisoned by a human justice system.

MISTER SINISTER

| | | | | | | | | |
|---------------|----|----|----|----|----|-----|---------------|--|
| F | A | S | E | R | I | P | | |
| RM | RM | IN | AM | IN | RM | UN | | |
| 30 | 30 | 40 | 50 | 40 | 30 | 100 | | |
| Health: 150 | | | | | | | Karma: 170 | |
| Resources: IN | | | | | | | Popularity: 0 | |

KNOWN POWERS

Telepathy: UN rank, though whether from inborn ability or external technology is unknown. With this ability he has managed the following power stunts:

- Force bolts of UN intensity.
- Force shields of UN intensity.
- Mental blocks of UN intensity. The victim must save against an UN intensity Psyche FEAT or find himself unable to harm Mister Sinister.
- Plant false or misleading memories with UN ability, or erase memories, also at UN ability.

•Astral Travel. When in the astral plane, Sinister is +2CS on his actions.

EQUIPMENT: Sinister has several items at his disposal:

Sinister's Base: Sinister is apparently in mental rapport with his base, such that it can change shape and move according to his commands. He can

MONITOR

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

Health: 32 Karma: 14
Resources: FE Popularity: 0

KNOWN POWERS

Senses: Monitor's full powers are unknown, but given her codename and the tasks assigned, she seems to be endowed with Incredible Senses or low level Telepathy. Regardless of the specific nature of her powers, she has EX ability to sense the presence and disposition of others within four areas, regardless of interposing material.

TALENTS: None.

GROUPS: Nanny's Lost Boys (and Girls).

IN BRIEF: An orphaned mutant "rescued" by Nanny and Orphan-Maker, Monitor joined Nanny in gathering other young mutants. She has no memories of her past life.

MOON BOY

F A S E R I P
GD RM TY GD GD GD PR
10 30 6 10 10 10 4

Health: 56 Karma: 24
Resources: FE Popularity: 0

KNOWN POWERS

Communication: Moon Boy seems to share a rapport with Devil Dinosaur, though whether that relationship is one of true understanding is yet to be revealed.

TALENTS: Tool-making, Hunting, Gathering.

GROUPS: Partner of Devil Dinosaur; member of the Fallen Angels.

IN BRIEF: A mutant member of a tribe of advanced primates in another dimension, Moon Boy teamed up with the mutated Saurian, Devil Dinosaur. The pair entered this dimension through one of Ariel's gateways. Both Moonboy and Devil Dinosaur are currently living in New York City.

MYSTIQUE

Raven Darkholme

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

Health: 90 Karma: 80
Resources: EX Popularity: 5

KNOWN POWERS

Imitation: UN ability to transform herself into the likeness of another human, including looking and sounding (but not smelling) like them. Her clothes change along with her appearance.

WEAPONS: Mystique has in the past used a number of weapons:

Blaster of RM force damage and three area range.

Skull Grenades that can be tossed two areas, and contain IN knock-out gas, tear gas, flares, acid, or explosives.

EQUIPMENT: Mystique uses several devices:

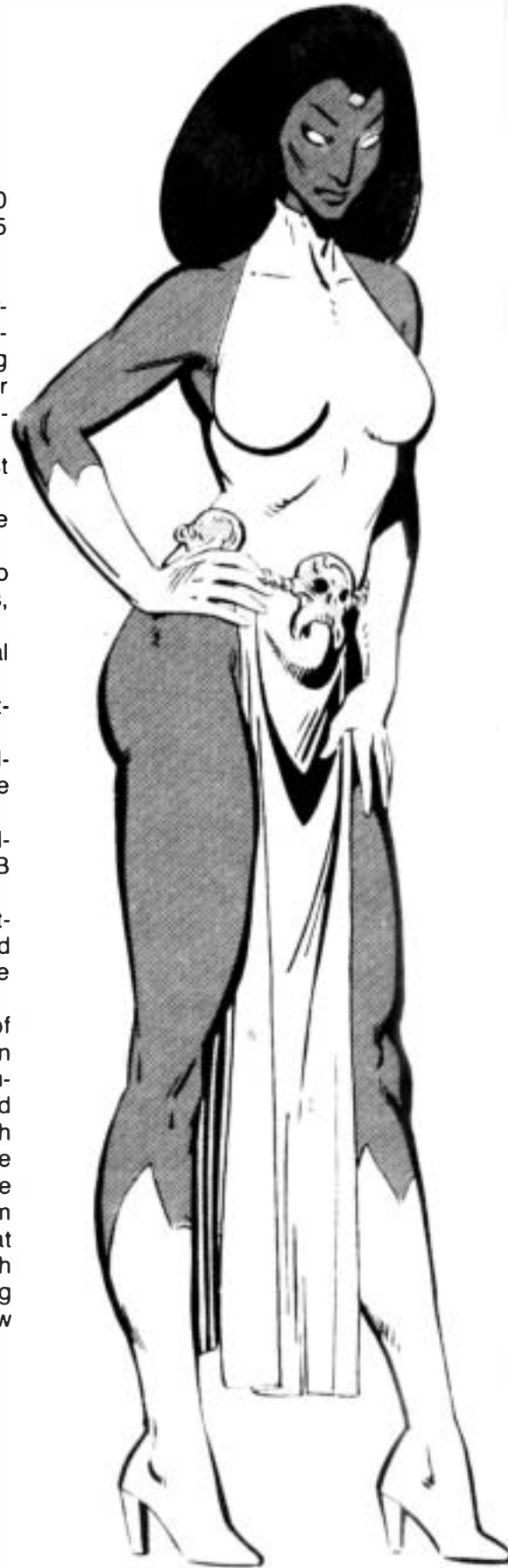
Psionic Scrambler allowing MN resistance to mental probe or attack.

Mechanical Scramblers with AM ability to scramble computers and battle suits with AM intensity.

TALENTS: Knives, Garrotes, Handguns, Machine Pistols, Martial Arts B and C, Leadership, Espionage.

GROUPS: Member of the US Department of Defense; leader of the second Brotherhood of Evil Mutants and the Freedom Force.

IN BRIEF: A high-ranking member of the Department of Defense, Raven Darkholme led a double life as a bureaucrat and as leader of the second Brotherhood. After a few clashes with the X-Men and Avengers, Mystique and her organization sold out to the government, becoming the Freedom Force. She remained in charge of that organization until her apparent death at the hands of Valerie Cooper, acting under the influence of the Shadow King.



N

NAMORITA

Namorita Prentiss

F A S E R I P
EX RM IN EX TY EX EX
20 30 40 20 6 20 20
Health: 110 Karma: 46
Resources: GD Popularity: 10

KNOWN POWERS

Water Breathing

Body Armor: GD protection.

Resistance—Cold: EX rank.

Swimming: TY speed (three areas/round).

Flight: PR speed (four areas/round).

TALENTS: Oceanography, Ocean Geography, Ichthyology.

GROUPS: Leader of S.U.R.F; member of the New Warriors.

IN BRIEF: Like her cousin Namor, Namorita is a hybrid of human and Atlantean stock. She, too, has wings on her ankles, giving her the ability to fly. In the past she led a band of other Atlantean mutants, but recently joined with non-mutants in forming the New Warriors.

NANNY

F A S E R I P
GD GD EX EX TY EX RM
10 10 20 20 6 20 30
Health: 60 Karma: 55
Resource: EX Popularity: 0

KNOWN POWERS

Telepath: GD telepathy and mind control. Special "pixie dust" raises her mind control ability to IN.

EQUIPMENT: Nanny wears battle armor and has ships in which she can travel.

Battle Suit: Nanny is encased in an egg-shaped suit of armor with the following abilities:

- Flight at EX air speed.
- Armor providing EX protection against physical and energy attacks.
- Machine Pistol inflicting EX damage, three area range.
- Rockets inflicting six area range, IN damage.
- Repulsor Field providing AM protection

from all attacks, but cannot operate with other weapons.

•Teleportation, IN ability, used only in times of extreme danger.

Ships: Nanny's beetle-shaped skyships have EX Control, MN Speed, EX Body, and GD Protection. They have forward grappling arms which can grab with MN strength.

TALENTS: IN reason in Cybernetics.

GROUPS: Partner of Orphan-Maker.

IN BRIEF: Nanny is an overprotective villainess whose motivation is to protect young mutants. If this means killing a child's parents and taking him or her into protective custody, so much the better. She is aided in her mission by Orphan-Maker and her Lost Boys (and Girls). Recently she attempted to save the X-Men from their dangerous lives, to the point of kidnapping Storm and regressing her to childhood.

N'ASTIRH

F A S E R I P
MN IN MN UN IN EX MN
75 40 75 100 40 20 75
Health: 290 Karma: 135
Resources: IN Popularity: -10

KNOWN POWERS

Magic: N'astirh is a Master level sorcerer who has studied extensively. Among things he has studied are Belasco's spell books. His powers include:

- Immortality.
- Imitation at AM rank.
- Mind Control at MN rank (on touch).
- Psi-Screen at MN rank.
- Magic Detection at MN rank.
- Body Transformation—Others at MN rank. On touch, usually to demonic forms.
- Eldritch Beams at MN rank, five area range.
- Fire Control at AM rank.
- Resurrection at AM rank.
- Size Change at MN rank.
- Dimensional Gate: N'astirh can attempt large-scale rituals to open dimensional gates between the planes (like the one resulting from Inferno). Such rituals take a great deal of time, planning, and material.

•Flight: RM air speed (155 areas/round).

•Body Armor: IN protection against physical attacks. RM protection against energy attacks.

Techno-Organic Virus: In the midst of Inferno, N'astirh was given the techno-organic virus by S'ym. The virus gave N'astirh three new abilities.

•The IN ability to regain Health by turning opponents to crystal, draining their life energy, and using that energy to replenish his own Health score. Creatures of steel or iron alloys are immune to this effect.

•Phasing at AM level of ability.

•Computer Link providing MN ability to control any computer.

LIMITATIONS: Despite all these powers, N'astirh has one significant weakness—vulnerability to iron. The touch of iron and steel (including all alloys and variants) inflicts +2CS damage against N'astirh (minimum PR). Body armor does not protect against these attacks.

TALENTS: Mystic Background, AM Reason in occult rituals.

GROUPS: One of the Demons of Belasco's Limbo.

IN BRIEF: A native of the extra-dimensional plane first ruled by Belasco, then by Magik. N'astirh served under S'ym in the latter's attempt to open a gate to Limbo over Manhattan, but intended to betray S'ym and rule Earth himself. To that end he awakened the powers of Madelyne Pryor, turning her into the Gobyln Queen, so she could serve as his aide. The X-Men and X-Factor apparently destroyed N'astirh, but it is unknown whether he is truly dead or if he retains the techno-organic virus granted him by S'ym.

NEKRA

Nekra Sinclair

F A S E R I P
RM IN GD RM TY GD IN
30 40 10 30 6 10 40
Health: 110 Karma: 56
Resources: PR Popularity: -5

KNOWN POWERS

Strength Increase: Nekra feeds on hatred, and in the presence of that emotion she can boost her Strength to IN for up to one hour out of eight. The increased Strength does not affect Health. In addition, she gains AM protection against physical and energy attacks.

Tracking: EX ability.

Zuvenbie Creation: RM ability to create zombies from "raw material." As a power stunt, she can transform a corpse into a lifelike zombie with the original person's personality and abilities. She can control up to 30 zombies at one time. A typical zombie's stats are:

| | | | | | | |
|------------|----|----|------------|----|----|----|
| F | A | S | E | R | I | P |
| TY | PR | TY | GD | FE | PR | FE |
| 6 | 4 | 6 | 10 | 2 | 4 | 2 |
| Health: 26 | | | Karma: N/A | | | |

WEAKNESS: Nekra is vulnerable to scent-based attacks (like Mandrill's). She is -2CS to resist this form of attack.

TALENTS: Survival, Occult Lore, Mar-

tial Arts A, B, and E.

GROUPS: Former partner of Mandrill and of the late Grim Reaper; member of the Lethal Legion; former leader of a local Cult of Kali.

IN BRIEF: The mutant daughter of a cleaning woman at a nuclear reactor, she was abandoned in the desert (along with Mandrill). Learning to survive and turning to crime in vengeance, Nekra and Mandrill were thwarted a number of times in world-beating attempts. Nekra has set herself up in various schemes since then, most recently teaming up with Grim Reaper who she cared enough about to bring back as a Zuvenbie after his death.

NIGHTCRAWLER

Kurt Wagner

| | | | | | | |
|---------------|----|----|----------------|----|----|----|
| F | A | S | E | R | I | P |
| EX | AM | TY | RM | GD | EX | EX |
| 20 | 50 | 6 | 30 | 10 | 20 | 20 |
| Health: 106 | | | Karma: 50 | | | |
| Resources: GD | | | Popularity: 15 | | | |

KNOWN POWERS

Teleportation: AM ability to teleport up to three miles. When teleporting, Nightcrawler produces a loud "BAMF" and the smell of sulfur. He can perform the following power stunts:

- Exceed normal range by up to one mile. When he does this he must make an Endurance FEAT or be confused for 1-10 rounds.

- Teleport with one or two passengers. The passengers must make Endurance FEATs or be knocked out for 1-10 rounds.

- Teleport part of a large object (usually non-organic), causing the teleported object to take AM damage.

- Make up to three attacks per round by teleporting multiple times.

Prehensile Tail: Nightcrawler can use his tail as an additional arm, attacking a foe with GD fighting rank in addition to other attacks.

Wall-Crawling: AM ability, three areas/turn. He cannot adhere to slippery or frictionless surfaces.



TALENTS: Swordplay, Martial Arts B, First Aid, Electronics, Mechanical Repair, Piloting.

GROUPS: Former member of the X-Men; founding member of Excalibur.

IN BRIEF: Nightcrawler is a German mutant with the ability to teleport. Rescued from a mob by Prof. X, he joined the X-Men. Following the Mutant Massacre and a long recovery period on Muir Island, he and Shadowcat joined Rachel Summers, Captain Britain, and Meggan to form Excalibur.

NOISE

Julio Mendoza

| | | | | | | |
|---------------|----|----|----------------|-----------|----|----|
| F | A | S | E | R | I | P |
| GD | GD | GD | RM | TY | TY | GD |
| 10 | 10 | 10 | 30 | 6 | 6 | 10 |
| Health: 60 | | | | Karma: 22 | | |
| Resources: TY | | | Popularity: -5 | | | |

KNOWN POWERS

Sonic Powers: The sound generated by Noise begins at FE rank, but increases +1CS per turn until a maximum of AM intensity is reached. Can inflict up to AM energy damage at a range of two areas in this fashion.

TALENTS: Criminal, Bilingual (Spanish and English).

GROUPS: Various mercenary organizations.

IN BRIEF: Noise is a Mexican mutant who began working as a hired killer following the appearance of his mutant ability. Noise has worked for a variety of mercenary units, most recently taking part in the super-powered takeover of Costa Brava.

NOWLAN, MICHAEL

| | | | | | | |
|---------------|----|----|---------------|-----------|----|----|
| F | A | S | E | R | I | P |
| PR | PR | TY | TY | TY | FE | AM |
| 4 | 4 | 6 | 6 | 6 | 2 | 50 |
| Health: 20 | | | | Karma: 58 | | |
| Resources: FE | | | Popularity: 0 | | | |

KNOWN POWERS

Power Magnification: IN ability to magnify other mutant powers +2CS, to a maximum of IN. This enhancement affected everyone within three areas and lasted for two hours. Only abilities listed under "Known Powers" were in-

creased. Nowlan's power increase was addictive, and "victims" denied another charge underwent withdrawal (-4CS on all FEATS for 1-10 weeks).

WEAKNESS: Drug addiction.

TALENTS: Military.

GROUPS: Alliance of Evil

IN BRIEF: An unwilling member of Apocalypse's Alliance of Evil, Nowlan was kidnapped and forced to serve as a power battery for the other members. Rebelling against those demands, Nowlan turned his power inward and destroyed himself.

NUKLO

Robert Frank, Jr.

| | | | | | | |
|---------------|----|----|---------------|-----------|----|----|
| F | A | S | E | R | I | P |
| GD | RM | IN | RM | TY | TY | PR |
| 10 | 30 | 40 | 30 | 6 | 6 | 4 |
| Health: 110 | | | | Karma: 16 | | |
| Resources: PR | | | Popularity: 0 | | | |

KNOWN POWERS

Frank currently has no superhuman powers, though he does retain the superhuman abilities listed above. As Nuklo, he had the following additional powers:

Radiation: Nuklo radiated energy in all directions, one area range, with AM intensity.

Power Conversion: Nuklo could convert his radiation into discrete power stunts. When using these powers he would not radiate as normal. These stunts included:

- AM growth (to 20').
- Generate force bolts of IN intensity and three area range.
- PR ability to split into multiple beings and re-form later. The Health of the re-formed being is the average of the others. He could generate up to three identical copies of himself.

Resistances: Nuklo had AM resistance to radiation and RM resistance to extreme temperatures.

Body Armor: RM protection from physical and energy attacks.

TALENTS: Automotive Repair and Maintenance.

GROUPS: None.

IN BRIEF: The mutant son of the World War II heroes Whizzer and Miss America, Nuklo's radioactive nature led to his being placed in suspended animation. He remained that way from

the time of his birth until he was released by the Avengers. He was used as a pawn by various criminals until he was cured of his condition. Robert Frank currently works in a service station in upstate New York.



P

PARALYZER

Randall Darby

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

Health: 46 Karma: 14
Resources: PR Popularity: 0

KNOWN POWERS

Electric Blast: Paralyzer's metal hands are electrified, allowing him the following power stunts:

- Emit beams of IN intensity electric energy, range two areas.
- Fill an area with an IN strength electric field. Those within the field must make an Endurance FEAT or fall unconscious.
- Deliver a shocking touch of AM intensity stunning damage. The target takes up to AM damage and must make an Endurance FEAT or fall unconscious.

EQUIPMENT: Paralyzer wears the standard Resistant uniform. This body armor provides GD protection against physical and energy attacks.

TALENTS: Criminal Background.

IN BRIEF: Shocker became Paralyzer when he joined the Resistants, an organization dedicated to the rescue of imprisoned mutants and the safeguarding of mutant rights. In doing so, his claws have become electrical plates, though whether this is the result of prosthetics or merely a change of equipment is not known.

PEEPER

Peter Quinn

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

Health: 26 Karma: 18
Resources: PR Popularity: 0

KNOWN POWERS

Telescopic Vision: RM ability to see details (and targets) clearly up to three miles away.

Plasma Blasts: EX intensity force eyeblasts, range of four areas.

TALENTS: Criminal.

GROUPS: Member of Mutant Force.

IN BRIEF: A diminutive mutant with powers centering on his oversized eyes, Peeper worked for a variety of masters as a member of Mutant Force. Sensing increasingly hostile attitudes toward mutants, Peeper became a member of the Resistants under the name Occult.

PERSUADER

Roland Rayburn

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| TY | TY | TY | GD | GD | GD | IN |
| 6 | 6 | 6 | 10 | 10 | 10 | 40 |

Health: 28 Karma: 60
Resources: GD Popularity: 0

KNOWN POWERS:

Hypnosis: Persuader has EX hypnotic ability, on eye contact. This is raised to IN intensity by means of a special suit he wears. Those making eye contact with Persuader must make a Psyche FEAT or be influenced by his abilities. Persuader can force a single target to perform any act, but acts which run counter to the target's personality allow a second Psyche FEAT; those which involve karma-reducing acts give the target a +1CS on the FEAT.

TALENTS: Business, Finance.

GROUPS: Former employee of Kingpin.

IN BRIEF: A businessman who used his mutant ability to make business deals, Rayburn was recruited by Kingpin, who provided his power-enhancing suit. Persuader hypnotized Punisher and forced him to act as Kingpin's agent. When ordered to kill Spider-Man, Punisher instead opened fire on Persuader, killing him. Persuader should not be confused with Persuasion (see below).

PERSUASION

Kara Killgrave

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| TY | GD | TY | GD | TY | EX | AM |
| 6 | 10 | 6 | 10 | 6 | 20 | 50 |

Health: 32 Karma: 76
Resources: PR Popularity: 0

KNOWN POWERS

Pheromones: AM mind control over air-breathers, five area radius, turning victims purple in the process. Unlike Mandrill, whose power is similar, Persuasion affects both men and women, but does not affect aliens or those she cannot touch (e.g., those in battle suits). To exert any control over characters who don't need to breathe she must deliver her pheromones by touching her target. Victims fulfill Persuasion's orders, even if asked to perform karma-reducing acts. The power works until Persuasion leaves the area or the pheromones are washed from the victim's skin. Her ability does not affect any of a target's involuntary abilities.

TALENTS: Student.

GROUPS: Former member of Beta Flight, Alpha Flight's back-up team.

IN BRIEF: The supposed daughter of the Purple Man (and, therefore, a mutant), Persuasion inherited her father's mind-controlling pheromones, though her ability to control them is not as great yet. A member of Beta Flight (with Gobyln and Laura Dean), Persuasion left the team to return to a normal life. Persuasion should not be confused with the Persuader (above).

PESTILENCE

Plague

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| TY | TY | TY | RM | PR | TY | GD |
| 6 | 6 | 6 | 30 | 4 | 6 | 10 |

Health: 48 Karma: 30
Resources: FE Popularity: -30

KNOWN POWERS

Diseased Touch: Pestilence had the AM ability to pass disease on to those she touched. Targets had to make an Endurance FEAT or suffer a -3CS drop in all physical abilities, with a new Health configured for the lowered abilities. If any ability dropped to Sh0, the character fell unconscious and had to make an Endurance FEAT to avoid dying. Medical treatment could reverse the process over time.

Immunity to Disease: Pestilence could not be affected by disease herself.

EQUIPMENT: Pestilence wore armor and rode a mechanical flying horse. **Mount:** As a horseman of Apocalypse, Pestilence rode a mechanical flying horse with RM Constitution, EX air Speed, IN Body, and TY Protection. This horse could be tracked and teleported by Apocalypse (MN ability). In addition, it provided an IN strength force field for itself and its rider.

Body Armor: As a horseman of Apocalypse, Pestilence wore armor providing EX protection from physical and energy attacks.

TALENTS: None.

GROUPS: Former member of the Morlocks; former Horseman of Apocalypse.

IN BRIEF: As a Morlock, Plague lived in the great underground warren that the Morlocks called home. She was rescued by Apocalypse during the Mutant Massacre instigated by Mister Sinister. Apocalypse gave her armor and a horse and renamed her Pestilence. She teamed with War, Famine, and Death (Archangel), to become Apocalypse's Four Horsemen. Pestilence apparently died in a fall during the Horsemen's reign of terror in Manhattan.

PHOENIX

Jean Grey Incarnation

| | | | | | | |
|---------------|----|----|----------------|----|----|----|
| F | A | S | E | R | I | P |
| EX | EX | TY | UN | GD | EX | AM |
| 20 | 20 | 6 | 100 | 10 | 20 | 50 |
| Health: 146 | | | Karma: 70 | | | |
| Resources: EX | | | Popularity: 20 | | | |

KNOWN POWERS:

As "Jean Grey," Phoenix usually contained her abilities at the UN level, maximum. Pressing beyond the UN level caused a loss of control and the creation of the "Dark Phoenix" persona.

Absorption: CL 1000, any form of energy.

Elemental Conversion: CL 1000.

Flight: UN airspeed, CL 1000 speed in space.

Force Field: CL 1000 protection from physical and energy attacks.

Gateway: Instantaneous transportation to any location in the universe.

Kinetic Bolt: Up to CL 1000 force bolt with CL 1000 range.

Regeneration: At UN rank.

Self-Sustenance: CL 1000. Does not need to breathe (though she can—and does). She is unaffected by the rigors of space.

Telekinetics: UN rank, line of sight. She can engage in the same power stunts as Jean Grey (Marvel Girl), at the increased, UN power level.

Telepathy: UN rank and range. She can engage in the same power stunts as Jean Grey (Marvel Girl), at the increased, UN power level.

Weather Control: UN rank.

Phoenix Force: When using her power at AM strength or greater, the flaming image of the Phoenix appears around her. This image can be illusory in nature or can burn with cosmic fire of up to AM strength. She is immune to the effects of this cosmic flame.

LIMITATIONS: In "Jean Grey" form, Phoenix is particularly susceptible to psionic and mental attacks. Her Psyche is considered EX for resisting these types of attacks. In addition, "Jean Grey's" control over the Phoenix force is imperfect, and actions which exceed UN rank or involve killing require a Psyche FEAT of AM intensity to avoid being transformed into Dark Phoenix.

TALENTS: Astronavigation, Resist Domination.

GROUPS: Former member of the X-Men and the Hellfire Club.

IN BRIEF: The cosmic entity known as the Phoenix Force rescued Marvel Girl from a crashing space shuttle, placing her in suspended animation and taking her place among the X-Men as Phoenix. Emotionally unable to handle her power, Phoenix was first corrupted as the Black Queen of the Hellfire Club (with stats similar to those listed above), and finally became Dark Phoenix."

PHOENIX

Dark Phoenix Incarnation

| | | | | | | |
|-------------------------------------|----|----|------------|----|----|-----|
| F | A | S | E | R | I | P |
| RM | IN | RM | UN | GD | EX | UN |
| 30 | 40 | 30 | 100 | 10 | 20 | 100 |
| Health: 126 | | | Karma: 130 | | | |
| Resources: CL1000 Popularity: - 100 | | | | | | |

KNOWN POWERS: **Absorption:** CL 1000, any form of energy.

Elemental Conversion: CL 1000.

Flight: UN airspeed, CL 1000 speed in space.

Force Field: CL 1000 protection from physical and energy attacks.

Gateway: Instantaneous transportation to any location in the universe.

Kinetic bolt: Up to CL 1000 force bolt with CL 1000 range.

Regeneration: At UN rank.

Self-Sustenance: CL 1000, does not need to breathe (though she can—and does). She is unaffected by the rigors of space.

Telekinetics: UN rank, line of sight. She can engage in the same power stunts as Jean Grey (Marvel Girl), at the increased, UN power level.

Telepathy: UN rank and range. She can engage in the same power stunts as Jean Grey (Marvel Girl), at the increased, UN power level.

Weather Control: UN rank.

Phoenix Force: When using her power at AM strength or greater, the flaming image of the Phoenix appears around her. This image can be illusory, or can burn with cosmic fire of up to MN strength. She is immune to the effects of this cosmic flame.

LIMITATIONS: The uncontrolled "Dark Phoenix" force is totally chaotic and will always act at maximum strength. To do reduced damage, she must make a Red Psyche FEAT. Similarly, for the "Jean Grey" side of the personality to regain control, she must make a Red Psyche FEAT.

TALENTS: None.

GROUPS: Former member of the X-Men.

IN BRIEF: Due to her inability to control her own actions, and the actions of Mastermind and the Hellfire Club, Phoenix became "Dark Phoenix." In this form she was less reluctant to use her power and more cruel. Unable to control this dark side, the remains of her Jean Grey personality took over long enough to commit suicide on the Moon rather than risk the continued existence of the Phoenix in this dimension.

PHOENIX

Rachel Summers Incarnation

F A S E R I P
 GD EX GD IN GD RM MN
 10 20 10 40 10 30 75
 Health: 80 Karma: 115
 Resources: PR Popularity: 12

KNOWN POWERS:

Telekinesis: MN ability, with the following power stunts:

- Force field of AM protection vs. physical and energy attacks, one area radius.

- Mental bolt of AM stunning intensity, three area range.

- Kinetic bolt of either AM force damage or AM grappling ability.

- Flight at EX airspeed for herself and up to two five others.

Invisibility: AM rank, by "clouding men's minds." This has no effect on cameras and other mechanical sensors.

Telepathy: AM ability.

Mutant Detection: AM ability and range.

Phoenix Force: When using her powers at maximum, Phoenix conjures the flaming bird-image of the Phoenix Force. This image inflicts TY flame damage when used. She herself is immune to this cosmic flame.

TALENTS: Acrobatics, Martial Arts C and E.

GROUPS: Former member of the X-Men and Excalibur.

IN BRIEF: A native of an alternate future where Phoenix lived and Senator Kelly died, Phoenix was the daughter of Phoenix/Jean Grey and Scott Summers. As the Sentinels took over this future Earth, Phoenix was sent into the past to undo the damage. She served alongside the X-Men of this dimension. Kidnapped by Spiral, and her memories altered or erased, she became one of Mojo's star attractions before escaping back to this Earth. Here she rejoined Shadowcat and Nightcrawler as a member of Excalibur.

PIPELINE

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

Health: 38 Karma: 40
 Resources: TY Popularity: -5

KNOWN POWERS:

Transmission: Pipeline has the UN ability to digitize people and feed them without harm through a specialized phone link with Genosha. This teleports them there. In addition to sending people to Genosha, Pipeline can summon aid in the form of Genoshan magistrates. No known mutant ability can prevent a character from being transmitted. Pipeline may be able to transmit himself to Genosha without special equipment.

Phone Uplink: To prevent loss of signal (and potential damage to the character being transmitted), Pipeline uses a special modem for calling to and from Genosha. This modem is made of GD strength material. He cannot send others without his phone link.

TALENTS: Computers.

GROUPS: Member of the Genoshan Press Gang.

IN BRIEF: Pipeline is a Genoshan with the ability to reduce others to a digitized image which can then be fed over the phone lines to Genosha. It is not known whether he is a mutant, an altered human, or even a cyborg but, regardless of the nature of his powers, he is very useful in recovering escaped mutants and in summoning aid from Genosha.

PIPER

F A S E R I P
 GD TY TY EX PR TY PR
 10 6 6 20 4 6 4
 Health: 42 Karma: 14
 Resources: FE Popularity: 0

KNOWN POWERS:

Animal Control: AM control, summoning and controlling the creatures with his flute. Details on animals can be found in the Advanced Set Judge's Book, pages 58-60, but the Piper has been known to call the following creatures:

- Swarms of rats and bats. These inflict PR damage every turn and reduce the movement of those attacked by half.

- Snakes which inflict TY damage (10% chance of RM poison).

- Alligators which inflict GD biting

damage.

EQUIPMENT: Piper's pipes are made of TY strength material. They have no inherent power, serving only as a channel for Piper's innate abilities.

TALENTS: Musician.

GROUPS: Member of the Morlocks.

IN BRIEF: A member of the Morlocks who survived the Mutant Massacre, this Piper should not be confused with the Savage Land Mutate of the same name and similar powers. Piper's present disposition and location are unknown.

PLASMA

Leila O'Toole

F A S E R I P
 GD GD TY EX EX EX GD
 10 10 6 20 20 20 10
 Health: 46 Karma: 50
 Resources: EX Popularity: 0

KNOWN POWERS:

Invulnerability—Cosmic Radiation: Plasma cannot be harmed by cosmic rays or attacks which derive from cosmic radiation. In fact, she can use these powers to increase her own abilities.

Radiation Absorption: Plasma has no inherent superhuman powers until exposed to cosmic radiation. When exposed to such radiation (e.g., from the powers of the mutant Havok), Plasma increases in abilities, size, and superhuman powers. So far she has only been exposed to sufficient energy to increase her to the first (10') stage. Whether she can grow further (like her uncle, the Living Pharaoh), remains to be seen.

Stage I: Grows to a height of 10' when exposed to RM or IN strength cosmic energy. Stats increase as indicated below.

F A S E R I P
 EX EX RM RM EX EX GD
 20 20 30 30 20 20 10
 Health: 100 Karma: 50

At Stage I, she has the following powers:

- Energy Blasts: IN rank, five area range.

- Body Armor: RM rank.

- Movement: GD ground speed.

SERVANTS: Plasma is the inheritor of

number of power stunts:

- Mental probe of MN rank.
- Mental invisibility ("clouding men's minds") of MN rank.
- Mental blast of MN stunning intensity, 20 area range.
- MN ability to alter or erase a target's memories.

Astral Form: MN ability.

Mutant Detection: TY ability, four area range.

EQUIPMENT: Xavier has used a wide variety of equipment in the past including, but not limited to, the items listed below:

Cerebro, a device which expands Xavier's ability to locate mutants to the UN level, and to track particular mutants.

Mini-Cerebro, which requires no mutant-detecting powers and functions at the TY level.

Wheelchairs used when Prof. Xavier could not use his legs. The most esoteric of these was a caving version which moved on treads, had PR Speed, GD Body, FE Protection, and GD Control, and packed an IN-strength force blaster.

Leg-braces allowing him to walk normally for a short time. Agility FEATs were required to maintain control in any situation that could cause them to fail.

LIMITATIONS: For the bulk of his adult life, Prof. X was confined to a wheelchair, and unable to use his legs. This situation has since been corrected (by creating an entirely new body). Prof X's other abilities remain the same whether wheelchair-bound or not.

TALENTS: Genetics, Electronics, Engineering.

GROUPS: Mentor of the original X-Men and New Mutants; member of the Starjammers.

IN BRIEF: The world's most powerful mutant telepath, Professor Charles Xavier founded a school to teach young mutants how to handle and develop their powers and abilities, and to act as a force for good in the world. Both original and "new" teams of X-Men served under his direction, as did the New Mutants, a team of younger mutants. Prof. X eventually left Earth to accompany his love, Princess Lilandra, in an attempt to retake her throne. He has only recently returned from adventuring with the Starjammers.



PROTEUS

Kevin MacTaggart

| | | | | | | |
|--------------|----|----|-----|-----------------|----|-----|
| F | A | S | E | R | I | P |
| TY | TY | TY | UN | RM | MN | UN |
| 6 | 6 | 6 | 100 | 30 | 75 | 100 |
| Health: 118 | | | | Karma: 205 | | |
| Resources: 0 | | | | Popularity: -30 | | |

KNOWN POWERS:

Reality Warping: UN ability, limited only by his own nasty imagination, his ability to concentrate, and by line of sight. Among the reality warping effects Proteus managed on his brief rampage were reversing gravity with UN ability, causing buildings to topple, turning ground into air, and turning air into crystal of IN strength. This ability also manifested itself in two major power stunts:

- Animate Objects: These objects strike with damage equivalent to their material strength.

- Create Fear/Insanity: Proteus can apparently alter the physical body of a target. Those affected must make a Psyche FEAT or suffer a -1CS penalty in any attempt to harm Proteus in the future.

Possession: Proteus' internal abilities burn up surrounding bodies. He has MN ability to possess another individual's body, killing that person's mind and soul. Proteus gains the memories and talents of the bodies he inhabits. A successful FEAT against MN intensity will prevent Proteus' takeover.

Telepathy: AM telepathy, used to probe the minds of others and generate nightmares drawn from them. This ability also gives Proteus a continual UN psi-screen.

TALENTS: None (except those gained during possession).

GROUPS: None.

IN BRIEF: Proteus, also known as Mutant X, is the son of Moira MacTaggart and her estranged husband, Joe. Moira never told Joe of the child. When young Kevin began manifesting his horrid powers, Moira placed him in a secure cell with computerized controls and began working on a cure. During a battle between the X-Men and the rejuvenated Magneto on Muir Island, the computer safeguards were

damaged and Mutant X was freed. Mutant X's attempts to possess Polaris and Phoenix failed, but he did grab Maddrox's body and flee the island. Taking a number of bodies en route, he finally possessed the form of his father. Proteus ran amok in Edinburgh until stopped by the X-Men. His original body is still kept on Muir Island, and Moira has the potential to clone him, though she has chosen not to.

PRYOR, MADELYNE

Original Version

| | | | | | | |
|---------------|----|----|---------------|----|----|----|
| F | A | S | E | R | I | P |
| GD | GD | TY | RM | GD | EX | AM |
| 10 | 10 | 6 | 30 | 10 | 20 | 50 |
| Health: 56 | | | Karma: 80 | | | |
| Resources: PR | | | Popularity: 1 | | | |

KNOWN POWERS

No known super-human powers.

TALENTS: Piloting, Computers.

GROUPS: The X-Men.

IN BRIEF: Madelyne was a clone of Jean Grey infused with false memories by Mister Sinister (though neither Jean nor Madelyne knew of the deception). Part of the Phoenix Force, Madelyne was used as a pawn by Sinister to force Cyclops to marry and father a son, whom he could then control. The plan went smoothly and a child was born despite the interference of Mastermind, Loki, and the Genoshans. Madelyne and Cyclops split up when he rejoined Jean Grey in X-Factor. Mister Sinister kidnapped the child and tried to kill Madelyne. Maddie escaped and teamed up with the X-Men, joining them in "death" (as a result of their conflict with the Adversary) and living with the team in Australia. She then turned fully against Scott and his team, beginning her transformation into the Gblynn Queen.

PRYOR, MADELYNE

Gblynn Queen

| | | | | | | |
|----------------|----|----|-----------------|----|----|-----|
| F | A | S | E | R | I | P |
| GD | RM | TY | UN | GD | RM | ShX |
| 10 | 30 | 6 | 100 | 10 | 30 | 150 |
| Health: 146 | | | Karma: 190 | | | |
| Resources: ShY | | | Popularity: -50 | | | |

KNOWN POWERS:

Telekinesis: UN rank, with range limited to line of sight. She has developed several power stunts:

- Flight at IN air speed.
- Force fields of ShY strength.
- Kinetic force bolts of UN force.

Matter Control: ShX ability to convert and control various forms of matter. She has developed several power stunts with this ability, too:

- Alter environment, 10 mile radius.
- Transform other humans into demons.
- Create "average" demons from everyday objects.
- Non-detection, ShY ability.

Telepathy: UN ability, allowing her to encourage the dark side of a victim's personality, making characters more willing to attempt karma-reducing acts.

DEMONS: The Gblynn Queen controlled a large horde of "average" demons. These demons had the following abilities:

Claws capable of inflicting TY edged attack damage.

Flight at TY speed.

Body Armor providing TY protection from physical and energy damage.

These demons had the following stats:

| | | | | | | |
|------------|----|----|-----------|----|----|----|
| F | A | S | E | R | I | P |
| EX | TY | EX | TY | PR | GD | PR |
| 20 | 6 | 20 | 6 | 4 | 10 | 4 |
| Health: 52 | | | Karma: 18 | | | |

TALENTS: Madelyne had the Pilot, Computers, and Occult talents.

GROUPS: Former member of the X-Men; leader of the Demons from Limbo.

IN BRIEF: The demons N'ashirh and S'ym exploited Madelyne's vulnerabilities, activating latent powers left by Phoenix, and turning her to evil. She became the Gblynn Queen, and pre-

sided over the demonic invasion of Manhattan known as Inferno. She corrupted some but not all of the X-Men, and fought the X-Men and X-Factor, seeking to kill her child in vengeance against Cyclops. Foiled in that attempt, she tried to destroy herself and her opponents, but only she died in the blast.

PSYLOCKE (Original Version)

Elizabeth "Betsy" Braddock

| | | | | | | |
|---------------|----|----|----------------|----|----|----|
| F | A | S | E | R | I | P |
| GD | GD | GD | RM | GD | RM | IN |
| 10 | 10 | 10 | 30 | 10 | 30 | 40 |
| Health: 60 | | | Karma: 80 | | | |
| Resources: RM | | | Popularity: 10 | | | |

KNOWN POWERS

Telepathy: IN ability, with the following power stunts:

- Mind links of RM strength.
- Telepathic projection, giving her the RM ability to "see" through the minds of others.
- Mental probe of RM intensity.
- Mental bolts of RM stunning ability.
- Force bolts of RM force damage.

EQUIPMENT: Psylocke uses several types of equipment.

Bionic Eyes: Psylocke is blind, but was outfitted by Mojo with bionic eyes that provide her with the same capabilities as normal vision. However, these eyes act as cameras for Mojo, allowing him to view all of the X-Men's adventures and turn them into hit movies in his dimension.

Body Armor: Psylocke wears an armored battlesuit which provides EX protection from physical and energy attacks.

TALENTS: Espionage, Martial Arts A and E.

GROUPS: S.T.R.I.K.E. (a British version of S.H.I.E.L.D.); the R.C.X.; the X-Men.

IN BRIEF: The twin sister of Captain Britain, Psylocke was blinded when attempting to fill in for her brother as Britain's champion. She was kidnapped by Mojo and outfitted with her bionic eyes. Rescued by the New Mu-

tants, Psylocke joined the X-Men as the team's telepath. The statistics above describe Psylocke at about the time she joined the X-Men.

PSYLOCKE (Current Version)

Lady Mandarin

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| EX | GD | EX | RM | GD | RM | AM |
| 20 | 10 | 20 | 30 | 10 | 30 | 50 |

Health: 80 Karma: 90
Resources: PR Popularity: 0

KNOWN POWERS

Telepathy: IN ability, with the following power stunts:

- Mind links of IN strength.
- Telepathic projection, giving her the IN ability to "see" through the minds of others.
- Mental probe of IN intensity.
- Mental bolts of IN stunning ability.
- Force bolts of IN force damage.
- IN ability to Create Illusions in the minds of her targets.

Invisibility to Machines: Psylocke and the other X-Men who fought with Roma against the Adversary were rewarded with UN rank invisibility to cameras and other mechanical devices. Psylocke cannot be photographed and will not be detected by sensors or robots, including ordinary Sentinels. It is assumed that Betsy's bionic eyes allow her to see her teammates, or else she makes up for her lack of vision by sensing the X-Men's thoughts.

EQUIPMENT: Psylocke is blind, but was outfitted by Mojo with bionic eyes that provide her with the same capabilities as normal vision. With the "death" of the X-Men and their being rendered invisible to devices, these eyes are no longer sending signals back to Mojo.

TALENTS: Espionage, Martial Arts A, B, and E

GROUPS: S.T.R.I.K.E. (a British version of S.H.I.E.L.D.), the RCX, the X-Men, the Hand.

IN BRIEF: Upon passing through the Siege Perilous with the other X-Men, Psylocke was "reborn" as an Oriental

woman. Recognized by the Hand for her usefulness, she was recruited by the Mandarin to serve as his agent, Lady Mandarin. She broke free from her mental shackles and escaped with Wolverine and Jubilee. The three have since re-formed the X-Men.

PUNCHOUT

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| RM | GD | IN | RM | GD | TY | GD |
| 30 | 10 | 40 | 30 | 10 | 6 | 10 |

Health: 110 Karma: 26
Resources: TY Popularity: -5

KNOWN POWERS

No apparent super-human powers other than increased physical attributes.

TALENTS: Military.

GROUPS: Member of the Press Gang.

IN BRIEF: It is not known whether Punchout is truly a mutant (as opposed to an altered human or cyborg). Regardless of the source of his powers, he is the muscle for the Genoshan Press Gang, an organization of super-powered operatives whose mission is to return escaped mutants to Genosha.

PYRO

St. John Allerdyce

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

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

KNOWN POWERS

Fire Control: IN ability to control (but not create) flame. He can perform the following power stunts:

- Form rings, prisons, and other restraining devices of up to IN intensity.
- Fire jets of flame up to four areas with IN ability and damage.
- Create flame creatures with IN Fighting, Agility, Strength, and Endurance scores, and Health of 160. These flame creatures inflict MN damage to flammable targets, GD damage to non-flammable targets.

- Dampen flames with IN ability.

Fire Resistance: Pyro has CL 1000 resistance to fire under his control. He

has no resistance to flames not under his control or to those controlled by others.

EQUIPMENT: Pyro has a body suit and backpack.

Flamethrower Backpack: Fires RM fire damage from wrists, range of two areas. The backpack is made of IN strength materials.

Costume: AM protection against flame and heat.

TALENTS: Journalism, Writing.

GROUPS: Founding member of the second Brotherhood of Evil Mutants and the Freedom Force. Has taken several leaves of absence from the Freedom Force to pursue a criminal career.

IN BRIEF: An Australian mutant with the ability to control flame, Pyro joined Mystique's second Brotherhood of Evil Mutants, and stayed with them when they became the Freedom Force. As a member of the Freedom Force, Pyro has tangled with the X-Men a number a times, as well as with other heroes while on unauthorized sabbatical.



Q

QUICKSILVER

Pietro Maximoff

| | | | | | | |
|----|-----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| EX | UN | EX | RM | EX | TY | TY |
| 20 | 100 | 20 | 30 | 20 | 6 | 6 |

Health: 170
Resources: TY
Karma: 32
Popularity: -4

KNOWN POWERS

Lightning Speed: Shift X land speed. RM water speed. Can perform high-speed turns and stunts on a successful Agility FEAT. He has developed the following power stunts using his super-speed ability:

- Make additional attacks using his Shift X speed instead of his Fighting score. Each attack inflicts GD damage.
- Generate cyclones and winds, slamming individuals within one area at the equivalent of a Shift X attack, though only inflicting TY damage.
- Break grappling and other restraints using his Shift X speed instead of Strength.
- With a 500' running start, he can speed 300' up a sheer surface.
- With a 100' running start, he can speed 1000' across water.
- UN ability to become effectively in-

visible by running at high speed.
Body Armor: GD against physical and energy attacks.

Resistance to Cold: IN rank.

TALENTS: Bilingual (English and Hungarian).

GROUPS: Founding member of the Original Brotherhood of Evil Mutants; former member of the Avengers; former ally of the Inhumans; current member of West Coast Avengers.

IN BRIEF: Quicksilver and his sister Wanda (the Scarlet Witch) are the children of Magneto, though this was not known until recently. Quicksilver first fought at Magneto's side but later became a member of the Avengers. Finally he married Crystal, one of the Inhumans. Curiously, their mutant and Inhuman genetics combined to make them parents of a normal human girl. Quicksilver is currently estranged from his in-laws, but has rejoined the West Coast Avengers.

QUILL

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

Health: 32
Resources: PR

Karma: 18
Popularity: 0

KNOWN POWERS

Quills: Quill's body is covered with sharp, short needles, which he can use as follows:

- Strike for EX edged damage in melee combat.

- Throw for EX shooting damage at a range up to three areas.

Attacks involve multiple needles, but only one roll is made. The needles ignore body armor of RM material strength or less.

EQUIPMENT: The standard Resistant uniform provides GD protection from physical and energy damage.

TALENTS: None known.

GROUPS: Current member of the Resistants.

IN BRIEF: A young mutant pursued by government forces for failure to register, Quill was rescued by the Resistants, and became one of their number. Quill originally used the name of Porcupine, but abandoned it to avoid confusion with the technologically-based villain of that name.



PRETTYBOY

| | | | | | | |
|---------------|----|-----------------|----|-----------|----|----|
| F | A | S | E | R | I | P |
| RM | EX | RM | EX | TY | PR | RM |
| 30 | 20 | 30 | 20 | 6 | 4 | 30 |
| Health: 100 | | | | Karma: 40 | | |
| Resources: GD | | Popularity: -10 | | | | |

KNOWN POWERS

Cyborg Body: Prettyboy's cyborg body is made of IN strength material and gives him a number of abilities:

- EX protection against physical and energy attacks.
- Extendable arms and legs reach up to two areas away.
- Sharp claws inflict GD edged attack damage.
- Tentacles, stored in the chest cavity, extend one area away, grabbing or grappling with IN strength. The coils are coated with neurotoxin for AM stunning intensity.
- Mind Rewiring: Prettyboy can corrupt a person by extending fiber-optic cables into his victim's mind. He must make a Psyche FEAT to succeed, but if he is successful the target becomes unconcerned about Karma-reducing



actions. The fiber-optics are made of PR strength material.

WEAPONS: Prettyboy uses a number of weapons, including:

Rifles which inflict IN damage to a single target, range three areas.

Pistols which do GD shooting damage, range two areas.

TALENTS: Criminal, Martial Arts A.

SKULLBUSTER

| | | | | | | |
|---------------|----|-----------------|----|-----------|----|----|
| F | A | S | E | R | I | P |
| GD | GD | RM | GD | EX | GD | EX |
| 10 | 10 | 30 | 10 | 20 | 10 | 20 |
| Health: 60 | | | | Karma: 50 | | |
| Resources: GD | | Popularity: -20 | | | | |

KNOWN POWERS

Cyborg Body: Skullbuster's cyborg body is made of IN material strength and gives him EX protection against physical and energy attacks.

WEAPONS: Skullbuster uses a number of weapons, including:

Machine Guns which do IN damage in one area, range three areas.

Pistols which do RM shooting damage, range two areas.

TALENTS: Pistols, Criminal.

IN BRIEF: Skullbuster was apparently killed by Forge in the Reaver attack on Muir Island. A new Skullbuster is under construction.

RICHTOR

J. E. Richter

| | | | | | | |
|---------------|----|---------------|----|-----------|----|----|
| F | A | S | E | R | I | P |
| TY | GD | TY | GD | TY | GD | GD |
| 6 | 10 | 6 | 10 | 6 | 10 | 10 |
| Health: 32 | | | | Karma: 26 | | |
| Resources: FE | | Popularity: 0 | | | | |

KNOWN POWERS

Earth Control: AM ability. Richter has demonstrated a number of power stunts:

- A long, slow earthquake, beginning at PR effect and area, increasing +1CS per round until it reaches UN (at which point it can no longer be controlled by Richter).
- AM ability to diminish earthquakes. (Failure indicates the quake increases in intensity.)
- A single groundstrike attack of AM ability, one round duration.
- A pulse of IN force, two area

range, one round duration.

•Shake apart material on touch up to AM material strength on a Red FEAT roll.

TALENTS: Streetwise, Student.

GROUPS: Ward of X-Factor; member of the X-Terminators and New Mutants.

IN BRIEF: A young mutant captured by the Right so his mutant earth ability could be used in a plot to damage San Francisco. Richter was rescued by X-Factor and began learning to control his power. He later joined other young mutants, first in the X-Terminators, and then as one of the New Mutants.

RIPTIDE

Janos Qusted

| | | | | | | |
|---------------|----|-----------------|----|-----------|----|----|
| F | A | S | E | R | I | P |
| GD | IN | GD | GD | TY | GD | GD |
| 10 | 40 | 10 | 10 | 6 | 10 | 10 |
| Health: 70 | | | | Karma: 26 | | |
| Resources: PR | | Popularity: -10 | | | | |

KNOWN POWERS

Spinning: Riptide can twist at AM speeds, performing several power stunts:

- Attack for RM edged damage.
- Throw shurikens at high velocity. These shurikens inflict only TY damage, but can penetrate AM body armor. Riptide can throw up to ten per round.

•Escape grapples and restraints as if with AM strength.

TALENTS: None Revealed.

GROUPS: Member of the Marauders.

IN BRIEF: A mutant with a spinning ability similar to Whirlwind, Riptide never developed the superhuman speed of the earlier mutant. Instead, he concentrated on inflicting killing damage upon his targets, a tactic that Whirlwind has only recently picked up. Riptide, one of the Marauders who fought in the Mutant Massacre, was killed by Colossus. Soon afterward, Riptide appeared again as a Marauder. This may be due to Mister Sinter's cloning talents.

•Teleportation at UN rank.

TALENTS: Mystic Background, Occult Lore, Resist Domination, Hypnosis.

GROUPS: None (but an ally of the X-Men).

IN BRIEF: The daughter of Merlin (who may or may not be the Merlin of legend), Roma was entrusted with watching over a large number of parallel universes (called multiverses). Held captive in her own Starlight Citadel by the Adversary, she sought the aid of the X-Men. The mutant group freed her, but at the cost of their own lives. Roma rewarded them by restoring their lives, by making them invisible to mechanical devices, and by providing them with the Siege Perilous, a device which could be used to judge the guilty (and which has since been destroyed). Since she has many dimensions to watch over, Roma is not always available to act as the X-Men's guardian angel.

ROULETTE

Jennifer Stavros

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| PR | GD | PR | GD | GD | GD | AM |
| 4 | 10 | 4 | 10 | 10 | 10 | 50 |

Health: 28
Resources: GD

Karma: 70
Popularity: 8

KNOWN POWERS

Probability Manipulation: UN ability to shift the odds. Can add or subtract 50 from any percentile die roll, with the Power FEAT determined before the roll is made. This power is manifested through disks Roulette generates—white disks for good luck and black disks for bad.

WEAPONS: Roulette has used a small single-shot gas gun with AM intensity gas. This stuns the target and causes loss of mental powers (at MN intensity) for 24 hours.

TALENTS: Groups, Streetwise, Gambling Odds.

GROUPS: Member of the Hellions.

IN BRIEF: A young mutant from Atlantic City, Roulette uses her good and

bad luck disks to jimmy the odds in her favor. She is not above using them to cheat.



BARBARUS

F A S E R I P
EX TY AM RM PR GD TY
20 6 50 30 4 10 6
Health: 106 Karma: 20
Resources: FE Popularity: 0

KNOWN POWERS

Multiple Attacks: Barbarus has four arms, and can make up to two attacks per round. He also has a +2CS on all wrestling and grabbing attacks.

TALENTS: Blunt Weapons, Martial Arts B.

BRAINCHILD

F A S E R I P
GD TY TY EX AM EX GD
10 6 6 20 50 20 10
Health: 42 Karma: 80
Resources: FE Popularity: 0

KNOWN POWERS

Computer Mind: In addition to his high Reason, Brainchild can perform the following power stunts:

- Use Reason when making Agility FEATs for dodging and for throwing weapons or aiming guns.

- Groups following his orders gain a +1CS to any Intuition FEATs.

TALENTS: Leadership, Genetics, Repair/Tinkering.

EQUILIBRIUS

F A S E R I P
TY GD TY EX PR GD GD
6 10 6 20 4 10 10
Health: 42 Karma: 24
Resources: FE Popularity: 0

KNOWN POWERS

Equilibrium Distortion: IN ability, limited to those who can see Equilibrium's eyes. Targets must make a Psyche FEAT or fall to the ground. Those failing the Psyche FEAT must make a second Psyche FEAT or fall unconscious for 1-10 rounds.

TALENTS: None.

GAZA

F A S E R I P
EX TY RM IN PR EX TY
20 6 30 40 4 20 6

Health: 96 Karma: 30
Resources: FE Popularity: 0

KNOWN POWERS

Psionic Vision: Though technically blind, Gaza has RM mental powers that allow him to see. He is immune to visual illusions, blinding attacks, and any attack that requires eye-contact (like the attack of Equilibrium).

TALENTS: Martial Arts C, Wrestling.

LORELEI

F A S E R I P
TY TY TY GD PR GD TY
6 6 6 10 4 10 6
Health: 28 Karma: 20
Resources: PR Popularity: -5

KNOWN POWERS

Hypnotic Voice: Am intensity paralysis against males, five area range. Paralysis lasts for as long as she sings, plus two rounds.

TALENTS: None.

GROUPS: In addition to the Savage Land Mutates, Lorelei joined Magneto as a member of his Brotherhood of Evil Mutants, before returning to Antarctica.

LUPO

F A S E R I P
GD GD GD EX PR GD TY
10 10 10 20 4 10 6
Health: 50 Karma: 20
Resources: FE Popularity: 0

KNOWN POWERS

Animal Control: RM ability (AM with wolves). From 1-10 wolves can be summoned. These wolves move two areas/turn, attack on the edged attack column, and track with EX ability. They have the following abilities:

F A S E R I P
EX GD GD GD FE FE FE
20 10 10 10 2 2 2
Health: 50

Claws: Lupo has apparently been further mutated since his initial battles, and now has a bear/wolf appearance. His claws inflict GD edged attack damage.

Resistance—Cold: Lupo's fur provides EX resistance to cold.

TALENTS: Martial Arts A and C.

PIPER

F A S E R I P
TY TY TY EX PR GD GD
6 6 6 20 4 10 10
Health: 38 Karma: 24
Resources: FE Popularity: 0

KNOWN POWERS

Animal Control: IN ability. Piper uses his pipes to summon and control animals. Typical animal abilities are listed on pages 58-60 of the Advanced Set Judge's Book.

TALENTS: None.

WHITEOUT

F A S E R I P
TY EX TY RM TY TY AM
6 20 6 30 6 6 50
Health: 62 Karma: 62
Resources: FE Popularity: 0

KNOWN POWERS

Blinding Light: Whiteout can create a flash of light of MN intensity, range three areas. Those who fail an Endurance FEAT are blinded for 2-20 rounds.

TALENTS: None.

WORM

F A S E R I P
PR TY PR RM GD EX MN
4 6 4 30 10 20 75
Health: 44 Karma: 105
Resources: FE Popularity: -10

KNOWN POWERS

Mind Control: MN control, administered by coating the target in a mucus-like substance oozing from Worm's hands. If the target fails a Psyche FEAT roll, Worm has complete power over the individual. Those with Psyche of RM or higher can try multiple times to break free, but each attempt is -1CS, cumulative. In addition, a victim receives one attempt to break free each day at -1CS, until Sh0 is reached and the target is completely controlled by Worm. Worm's control lasts as long as he is conscious, but the hardened mucus is EX strength material, and will hold most victims even if Worm is knocked out.

TALENTS: None.

SCALEFACE

Human Form

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

Health: 38 Karma: 22
Resources: FE Popularity: 0

Reptilian Form

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

Health: 66 Karma: 22

KNOWN POWERS

Transformation: Scaleface could change shape into a reptilian "dragon" with the following abilities:

- Bite does TY edged attack damage.
- Claws do EX edged attack damage.
- Body Armor provides EX protection from physical attacks.

TALENTS: None.

GROUPS: Member of the Tunnelers, a faction of the Morlocks.

IN BRIEF: Scaleface and three other Tunnelers—Berzerker, Blowhard, and Masque—escaped to the surface. Scaleface was killed by a policeman frightened by her lizard-like alter ego.

SCALPHUNTER

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| IN | RM | EX | RM | GD | EX | RM |
| 40 | 30 | 20 | 30 | 10 | 20 | 30 |

Health: 120 Karma: 60
Resources: GD Popularity: -10

KNOWN POWERS

No super-human abilities revealed to date.

EQUIPMENT: Scalphunter wears a suit studded with holsters, clips, and pockets for gun parts and ammunition. The suit also has a back-mounted sheath for a sword. The suit gives Scalphunter the following abilities:

- GD protection from physical and energy attacks.
- Camouflage of RM intensity.
- Ability to assemble any one- or two-handed firearm from pages 42-43 of the MARVEL SUPER HEROES™

Advanced Game Players Book.

•Ability to use any ammunition type listed on page 44 of the MARVEL SUPER HEROES™ Advanced Game Players Book, regardless of the type of gun the ammo was intended for.

TALENTS: Weapons Specialist—weapons created from his uniform, Edged Weapons, Leadership. Scalphunter can fire two-handed weapons with one hand.

GROUPS: Leader of the Marauders.

IN BRIEF: Scalphunter is reportedly a super-human mutant, though the exact nature of his mutation is unknown. Scalphunter led the attack on the Morlocks in the Mutant Massacre and serves as the Marauders' leader and tactician.

SCARLET WITCH

Wanda Maximoff

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| GD | GD | TY | EX | GD | EX | RM |
| 10 | 10 | 6 | 20 | 10 | 20 | 30 |

Health: 46 Karma: 60
Resources: TY Popularity: 0

KNOWN POWERS

Probability Manipulation: AM ability in areas she can view. This ability can cause unlikely situations to become likely, and the impossible possible. In game terms, the player running the Scarlet Witch decides to use this ability and the Judge makes a ruling on what happens. On a successful Power FEAT, a random occurrence happens to the player's advantage, on a failed FEAT it functions to the Scarlet Witch's disadvantage. When operating against unnatural or unknown materials or energies, the FEAT roll is -1CS. Typical occurrences that have happened in the past include the following:

- Spontaneous combustion of flammables.
- Jamming of weapons.
- Shorting out of equipment.
- Disruption of energy fields.
- Sudden falls.
- Explosions of water mains and gas lines.
- Cracks appear in any material.
- Sudden strong breezes.
- Deflection of objects in mid-flight.
- Rapid rust or oxidation of materi-

als, weakening them.

Magic Use: A dabbler in the Arcane, Wanda can use the following spells:

- Eldritch Bolts of EX force.
- Shields of IN strength against Mystical attack.
- Telekinesis of GD rank.

LIMITATIONS: Multiple mental stresses have driven the Scarlet Witch insane, causing a fundamental personality change. (These stresses include the dismantling of her husband, the revelation that her children are magical illusions, and possession by a group of organisms claiming to be the driving force of evolution). The Scarlet Witch acted briefly as an evil mutant, using her powers without restraint. Her powers and abilities are unchanged, but a Psyche FEAT may be required to determine sudden, odd actions.

TALENTS: Mystic Background, Occult Lore, Bilingual (Hungarian and English).

GROUPS: Former member of the Original Brotherhood of Evil Mutants; former member of the Avengers.

IN BRIEF: The twin sister of Quicksilver and the daughter of Magneto, the three were members of the original Brotherhood of Evil Mutants. Wanda and Pietro left Magneto and joined the Avengers. Recent events have unbalanced Wanda's mind, and she was used as a pawn by Immortus in a plot to control time. She is currently recovering and it is unknown if her powers will return, and in what form.

SCRAMBLER

Kim Il Sung

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

Health: 46 Karma: 40
Resources: GD Popularity: -10

KNOWN POWERS

Disruption: MN ability to disrupt energy, including that generated by machinery, brain activity, and superhuman powers. He can do the following by touching his intended target:

- Stun a living opponent with MN intensity.
- Disrupt electrical machinery with

MN ability.

•MN ability to shut down one or more mutant abilities. The mutant receives a Power FEAT to avoid being affected, with the strongest of the abilities being used to determine the FEAT.

Body Armor: GD protection against physical and energy assaults.

TALENTS: None.

GROUPS: Member of the Marauders.

IN BRIEF: A Korean mutant with the ability to shut down most mechanical and organic energy systems, Scrambler was a member of the Marauders during the Mutant Massacre.

SEFTON, AMANDA

Jemain Szardos

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| GD | GD | TY | RM | GD | EX | AM |
| 10 | 10 | 6 | 30 | 10 | 20 | 50 |

Health: 56 Karma: 80
Resources: GD Popularity: 0

KNOWN POWERS

Magic: Sefton is a journeyman wizard with moderate spellcasting abilities. Known spells are:

- Flight at EX air speed.
- Teleportation with RM accuracy.
- Mystic shields up to RM protection from physical, energy, and magical attacks.
- Mystic restraints of IN strength.
- Mystic bolts of up to IN energy or force damage.
- Shapechange self or others with RM ability.
- Move water and earth with RM ability.

LIMITATIONS: Sefton's spells cannot affect cold iron or metallic constructs. Those living items with mechanical or metallic natures (such as the Reavers or Colossus) get -2CS to all of her spell effects.

EQUIPMENT: An X-Men suit provided by Moira MacTaggart provides EX protection from physical and energy damage.

TALENTS: Mystic Background, Airline Stewardess, Occult Lore.

GROUPS: Member of the X-Men of Muir Island.

IN BRIEF: Amanda Sefton is the

daughter of sorceress Margali Szardos. She was also the childhood sweetheart of Nightcrawler. Though trained in the use of magic, she has not reached the level of more accomplished masters. She was at Muir Island when the Reavers attacked and became a member of the "X-Men" under Legion's and Shadow King's influence.

SHATTER-BOX

Galen

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| PR | PR | PR | EX | PR | PR | RM |
| 4 | 4 | 4 | 20 | 4 | 4 | 30 |

Health: 32 Karma: 38
Resources: FE Popularity: 0

Joey

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| PR | PR | PR | EX | PR | PR | RM |
| 4 | 4 | 4 | 20 | 4 | 4 | 30 |

Health: 32 Karma: 38
Resources: FE Popularity: 0

KNOWN POWERS

Telekinesis: Both Galen and Joey have GD level telekinetic abilities. The only power stunts demonstrated to date are:

- Ability to lift objects (equivalent to EX strength).
- Flight at FE air speed.

TALENTS: None revealed.

GROUPS: Members of Nanny's Lost Boys (And Girls).

IN BRIEF: The niece and nephew of Jean Grey, Galen and Joey were kidnapped by Nanny and Orphanmaker, who realized they were in danger because of their nascent mutant abilities. They became part of Nanny's Lost Boys (and Girls). Nanny's abilities ensured that neither remembered their mother or their Aunt Jean. They did remember their grandparents and, upon being rescued from Nanny, the two children went to live with them.

SHADOWCAT

Katherine "Kitty" Pryde

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| EX | GD | TY | EX | RM | GD | TY |
| 20 | 10 | 6 | 20 | 30 | 10 | 6 |

Health: 56 Karma: 46
Resources: GD Popularity: 12

KNOWN POWERS

Phasing: Kitty has IN ability to move her body "out-of-phase" with its surroundings, allowing her to pass through solid objects. Shadowcat can phase for as long as she can hold her breath. She has developed a number of power stunts:

•Pass through force fields on a Power FEAT.

•Walk on air as if it were solid ground, even climbing up and down.

•Disrupt electrical equipment with IN ability. Sentient equipment must make an Endurance FEAT or be knocked out for 1-10 rounds and suffer loss of 30 Health.

•Render other people out-of-phase on touch, for as long as she remains in contact.

•Wield out-of-phase objects, which become "normal" when released. If released inside a living thing, they inflict damage equivalent to the material strength of that item as if attacking on the edged attack column.

•Automatic ability to "phase out" in self-defense if surprised (by a gunshot, for example). A Red Psyche FEAT will keep her in normal state.

When out of phase, Shadowcat can only be harmed by multi-dimensional, psionic, magical, or other out-of-phase attacks.

Astral Sight: Kitty can see others in astral form, if in the same or adjacent areas.

LIMITATIONS: Kitty is nearsighted, and without correction anything beyond three areas is blurry and indistinct. She wears contacts to correct this condition.

Following a battle with the Marauders, Kitty is stuck in her out-of-phase state (able to use all power stunts listed above). She must make a Power FEAT to be restored to normal solidity.

TALENTS: Electronics, Computer Hardware Design, Software Design, Martial Arts C and E, Resist Domination, Bilingual (Russian and English).

GROUPS: Former member of the X-Men; founding Member of Excalibur.

IN BRIEF: A young mutant from Chicago whose phasing abilities attracted the attention of both Prof. X and the White Queen, Kitty joined the X-Men after rescuing the former from

the latter. She first took the code-names Ariel and Sprite. (She was not associated with others using these names.) Kitty was the youngest member of the team, but rejected demotion to the ranks of the younger New Mutants.

Later, as Shadowcat, she was seriously injured in battle with the Marauders. While she was recovering in Scotland with Nightcrawler, the other X-Men "died" in battle with the Adversary. Since that time she and Nightcrawler have joined Captain Britain, Meggan, and Phoenix as members of Excalibur.

SHARKSKIN

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| RM | TY | IN | IN | GD | TY | TY |
| 30 | 6 | 40 | 40 | 10 | 6 | 6 |
| Health: 116 | | | | Karma: 22 | | |
| Resources: TY | | | | Popularity: 0 | | |

KNOWN POWERS

Body Armor: Thick impenetrable hide provides RM protection from physical and energy damage.

Spines: Mounted along the arms, these allow Sharkskin to inflict up to RM edged attack damage.

Water Breathing

Swimming: Two areas/turn.

Resist Cold: EX ability.

LIMITATION: As an Atlantean, Sharkskin can only survive in open air for four hours. At that point, he loses -1CS per hour, and when all abilities reach Sh0, is close to death. Make an Endurance FEAT once per hour to avoid dying.

TALENTS: None.

GROUPS: Member of S.U.R.F.

IN BRIEF: An Atlantean mutant with thick skin. Sharkskin joined fellow underwater mutants and the New Mutants to fight Ghaur's creatures during the Atlantean invasion of America.

SHOCKER

Randall Darby

| | | | | | | |
|---------------|----|----|----|----------------|----|----|
| F | A | S | E | R | I | P |
| EX | TY | TY | GD | TY | PR | PR |
| 20 | 6 | 6 | 10 | 6 | 4 | 4 |
| Health: 42 | | | | Karma: 14 | | |
| Resources: PR | | | | Popularity: -5 | | |

KNOWN POWERS

Claws: EX edged attack, twice per round.

Electric Blast: Shocker's claws are electrified, allowing him the following power stunts:

- Emit beams of RM intensity electric energy with a range of two areas.

- Fill an area with a RM strength electric field. Those within the field must make an Endurance FEAT or fall unconscious.

TALENTS: Criminal Background.

IN BRIEF: A mutant with large, electrically charged pincers instead of hands and feet, Shocker joined other low-level mutants as a Member of Magneto's Mutant Force. The Mutant Force served a variety of causes as a mercenary unit, but most of its members, including Shocker, are now members of the Resistants. Shocker took the name Paralyzer after joining the Resistants. This Shocker should not be confused with Spider-Man's technology-based foe of the same name.

SIBERIAN TIGER

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| RM | RM | GD | EX | TY | EX | EX |
| 30 | 30 | 10 | 20 | 6 | 20 | 20 |
| Health: 90 | | | | Karma: 46 | | |
| Resources: PR | | | | Popularity: 0 | | |

KNOWN POWERS

Claws: GD edged weapon damage.

TALENTS: Martial Arts A, Acrobatics, Bilingual (Russian and, just barely, English).

GROUPS: Member of a cell of Soviet mutants.

IN BRIEF: Siberian Tiger is a super-powered Soviet mutant with a tiger-like appearance. He works as an agent for a group of Soviet mutants under the direction of Alexi Garnoff, fighting abuses against mutants in his homeland.

SISTER SALVATION

| | | | | | | |
|---------------|----|----|----|----------------|----|----|
| F | A | S | E | R | I | P |
| PR | TY | TY | RM | GD | GD | EX |
| 4 | 6 | 6 | 30 | 10 | 10 | 20 |
| Health: 46 | | | | Karma: 40 | | |
| Resources: PR | | | | Popularity: 20 | | |

KNOWN POWERS

Healing: MN healing ability versus all diseases, injuries, and physical addictions. Sister Salvation can heal both humans and mutants, but can only make one healing attempt per day.

TALENTS: Religion.

GROUPS: None.

IN BRIEF: The estranged wife of a Central American dictator, Salvation joined the church as a nun rather than becoming involved with her husband's drug-dealing. With the death of her husband, she returned to her mission, taking Roughhouse with her.

SILVER

Jimon Kwan

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| GD | GD | TY | GD | TY | TY | TY |
| 10 | 10 | 6 | 10 | 6 | 6 | 6 |
| Health: 36 | | | | Karma: 18 | | |
| Resources: TY | | | | Popularity: 5 | | |

KNOWN POWERS

Cold Generation: Optic blasts inflicting RM cold damage at a range of eight areas. Silver has used this ability to create EX material strength ice to entrap opponents.

Flight: FE airspeed.

TALENTS: Bilingual (Chinese and English).

GROUPS: Former member of China Force; current member of Gamma Flight.

IN BRIEF: A young Chinese mutant, Jimon was recruited (along with her brother Zhao) into the government super hero organization known as China Force. She and Zhao served briefly before defecting to Canada, where they became part of the super-powered team, Gamma Flight. She is currently a member of Alpha Flight.

SILVER SAMURAI

Kenuichio Harada

| | | | | | | |
|---------------|----|----|----|-----------------|----|----|
| F | A | S | E | R | I | P |
| RM | EX | EX | IN | GD | EX | EX |
| 30 | 20 | 20 | 40 | 10 | 20 | 20 |
| Health: 110 | | | | Karma: 50 | | |
| Resources: GD | | | | Popularity: -20 | | |

F A S E R I P
EX EX EX EX TY GD TY
Health: 80 Karma: 22

TALENTS: Intergalactic Business/Finance, Accounting, Multi-lingual (many space languages).

GROUPS: Leader of the Webb, an interstellar trading group.

IN BRIEF: An interstellar merchant interested in increasing his own power and wealth, the four-armed Spyder is not above theft, corruption, kidnapping, and slave-trading to further his own ends. He held both Lila Cheney and Gossamyr, along with other members of Gossamyr's race, as slaves. Lila escaped on her own, and Gossamyr escaped with the aid of the New Mutants. Spyder claims to be unaffected by emotions, with the exception of those distilled from slaves he has killed.

STARJAMMERS

In General: The Starjammers are a band of space pirates/freedom fighters in the Shi'ar galaxy. They have fought against Princess Lilandra, but now have teamed up with her against her evil sister, Deathbird.

CORSAIR

Major Christopher Summers

F A S E R I P
EX EX EX EX GD GD TY
20 20 20 20 10 10 6
Health: 80 Karma: 26
Resources: GD Popularity: 0

KNOWN POWERS

No known super-human abilities.

EQUIPMENT: Phasing Jewels set in two wristbands. These produce a pair of blaster pistols (AM force damage, four area range).

TALENTS: RM Reason in all matters related to Aircraft and Spacecraft, Swordsmanship, Marksmanship, Martial Arts A.

GROUPS: Leader of the Starjammers; former major in the United States Air Force.

IN BRIEF: The father of Cyclops and Havok, Summers was kidnapped by a Shi'ar slaving ship and put to work as a slave. His freedom fighting career

began when he led a slave rebellion. He now serves as leader of the Starjammers.

CH'OD

F A S E R I P
IN RM AM AM TY GD GD
40 30 50 50 6 10 10
Health: 180 Karma: 26
Resources: GD Popularity: 0

KNOWN POWERS

Body Armor: EX protection from physical and energy attacks.

Waterbreathing

EQUIPMENT: Blast-rifle of AM force damage, seven area range. The muzzle-end of the rifle is tipped with an axe capable of inflicting EX edged damage.

TALENTS: Marksmanship, Swordsmanship, Philosophy, Martial Arts A, B, and C.

IN BRIEF: A Timorian and fellow former slave of the Shi'ar, Ch'od is fearsome in appearance, easy-going in nature.

HEPZIBAH

F A S E R I P
GD EX GD EX GD GD GD
10 20 10 20 10 10 10
Health: 60 Karma: 30
Resources: GD Popularity: 0

KNOWN POWERS

Claws: GD edged damage.

Hypersensitive Smell: GD ability, allowing tracking at GD rank.

Nightvision: RM ability.

EQUIPMENT: Hand blaster doing AM force damage, three area range.

TALENTS: Marksmanship, Martial Arts B and D, RM Reason in Astronavigation and Ship Repair.

RAZA

F A S E R I P
EX GD GD RM GD GD TY
20 10 10 30 10 10 6
Health: 70 Karma: 26
Resources: GD Popularity: 0

KNOWN POWERS

Cyborg Body: Raza's left arm and left eye are cybernetic, giving him the following powers:

•IN strength with left hand.

•Nightvision at IN rank.

WEAPONS: Raza uses blasters and a sword, described below.

Blasters of AM force damage, three area range.

Sword of EX edged damage.

TALENTS: Swordsmanship, Marksmanship, Martial Arts A, D, and E.

IN BRIEF: A Shi'ar cyborg, Raza has a great hatred of the Empire of the Shi'ar. How he joined the crew has not yet been revealed.

SIKORSKY

F A S E R I P
PR PR PR PR EX PR PR
4 4 4 4 20 4 4
Health: 16 Karma: 28
Resources: GD Popularity: 0

KNOWN POWERS

Flight: PR air speed.

Mental Probe: RM ability.

Empathy: RM ability.

Body Armor: GD protection from physical attack.

TALENTS: IN Reason in Medicine and Genetics, increasing to AM when working with Waldo's memory banks.

IN BRIEF: An exiled Chr'ylyte, Sikorsky is the ship's medic.

STARJAMMER (Ship)

The ship, Starjammer, has RM Control, CL 3000 Speed, MN Body, and MN Protection.

WALDO

Waldo controls the Starjammer ship. As an independent unit, he has RM Control, FE Speed, RM Body.

KNOWN POWERS

Force Field: UN rank.

Interchangability: Waldo, containing the ship's histories and files, can move from one ship to another if the new ship has a compatible computer.

Plasma Cannons: MN force damage.

Regeneration: Medical unit has UN healing capability.

Teleporters: GD ability, range 2500 miles.

Memory: AM recall of stellar history.

Warpdrive: CL 5000 normally; CL 3000 in damaged state.

•Create Fog of IN intensity and thickness.

•Summon lightning of AM intensity.

•Create high winds of IN intensity.

•Reduce damaging weather effects with IN ability. Failure makes the storm worse.

Non-Detection: Storm has UN protection from detection by machinery, including robots, cameras, and other electronic devices. She cannot be photographed or otherwise recorded.

TALENTS: Lockpicking, Pickpocketing, Escape Techniques, General Thieving, Knives, Handguns, Leadership, Aerial Combat, Martial Arts A and C, Multi-lingual (Russian, English, and Kenyan).

GROUPS: Former leader of the X-Men.

IN BRIEF: An American-born mutant, Storm was orphaned and grew up in Egypt. Her weather-affecting powers first manifested themselves in Kenya, where she was treated as a servant of the gods. Joining the X-Men to rescue the original team from Krakoa, the Living Island, Storm remained as a member. She eventually became the group's leader. Twice, Storm has been deprived of her powers, once by Forge and his neutralizer gun, the second time by Nanny, who regressed Storm to an adolescent state. Storm has since regained her memories and powers.

STROBE

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

Health: 56 Karma: 18

Resources: TY Popularity: -5

KNOWN POWERS

Energy Aura: Strobe can surround herself with an aura of AM heat energy, giving her the following abilities:

•Melt inorganic objects with AM ability by touching them.

•Gain AM protection from physical attacks by inorganic objects.

TALENTS: None.

GROUPS: Member of the MLF.

IN BRIEF: Nothing is known of Strobe's past before her appearance as one of the Mutant Liberation Front, a terrorist organization of mutants intent on punishing humans for their

treatment of mutantkind.

STRYFE

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| RM | EX | RM | IN | RM | RM | RM |
| 30 | 20 | 30 | 40 | 30 | 30 | 30 |

Health: 120

Karma: 90

Resources: IN

Popularity: -20

KNOWN POWERS

The bulk of Stryfe's super-human abilities are unknown. It is not known whether the powers he *has* revealed are natural or equipment-based. Even his true identity is unknown.

Force Bolts: IN intensity force.

Body Armor: RM protection from physical and energy damage.

TALENTS: Unrevealed.

GROUPS: Leader of the MLF.

IN BRIEF: Stryfe is the mysterious overlord of the Mutant Liberation Front, a terrorist mutant organization. The Mutant Liberation Front has committed terrorist acts in "response" to human crimes against mutants. (This is unlike the Resistants, whose crimes are usually directed at freeing mutants being held by the government.) The MLF recently recruited Skids and Rusty Collins, but it is not yet known whether they will join the organization or not.

SUB-MARINER

Namor I of Atlantis

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| IN | RM | MN | IN | TY | RM | IN |
| 40 | 30 | 75 | 40 | 6 | 30 | 40 |

Health: 185

Karma: 76

Resources: MN

Popularity: 0

KNOWN POWERS

Amphibious Nature: Namor can breathe both water and air. He can move through the water easily and without affecting his Agility FEATs. He has EX resistance to cold.

Hyper-Swimming: GD water speed (four areas/round).

Flight: PR air speed (40 mph), able to lift up to two tons in flight.

LIMITATIONS: Namor has two significant weaknesses:

Water Dependency: He requires water to maintain his strength. Long periods

between immersions have a detrimental effect. Fighting, Strength, and Endurance all drop - 1CS for each hour out of the water, to a minimum of GD. Health is unaffected by this drop, but for each complete day Namor spends totally out of water, he loses 30 Health. At 0 Health, he must make an Endurance FEAT each day or die. These effects vanish instantly when the Submariner is immersed in water—at that point, all Health lost to dehydration is restored.

Mental Imbalance: Due to the Sub-Mariner's hybrid nature, he can't spend too much time at or near the surface or in the depths of the ocean. Prolonged existence at either extreme causes him to become more irrational. For each month after the first in either location, Psyche diminishes by - 1CS. In addition, the Judge should call for a Psyche FEAT to avoid bad-tempered rages. (As an alternative, the player running the Sub-Mariner can indulge in a few building-leveling attacks, and be rewarded with Karma for good roleplaying.)

TALENTS: Politics, Oceanography, Ichthyology, Atlantean History and Science.

GROUPS: Founding member of the Invaders, the All-Winners Squad, and the Defenders; former member of the Avengers; former King of Atlantis; occasional partner of the Hulk and Doctor Doom.

IN BRIEF: The Sub-Mariner, a hybrid of human and Atlantean stock, is considered a mutant because of the wings attached to his feet that allow flight. (His cousin Namorita has a similar mutation.) Namor's long and checkered career as both hero and villain has only recently been explained—he is made irrational by the difference in pressure between his two most common homes, the surface and the ocean bottom. Most recently, the Sub-Mariner has begun to engage in a secret war with polluters, buying them out. This effort is supported by funds drawn from a personal fortune amassed by plundering sunken ships and collecting underwater treasure. Most of the world believes Namor died doing battle with Attuma's forces in the Panama Canal.

- Can reach top speed in a single round.

- Dodge as effectively as a character with AM Agility.

- Make up to four attacks/round.

- Create a "Microsonic Boomlet" by snapping his fingers. This affects one target, who must make an Endurance FEAT at -2CS to avoid being stunned.

LIMITATION: Sabre must make a Power FEAT to stop if surprised while in motion.

EQUIPMENT: Sabre wears goggles that provide him with EX protection against light-based attacks.

TALENTS: Martial Arts A and B, Military.

GROUPS: Former partner of Crimson Commando and Stonewall; member of Freedom Force.

IN BRIEF: A veteran of WWII who teamed up with the Crimson Commando and Stonewall to capture criminals and kill them in "wild hunts." Storm defeated the trio, apparently killing Super Sabre, and forcing the remaining two to turn themselves over to the authorities. Super Sabre was not dead, however, and he later joined his buddies in the Freedom Force.

S'YM

| | | | | | | |
|----------------|----|----|-----|-----------------|----|----|
| F | A | S | E | R | I | P |
| IN | RM | MN | UN | GD | IN | AM |
| 40 | 30 | 75 | 100 | 10 | 30 | 50 |
| Health: 245 | | | | Karma: 100 | | |
| Resources: N/A | | | | Popularity: -35 | | |

KNOWN POWERS

Body Armor: AM protection from physical and energy attacks. GD protection against magical attacks, including Magik's soulsword.

Claws: RM edged damage.

Techno-Organic Virus: S'ym was infected, but not drained, by Magus' Techno-Organic virus. His abilities have since changed as follows:

- UN regeneration ability.
- IN body armor against physical, energy, and magical attacks.
- UN ability to shapechange, increasing height to 100' tall, and extending parts of his body up to 10 areas away (like Mr. Fantastic, of the Fantastic Four).
- AM ability to infect others with the Techno-Organic virus, placing them under his mental domination. (Victims get a Psyche FEAT to avoid.) S'ym only attempts this with individuals he feels he can control.

- Individuals infected with the Techno-Organic virus cannot shapechange or infect others, but gain IN body armor.

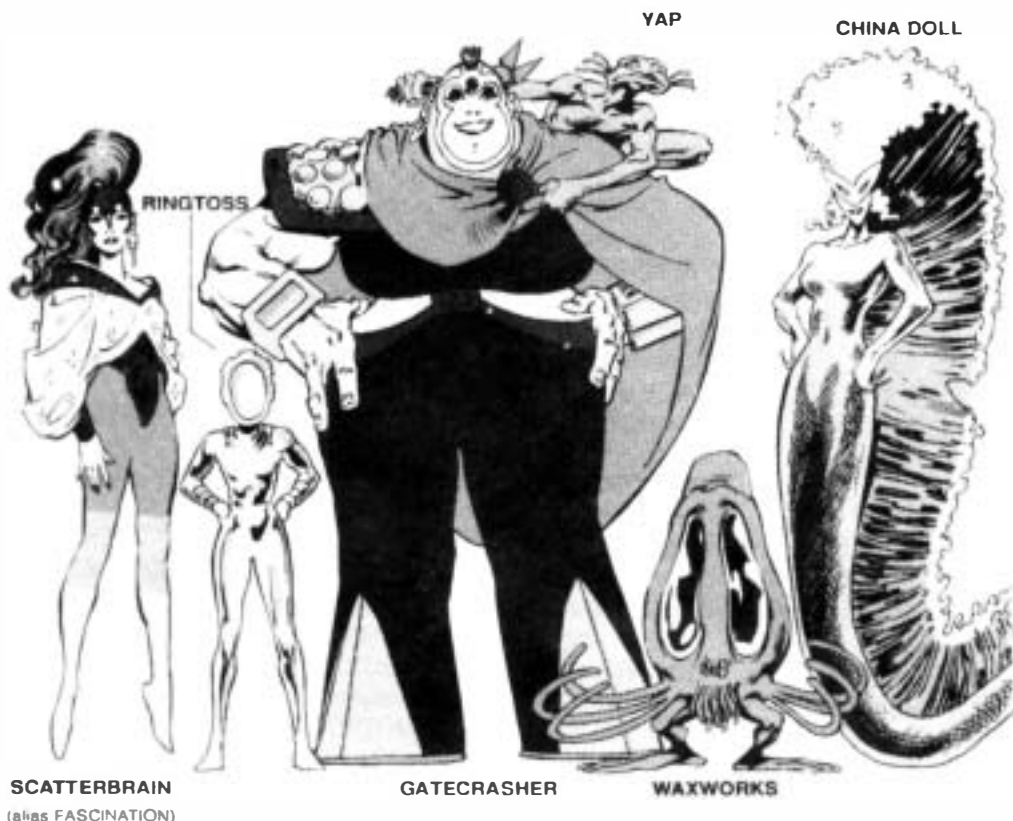
SERVANTS: S'ym controls a large number of demons in Limbo. These demons have GD body armor and GD air speed. Their claws do GD edged attack damage. An average demon has the following abilities:

| | | | | | | |
|------------|----|----|----|-----------|----|----|
| F | A | S | E | R | I | P |
| EX | GD | EX | RM | PR | TY | GD |
| 20 | 10 | 20 | 30 | 4 | 6 | 10 |
| Health: 80 | | | | Karma: 20 | | |

TALENTS: Psychiatry, Multi-lingual (a variety of Earth languages).

GROUPS: Leader in Limbo.

IN BRIEF: One of Belasco's assistants, S'ym repeatedly fought Magik for control of the dimension, losing on a number of occasions. After being empowered by the Magus' Techno-Organic virus he teamed up with N'astirh, and the two brought about the Inferno in Manhattan. Magik destroyed the dimensional bridge, sweeping S'ym and most of his demons back into Limbo. S'ym's status and his current relationship with the demons in Limbo are unknown.



SCATTERBRAIN
(alias FASCINATION)

GATECRASHER

WAXWORKS

T

TAR BABY

F A S E R I P
 GD TY TY RM PR TY TY
 10 6 6 30 4 6 6
 Health: 52 Karma: 16
 Resources: FE Popularity: 16

KNOWN POWERS

Adhesive Nature: MN ability. Anyone striking Tar Baby must make a strength FEAT or be stuck. Similarly, Tar Baby wrestles, grabs, and grapples with MN ability. Tar Baby can mentally release anyone stuck to him.

TALENTS: None.

GROUPS: Member of the Morlocks.

IN BRIEF: Tar Baby is one of the Morlocks to survive the Mutant Massacre. His whereabouts and activities are unknown, but it is likely he has returned to the alley.

TAROT

Marie-Ange Colbert

F A S E R I P
 PR GD TY EX GD RM AM
 4 10 6 20 10 30 50
 Health: 40 Karma: 100
 Resources: TY Popularity: 5

KNOWN POWERS

Image Animation: AM ability to manifest images, currently limited to those depicted on a tarot deck she carries. The images become real beings with abilities up to IN rank. The abilities reflect the pictures on the cards. For example, a Knight of Swords would become a mounted knight of IN physical abilities and body armor, armed with a sword doing EX edged damage.

TALENTS: Occult Lore (Tarot), Student, Bilingual (French and English).

GROUPS: Member of the Hellions.

IN BRIEF: Tarot's past has not been revealed. She often consults her cards in order to try and understand the future. Whether she can really predict the future in this way is unknown.

TATTLETALE

Franklin Benjamin Richards

F A S E R I P
 PR TY FE RM TY GD MN
 4 6 2 30 6 10 75
 Health: 42 Karma: 81
 Resources: N/A Popularity: 6

KNOWN POWERS

Precognition: AM accuracy, up to 50 hours in the future. Unlike Destiny, Franklin seizes upon the most likely future, and is often incorrect as a result.

Illusory Form: While sleeping or in a trance, Franklin can create a phantom double, visible but intangible. This double can appear up to 250 miles away from his real body, and Franklin sees everything that the double can see with UN accuracy.

Potential: Franklin has manifested far greater powers, but inhibitor locks in his mind limit the use of these powers. Because his double is illusory, not astral, these locks do not apply to his astral self. In the astral plane, Franklin has CL 1000 mental bolts, telepathy, and telekinesis.

TALENTS: None.

GROUPS: Franklin's parents are in the Fantastic Four; Franklin is a member of Power Pack.

IN BRIEF: Franklin is the mutant son of Reed and Susan Richards (Mr. Fantastic and the Invisible Woman of the Fantastic Four.) The youngster's mutant abilities ran wild until Reed placed mental blocks on Franklin's mind. These will dissolve when Franklin is capable of controlling his abilities. Despite these blocks, Franklin has manifested the lesser superhuman powers described above and has joined Power Pack, a team of superhuman children.

TECHNET (Group)

In General: The Technet is a group of interplanetary bounty hunters led by Gatecrasher. Before the founding of Excalibur, they fought Captain Britain

on a number occasions. They were, in fact, partially responsible for the formation of Excalibur when they were hired to capture Phoenix II (Rachel Summers). The Technet has made its home in Brighton, taking odd jobs until Phoenix returns to earth.

BODYBAG

F A S E R I P
 EX TY GD EX GD TY TY
 20 6 10 20 10 6 6
 Health: 56 Karma: 22
 Resources: FE Popularity: 0

KNOWN POWERS

Storage Sacs: Bodybag secretes a narcotic membrane of IN material strength and AM stunning ability. This membrane traps targets and forces them to make Endurance FEATs or fall unconscious for as long as they remain within the sac. Bodybag can carry up to three human-sized sacs on its back.

TALENTS: None.

CHINA DOLL

F A S E R I P
 GD EX TY TY GD EX EX
 10 20 6 6 10 20 20
 Health: 42 Karma: 50
 Resources: FE Popularity: 0

KNOWN POWERS

Shrinking—Others: China Doll has the RM ability to reduce the size of others to 1/100 of the target's original size. (A six-foot character is reduced to about one inch tall.) China Doll's power is always in effect, at least at the FE rank (reduce size by half), but the power only works if she touches her victim. Those shrunk must make a Psyche FEAT or be disoriented (-2CS on all FEATS). The disorientation and the size change both last for 3-30 rounds.

TALENTS: None.

FERRO2

F A S E R I P
EX EX EX GD TY GD GD
20 20 20 10 6 10 10
Health: 70 Karma: 26
Resources: FE Popularity: 0

KNOWN POWERS

Four Arms: Ferro2 is +3 on his personal Initiative roll and can make two attacks per round.

Keen Senses: RM ability. Allows RM tracking.

WEAPONS: Two swords (GD edged damage) made of AM material strength metal.

TALENTS: Weapons Specialist—Swords.

GATECRASHER

F A S E R I P
TY TY RM RM IN IN EX
6 6 30 30 40 40 20
Health: 72 Karma: 100
Resources: EX Popularity: 5

KNOWN POWERS

Telepathy: TY, with PR rank emotion control as a power stunt.

Body Armor: Gatecrasher's massive body provides GD protection from physical attacks and TY protection from energy attacks.

WEAPONS: Gatecrasher sports stylish wrist-blasters which inflict RM force or energy damage at one area range.

TALENTS: Martial Arts C, Leadership, Business Administration.

IN BRIEF: The leader of the Technet, and an effective and efficient businessman, Gatecrasher has a mind for shrewd deals and an eye for important details.

JOYBOY

F A S E R I P
FE FE PR TY EX TY AM
2 2 4 6 20 6 50
Health: 14 Karma: 76
Resources: FE Popularity: 0

KNOWN POWERS

Psi-Scan: IN intensity, used only to determine the target's wishes and desires. If this scan fails, Joyboy cannot use his transformation powers on the target.

Transform Others: Joyboy has limited reality manipulation powers which allow him to fulfill the target's desires. The effects of this power last for 3-30 turns, and are MN rank. The wish fulfillment usually manifests itself in ways that are not beneficial to the target. Examples include the following:

- A character wishing to be normal might become *totally* normal—TY abilities across the board, with no super-human powers.

- A character wishing to be someone else might become that person, but with little control over their powers.

- A character wishing to be attractive to the opposite sex might find that every member of said sex would be suddenly and intensely attracted.

- A character wishing for world domination might find every person in the world asking for his advice and leadership at the same moment.

EQUIPMENT: Joyboy can move only through the use of a flying chair that moves at PR air speed.

TALENTS: Psychiatry.

NUMBERS

F A S E R I P
GD PR IN AM EX GD GD
10 4 40 50 20 10 10
Health: 104 Karma: 40
Resources: FE Popularity: 0

KNOWN POWERS

Body Armor: GD protection from physical and energy attacks.

Eidetic Memory: AM ability to remember numbers and make calculations.

TALENTS: Accounting.

RINGTOSS

F A S E R I P
TY RM PR GD TY EX GD
6 30 4 10 6 20 10
Health: 50 Karma: 36
Resources: FE Popularity: 0

KNOWN POWERS

Energy Rings: IN material strength rings with ability to grapple and bind at AM rank (1-3 rings), MN rank (4-7 rings), or UN rank (8 or more rings). Ringtoss can generate 1-20 rings per round, lasting 1-10 rounds or as long as he concentrates. He can't generate new rings if he's concentrating on

maintaining old ones.

TALENTS: None.

SCATTERBRAIN

F A S E R I P
EX GD PR GD PR TY GD
20 10 4 10 4 6 10
Health: 44 Karma: 20
Resources: FE Popularity: 0

KNOWN POWERS

Mental Attack: UN ability to cause all of a victim's neurons to fire at once, causing the brain to overload and shut down for 1-10 rounds. The target must make an Intuition FEAT against UN intensity to avoid.

Spirit Nature: Partially non-corporeal, Scatterbrain has the following powers:

- Flight at FE air speed.

- GD protection against all non-mental attacks.

TALENTS: None.

THUG

F A S E R I P
RM TY AM RM TY GD PR
30 6 50 30 6 10 4
Health: 116 Karma: 20
Resources: FE Popularity: 0

KNOWN POWERS

Body Armor: EX protection from physical attacks, and RM protection from energy attacks.

TALENTS: Martial Arts A, B, and D, Wrestling.

WAXWORKS

"Elmo"

F A S E R I P
PR GD TY TY TY TY EX
4 10 6 6 6 6 20
Health: 26 Karma: 32
Resources: FE Popularity: 0

KNOWN POWERS

Induce Fluidity: Waxworks has the IN ability to touch solid organic substances (like flesh) and cause them to become fluid and uncontrollable. Targets must make an Endurance FEAT to avoid. Victims are affected for 2-20 rounds. They can make no attacks, move only one area per round, and suffer -5CS on all feats during this

time. Non-physical abilities can still be used.

Energy Dampening: Waxworks can decrease the strength of all powers and super-human abilities (above EX) by two ranks within three areas of him. He cannot affect powers and abilities of UN power or higher.

TALENTS: Art Appreciation.

YAP

F A S E R I P
FE GD FE TY GD MN EX
2 10 2 6 10 75 20
Health: 20 Karma: 105
Resources: FE Popularity: 0

KNOWN POWERS

Teleport: MN ability instantaneously, or ShZ distances after three rounds of concentration. Can teleport any individual within three areas, but must be aware of that mutant's presence. Unwilling targets can make a Psyche FEAT to avoid being teleported.

Aura Sensing: Yap can detect the presence of other living things within 10 areas, and can generally identify the type of lifeform (AM ability).

TALENTS: None.

TEMPO

F A S E R I P
TY GD TY RM GD GD EX
6 10 6 30 10 10 20
Health: 42 Karma: 40
Resources: TY Popularity: -5

KNOWN POWERS

Flight: TY air speed.

Time Twisting: Tempo has MN ability to cause time to move at different rates for different subjects. To date her single power stunt is to allow her allies to move faster than their foes. This has the following effects:

- Tempo's allies can take five actions to one for her opponents.

- Tempo's allies can Dodge with MN ability.

LIMITATIONS: When Tempo uses her power stunt, her allies must make an Endurance FEAT each turn or suffer exhaustion. Failing the FEAT decreases all abilities -1CS. These column shifts are cumulative and last for 24 hours. If Endurance reaches Shift 0 a check for heart attack and

death is required.

TALENTS: None.

GROUPS: Member of the MLF.

IN BRIEF: Not much is known of Tempo prior to her joining the Mutant Liberation Front, though she has an accent that sounds like she's from the deep south of the US. As a member of the MLF she helps strike teams in their attacks against human targets, slowing the actions of opponents and letting her team move swiftly.

TESSA

F A S E R I P
GD GD PR TY GD GD GD
10 10 4 6 10 10 10
Health: 30 Karma: 30
Resources: TY Popularity: 4

KNOWN POWERS

Computer Mind: MN ability to access and collate available data. Correct analysis of information requires a Reason FEAT. Her abilities apply to data only, and not to creating inventions.

TALENTS: Photographic Memory, Business, Finance, Computers.

GROUPS: Hellfire Club.

IN BRIEF: Sebastian Shaw's assistant and mobile data base. It is not known whether she followed Shaw into exile after his break from the Hellfire Club, or if she remains with the Inner Circle.

THINK TANK

Marvin Flumm

F A S E R I P
TY PR TY IN EX RM AM
6 10 6 40 20 30 50
Health: 62 Karma: 100
Resources: PR Popularity: 0

KNOWN POWERS

Telepathy: AM ability, range of five miles, can communicate with up to three people at the same time. Using this ability he has developed the following power stunts:

- Radar Sense: FE ability to detect invisible or intangible objects and people.

- Illusion generation: AM ability to induce hallucinations in the minds of others.

EQUIPMENT: Flumm uses several

types of equipment:

Anti-Psionic Helmet: This provides EX resistance to all psionic attacks and EX invisibility to mental detection.

Mobile Tank: A large, treaded vehicle controlled by Flumm's mental power. It has the following abilities:

- TY ground speed over all terrain types (six areas/round).

- EX strength grapples made of EX strength materials.

- IN intensity energy and/or force weapons, five area range.

Body Armor: The standard Resistants body suit provides GD protection from physical and energy damage.

WEAKNESS: Think Tank's Psyche is TY against mental attacks. However, any successful mental attack causes only unconsciousness (for 1-10 rounds).

TALENTS: Electronics, Firearms.

GROUPS: Former employee of both SHIELD and Hydra; former partner of the Fixer; current member of the Resistants.

IN BRIEF: Originally the costumed criminal, Mentallo, Marvin Flumm became involved in the mutant rights movement after his breakup with his long-term partner, Fixer. Concerned about the Mutant Registration Act, Flumm took the name Think Tank and helped form the Resistants with members of the old Mutant Force. The Resistants campaign, protest, and commit acts of civil disobedience in the name of mutant rights.

THUMBELLINA

F A S E R I P
TY PR GD RM GD TY TY
6 4 10 30 10 6 6
Health: 50 Karma: 22
Resources: TY Popularity: -5

KNOWN POWERS

Shrinking: Thumbellina has RM shrinking ability, and can reduce herself to about one inch in height. At this height she is -2CS to be hit and +2Cs to hit larger targets, though she uses her size primarily to avoid detection and implement delicate repairs.

TALENTS: Demolitions, Repair/ Tinkering.

GROUPS: Member of the MLF.

IN BRIEF: Nothing is known of the portly Thumbellina prior to her appear-

ance as an agent of the Mutant Liberation Front, a terrorist mutant group.

THUNDERBIRD I

John Proudstar

| | | | | | | |
|---------------|----|---------------|----|-----------|----|----|
| F | A | S | E | R | I | P |
| EX | EX | IN | RM | GD | RM | RM |
| 20 | 20 | 40 | 30 | 10 | 30 | 30 |
| Health: 110 | | | | Karma: 70 | | |
| Resources: PR | | Popularity: 3 | | | | |

KNOWN POWERS

Body Armor: GD protection from physical and energy attacks.

Tracking: RM ability.

TALENTS: Tracking, Hunting, Survival, Bilingual (English and Apache).

GROUPS: Member of the X-Men, but not for long.

IN BRIEF: A Native American mutant, Thunderbird joined the "new" X-Men in rescuing the original team from Krakoa, the Living Island. He remained with the X-Men, but died in a battle with Count Nefaria. Proudstar's younger brother has since taken the name Thunderbird II.

THUNDERBIRD II

James Proudstar

| | | | | | | |
|---------------|----|---------------|----|-----------|----|----|
| F | A | S | E | R | I | P |
| EX | GD | IN | RM | GD | RM | RM |
| 20 | 10 | 40 | 30 | 10 | 30 | 30 |
| Health: 100 | | | | Karma: 70 | | |
| Resources: PR | | Popularity: 5 | | | | |

KNOWN POWERS

Body Armor: GD protection from physical and energy attacks.

Tracking: RM ability.

TALENTS: Tracking, Hunting, Survival, Bilingual (English and Apache), Indian History, Student.

GROUPS: Member of the Hellions.

IN BRIEF: The younger brother of the first Thunderbird, James Proudstar held Prof. X personally responsible for the death of his brother. Attacking the X-Men with the aid of Empath and Firestar, Thunderbird had his chance for revenge, but chose to abandon the path of vengeance and let Prof. X live. He remains with the Hellions as their moral guidepost and effective leader.

THUNDERIDERS (Group)

In General: The Thunderiders are a group of five mutants with the ability to form a gestalt, a communal linking of minds and abilities. They use this ability to create the Marauder, a super-powered cyclist.

MARAUDER

| | | | | | | |
|----------------|----|-----------------|----|-----------|----|----|
| F | A | S | E | R | I | P |
| RM | RM | EX | RM | RM | EX | EX |
| 30 | 30 | 20 | 30 | 30 | 20 | 20 |
| Health: 110 | | | | Karma: 70 | | |
| Resources: N/A | | Popularity: N/A | | | | |

KNOWN POWERS

Gestalt: The Marauder, a black-garbed cyclist who rides an ebony motorcycle, is the result of the communal mind of the Thunderider team. Collectively, the Thunderiders have MN ability to take possession of another individual; that person's body then becomes the Marauder, and his or her,



abilities are raised to the Marauder's levels (if that's better than their own). The abilities of the Thunderiders are not diminished in any way by the existence of the Marauder. All team members must be within 100 yards of each other to form him.

EQUIPMENT: Marauder's motorcycle has RM Control, RM Speed, PR Body, and 0 Protection.

TALENTS: Marauder has MN agility on his motorcycle.

Note: The Marauder produced by the gestalt of the Thunderiders should not be confused with the mutant group called the Marauders who led the massacre of the Morlocks.

The members of the Thunderiders are:

COWBOY

Luke Merriweather

| | | | | | | |
|---------------|----|----|----------------|----|----|----|
| 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: GD | | | Popularity: 30 | | | |

KNOWN POWERS

Gestalt: Can create the Marauder with the aid of others.

TALENTS: Lariat, +2CS on Horse Stunts, +2CS on Motorcycle Stunts.

IN BRIEF: A former rodeo performer, now a member of the Thunderiders.

GEORGIANNA

| | | | | | | |
|---------------|----|----|---------------|----|----|----|
| 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: GD | | | Popularity: 5 | | | |

KNOWN POWERS

No known super-human powers.

TALENTS: Business/Finance, +1CS on Motorcycle Stunts.

IN BRIEF: Georgianna is the team's manager and accountant. She is not part of the gestalt, but has in the past been used as a donor body for the Marauder.

HONCHO

James MacDonald

| | | | | | | |
|---------------|----|----|----------------|----|----|----|
| F | A | S | E | R | I | P |
| EX | EX | TY | GD | GD | GD | TY |
| 20 | 20 | 6 | 10 | 10 | 10 | 6 |
| Health: 56 | | | Karma: 26 | | | |
| Resources: GD | | | Popularity: 10 | | | |

KNOWN POWERS

Gestalt: Can form the Marauder with the aid of others.

Empathy: EX, with other Thunderiders.

Telepathy: EX, with other Thunderiders.

TALENTS: Espionage, Martial Arts A and E, +2CS on Motorcycle Stunts.

GROUPS: Thunderiders.

IN BRIEF: A former CIA agent, Honcho is the leader of the Thunderider team.

R.U. REDDY

Winthrop Roan, Jr.

| | | | | | | |
|---------------|----|----|---------------|----|----|----|
| 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: GD | | | Popularity: 5 | | | |

KNOWN POWERS

Gestalt: Can form the Marauder with the aid of others.

TALENTS: Rock Music, +2CS on Motorcycle Stunts.

GROUPS: Ruff Stuff (rock group), Thunderiders.

IN BRIEF: A former rock singer, now a member of the Thunderiders.

WOLF

| | | | | | | |
|---------------|----|----|----------------|----|----|----|
| F | A | S | E | R | I | P |
| EX | EX | GD | GD | TY | GD | TY |
| 20 | 20 | 10 | 10 | 6 | 10 | 6 |
| Health: 60 | | | Karma: 22 | | | |
| Resources: GD | | | Popularity: 10 | | | |

KNOWN POWERS

Gestalt: Can form the Marauder with the aid of others.

TALENTS: Wrestling, +2CS on Motorcycle Stunts.

GROUPS: Thunderiders.

IN BRIEF: A former outlaw cyclist, now a member of the Thunderiders.

WRENCH

Leonard Hebb

| | | | | | | |
|---------------|----|----|---------------|----|----|----|
| F | A | S | E | R | I | P |
| GD | GD | TY | GD | EX | GD | TY |
| 10 | 10 | 6 | 10 | 20 | 10 | 6 |
| Health: 36 | | | Karma: 36 | | | |
| Resources: GD | | | Popularity: 5 | | | |

KNOWN POWERS

Gestalt: Can form the Marauder with the aid of others.

TALENTS: Engineer, Repair/Tinkering, +1CS on Motorcycle Stunts.

IN BRIEF: Wrench is the team's motorcycle repairman and designer.

TICKTOCK

| | | | | | | |
|---------------|----|----|---------------|----|-----|----|
| F | A | S | E | R | I | P |
| PR | TY | TY | TY | RM | UN | MN |
| 4 | 6 | 6 | 6 | 30 | 100 | 75 |
| Health: 22 | | | Karma: 205 | | | |
| Resources: GD | | | Popularity: 0 | | | |

KNOWN POWERS

Precognition: MN ability to predict the future, but limited to the next minute. In game terms, this means the other players (and the Judge) must tell Ticktock what they plan to do before Ticktock determines his own actions. If his allies have initiative, Ticktock can tell them what he knows of the future, allowing them to change their actions accordingly. ("Attention—Boom Boom is planting one of her time bombs. I suggest we clear out...")

TALENTS: Timekeeping.

GROUPS: Former partner of the Locksmith; current member of Night Shift.

IN BRIEF: A pudgy, nondescript gentleman with a large pocketwatch, Ticktock's time-mastering abilities make him useful to large groups. He acts as Shroud's second-in-command and advisor.

TIMESHADOW

| | | | | | | |
|---------------|----|----|----------------|----|----|----|
| F | A | S | E | R | I | P |
| GD | GD | GD | EX | TY | GD | GD |
| 10 | 10 | 10 | 20 | 6 | 10 | 10 |
| Health: 50 | | | Karma: 26 | | | |
| Resources: PR | | | Popularity: -5 | | | |

KNOWN POWERS

Time-phasing: A unique form of time-

U

UNDERTOW

F A S E R I P
 GD GD RM RM GD GD GD
 10 10 30 30 10 10 10
 Health: 80 Karma: 30
 Resources: TY Popularity: 0

KNOWN POWERS

Water Control: AM ability, capable of the following stunts:

- Create currents of RM speed, to aid or impede motion through the water by that amount.
- Create whirlpools of RM intensity.
- Create surface waves of RM intensity and damage.
- Ride on waves at RM water speed.

Water Breathing

Swimming: Two areas/turn normally, six areas/turn aided by his water control powers.

Resist Cold: EX rank.

LIMITATIONS: As an Atlantean, Undertow can only survive in open air for four hours. At that point, he loses -1CS per hour, and when all abilities reach Sh0, is in danger of dying.

TALENTS: None.

GROUPS: Member of S.U.R.F.

IN BRIEF: An Atlantean mutant with water-control powers, Undertow has teamed up with Eel, Sharkskin, and Namorita to aid the New Mutants.

UNUS THE UNTOUCHABLE

Gunther Bain (born Angelo Unuscione)

F A S E R I P
 EX GD EX RM TY GD IN
 20 10 20 30 6 10 40
 Health: 80 Karma: 56
 Resources: TY Popularity: -5

KNOWN POWERS

Force Field: Fixed at the IN level, this force field is always on. It provides IN protection from energy, physical, and mental attacks, but also repulses all unsecured objects of less than 10 tons. On a Psyche FEAT, Unus can increase or decrease the field, to a maximum of UN and a minimum of Shift 0.

This FEAT should be made each round, and if it fails, the force field returns to normal (IN intensity) power.

TALENTS: Wrestling.

GROUPS: Member of the Original Brotherhood of Evil Mutants and Factor Three; partner of the Blob.

IN BRIEF: An Italian mutant who emigrated to the US. When his ability manifested itself, he became a professional wrestler before joining Magreto's Brotherhood of Evil Mutants. He later formed a long-standing friendship with the Blob. His repelling powers began to run out of control, finally repelling the air itself. Unus blacked out and his friend Blob, believing him dead, went on a rampage. It is not known whether Unus is truly dead.

URSA MAJOR

Mikhail (Urlokovitch) Ursus

F A S E R I P
 GD EX GD RM TY GD EX
 10 20 10 30 6 10 20
 Health: 70 Karma: 36
 Resources: GD Popularity: 10

KNOWN POWERS

Metamorph: Ursa Major can transform himself into a huge brown bear with the following stats:

F A S E R I P
 RM EX IN IN TY GD EX
 30 20 40 40 6 10 20
 Health: 130 Karma: 36

Damage suffered by Ursus is taken from the "bear" form first, and is lost upon transformation. The transformed beast has the following powers:

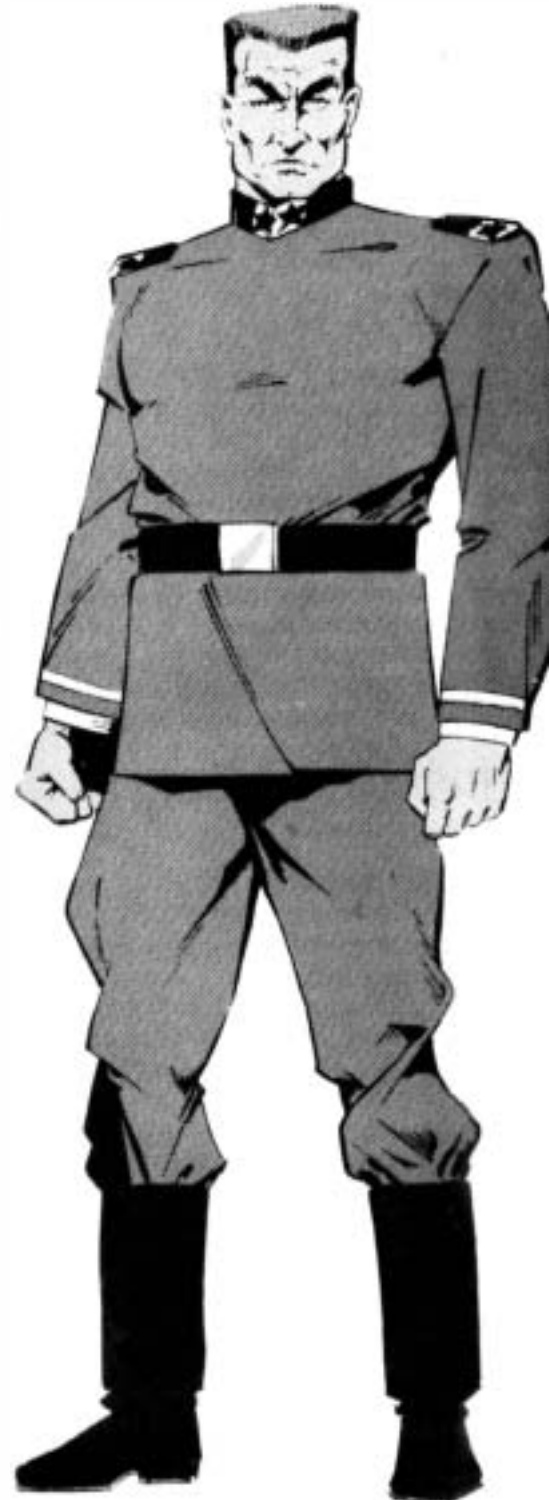
- GD body armor.
- Claws which inflict EX edged attack damage.
- Bite for GD edged attack.
- GD land speed (four areas/round).

TALENTS: Military, Bilingual (Russian and English).

GROUPS: Founding member of the Soviet Super Soldiers.

IN BRIEF: One of the first Soviet mutants, Ursa Major served the state for many years as a member of the Soviet

Super Soldiers. Dissatisfaction with the government caused the group to split from the official bureaucracy. Recently, the team has attempted to defect to America.



V

VANGUARD

Nicolai Krylenko

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| EX | EX | EX | IN | GD | GD | GD |
| 20 | 20 | 20 | 40 | 10 | 10 | 10 |

Health: 100
Resources: GD
Karma: 30
Popularity: 5

KNOWN POWERS

Force Reflection: AM ability to reflect an attack back at -1CS intensity (a RM attack is reflected as AM), with GD accuracy.

WEAPONS: Vanguard carries a pair of weapons, a hammer and sickle, with the following properties.

Hammer: Inflicts RM blunt damage. Circuitry in the hammer allows the weapon to behave like a boomerang. It can be thrown up to three areas away and return to his hand. Throwing and catching require Agility FEATs.

Sickle: Inflicts RM edged damage. If Vanguard uses the sickle with the hammer, as a focus for his mutant abilities, his reflection power is increased to MN, with returned attacks rolled on the RM table.

TALENTS: Military, Bilingual (English and Russian), Hammer and Sickle.

GROUPS: Founding member of the Soviet Super Soldiers.

IN BRIEF: Twin brother of Darkstar, Vanguard and his sister served the state for many years as members of the Soviet Super Soldiers. Unhappy with their duties, they broke from the Soviet political apparatus, first to form their own team, and later (upon the apparent death of Gremlin) to defect to the U.S.

VANISHER

Telford Porter

| | | | | | | |
|----|----|----|----|----|----|----|
| F | A | S | E | R | I | P |
| PR | GD | TY | EX | RM | PR | GD |
| 4 | 10 | 6 | 20 | 30 | 4 | 10 |

Health: 40
Resources: GD
Karma: 44
Popularity: -3

KNOWN POWERS

Teleportation: UN ability, unknown range (assumed to be three to four

miles).

LIMITATIONS: Vanisher's teleportation is completely personal—he can't teleport others. If grappled or restrained, he can teleport out of that restraint, but he can't teleport in a round when he takes damage or is the victim of mental attack.

WEAPONS: Vanisher no longer carries weapons like those described below, but in the past, he used a variety of weapon types, including:

Pistol: A .45 caliber automatic (9 shots, GD damage, three area range).

Sleep Gas Gun: IN intensity, range one area.

Energy Gun: IN energy damage, two area range.

TALENTS: Electronics, Computers.

GROUPS: Former member of Factor Three; leader of the Fallen Angels.

IN BRIEF: Originally a spy who used his ability to sneak into government facilities, Vanisher soon found other super-powered villains unwilling to work with him. (His tendency to run away from trouble had something to do with this reluctance.) His response was to set up the Fallen Angels, a team of young, super-human thieves. With the addition of Siryn, Sunspot, Warlock, and Jamie Madrox, to their ranks, the Fallen Angels group is less theft-oriented than before, and Vanisher, never one to argue, has gone with the flow.

VERTIGO

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

Health: 46
Resources: GD
Karma: 56
Popularity: -10

KNOWN POWERS

Equilibrium Distortion: AM ability to cause loss of equilibrium in all targets within three areas (MN against a single target). Target must make a Psyche FEAT to avoid falling to the ground. Anyone who falls must make a second Psyche FEAT to keep from losing consciousness.

TALENTS: None.

GROUPS: Former member of the Savage Land Mutates; current mem-

ber of the Marauders.

IN BRIEF: Vertigo is properly a mutate, not a mutant. She received her powers via the Genetic Transformer constructed by Magneto to trigger mutation in ordinary and latent-mutant individuals of the Savage Land. The original machine, destroyed by the X-Men, was rebuilt by Brainchild, the smartest of the mutates, who then used it to create Vertigo and others. Vertigo fought the X-Men and Spider-Man, then left the Savage Land for civilization, eventually becoming one of the Marauders under Mister Sinister's control.



W

WAR

Abraham Lincoln Kieros

| | | | | | | |
|---------------|----|-----------------|----|-----------|----|----|
| F | A | S | E | R | I | P |
| RM | GD | GD | GD | TY | GD | TY |
| 30 | 10 | 10 | 10 | 6 | 10 | 6 |
| Health: 60 | | | | Karma: 22 | | |
| Resources: FE | | Popularity: -30 | | | | |

KNOWN POWERS

Detonation: AM force damage, either in same area or up to five areas away, by clapping his hands.

EQUIPMENT: War has body armor and a horse.

Body Armor: As one of Apocalypse's Horsemen, War has armor providing RM protection from physical and energy attacks.

Mount: As one of Apocalypse's Horsemen, War has a mechanical flying horse with RM Control, EX Speed in the air, IN Body, and TY Protection. This mount also has an IN strength force field for itself and its rider. Apocalypse has MN ability to track his horses and teleport them.

TALENTS: Military, Marksmanship.

GROUPS: Member of Apocalypse's Four Horsemen.

IN BRIEF: A veteran paralyzed and confined to an iron lung, Kieros was rescued and healed by Apocalypse, becoming one of the Four Horsemen (with Famine, Pestilence, and Death/Archangel). War survived battle with X-Factor and is still in the service of Apocalypse.

WARHAWK

Mitchell Tanner

| | | | | | | |
|---------------|----|---------------|----|-----------|----|----|
| F | A | S | E | R | I | P |
| RM | RM | RM | RM | GD | TY | TY |
| 30 | 30 | 30 | 30 | 10 | 6 | 6 |
| Health: 120 | | | | Karma: 22 | | |
| Resources: PR | | Popularity: 0 | | | | |

KNOWN POWERS

Body Armor: RM protection against physical and energy attacks.

EQUIPMENT: Warhawk uses several types of equipment.

Dart Gun doing GD damage at two

area range, GD damage. The darts are tipped with IN intensity sleep-toxins.

Gas Bombs filled with IN intensity sleep-toxins.

Psi-Screens installed by the Hellfire Club to keep Warhawk's thoughts secret. This serves as MN protection from mental probes and attacks.

TALENTS: Marksmanship, Computers, Repair/Tinkering.

GROUPS: Agent of the Hellfire Club.

IN BRIEF: A minor villain hired by the Hellfire Club to infiltrate and test the abilities of the X-Men, Warhawk turned the X-Men's danger room against them. He held them off for a short-time, but was eventually defeated and handed over to the police. His whereabouts are unknown.

WARLOCK

| | | | | | | |
|---------------|----|---------------|----|-----------|----|----|
| F | A | S | E | R | I | P |
| GD | EX | RM | IN | IN | GD | GD |
| 10 | 20 | 30 | 40 | 40 | 10 | 10 |
| Health: 100 | | | | Karma: 60 | | |
| Resources: FE | | Popularity: 3 | | | | |



KNOWN POWERS

Shapechanging: Warlock's technorganic body is a mutable form, allowing him the following power stunts:

- Increase size from two feet to 200 feet.

- Reshape his form into functioning machines (planes, helicopters, spaceships, etc.), mimicking the functions of those machines, up to MN level.

- Equip his machine-selves with energy or force rays, maximum of IN damage, three area range.

- MN ability to assume organic appearance. AM skill at mimicking particular humans.

- Create optical sensors and other parts up to two areas from his main form.

Body Armor: Warlock's body is EX material strength and is equivalent to EX body armor. Upon taking IN damage or more from a single attack, Warlock loses control of his form, taking on a splattered appearance.

Conversion: Warlock can regain lost Health by converting living, organic objects to a crystalline matrix, then draining the matrix of life energy. Warlock regains Health equal to the target's Health or material strength. He does this with MN ability and the target can make an Endurance FEAT to avoid. Like Rogue, Warlock must make flesh-to-flesh contact for this power to work.

Interstellar Travel: Warlock has CL 1000 ability to travel in outer space. He is immune to the effects of vacuum.

TALENTS: None, but he watches a lot of TV, and often assumes forms from popular culture.

GROUPS: Member of the New Mutants and the Fallen Angels.

IN BRIEF: The son of the alien Technarch ruler, Magus, Warlock shows human-like emotion, curiosity, and cowardice. Curiosity caused him to flee his father and seek refuge on Earth, where he joined the New Mutants. Aside from a brief sojourn with the Fallen Angels, he has remained with them ever since.

WARWOLVES

Bowser, Ducks, Scarper, Popsie, Jacko, and one other (name unrevealed).

| | | | | | | |
|----------------|----|----|----|----------------|----|----|
| F | A | S | E | R | I | P |
| EX | EX | EX | AM | TY | EX | AM |
| 20 | 20 | 20 | 50 | 6 | 20 | 50 |
| Health: 110 | | | | Karma: 76 | | |
| Resources: N/A | | | | Popularity: 10 | | |

KNOWN POWERS

Possession: Warwolves attack with extended tongues which inflict MN damage. Anyone killed in this fashion dissolves, leaving only the skin. The warwolves can masquerade as their victims by donning their skins. Climbing in or out of a skin takes a full round, and the imitation extends only to appearance and voice—the Warwolf gains no abilities or memories from its victim. (Treat as IN intensity disguise.)

Psychic Immunity: UN protection from mental attacks. RM protection from magical attacks.

Tracking: AM ability.

TALENTS: None.

GROUPS: Servants of Mojo.

IN BRIEF: Creations of the extra-dimensional ruler, Mojo, the Warwolves act as his trackers and hunters. Sent to Earth to reclaim the fleeing Phoenix, the Warwolves were defeated by Excalibur. Two of their number died in that conflict and the other four (Ducks, Jacko, Popsie, and Scarper) were imprisoned in a local zoo, where they have been a popular attraction. (This accounts for their positive popularity, despite their dangerous nature.) Mojo has not yet recalled them.

WHIRLWIND

David Cannon

| | | | | | | |
|---------------|----|----|----|----------------|----|----|
| F | A | S | E | R | I | P |
| GD | IN | GD | RM | TY | TY | TY |
| 10 | 40 | 10 | 30 | 6 | 6 | 6 |
| Health: 90 | | | | Karma: 18 | | |
| Resources: TY | | | | Popularity: -8 | | |

KNOWN POWERS

Spinning: Whirlwind can spin his body at up to 400 rpm. This allows him the following power stunts and abilities:

- Immunity to all forms of dizziness and vertigo.

- Ability to move at EX ground speed.

- Climb sheer surfaces up to 10 stories high.

- Escape grappling and restraint as if he had MN strength.

- Fly at GD air speed.

- RM protection from physical attacks and missile weapons.

- Create a focused blast of air, two area range, inflicting RM damage.

- Create a RM intensity tornado in the area he occupies.

- Dodge with RM ability.

WEAPONS: Whirlwind augments his powers with the following devices:

Arm Blades made of RM strength material. They inflict AM edged weapon damage.

Circular Saw Shurikens of GD material strength, inflicting up to RM damage at a range of three areas.

EQUIPMENT: Whirlwind's body armor provides EX protection against physical attacks when not moving. It protects against energy attacks whether he's moving or not.

TALENTS: Wrestling, Driving, Ice Skating.

GROUPS: Various team-ups with other low-level super criminals; member of three different incarnations of the Masters of Evil.

IN BRIEF: A mutant with the ability to spin at high speeds like a top, Whirlwind's exploits as a professional criminal were usually foiled by Hank Pym in one of his many costumed identities. Never able to establish his reputation, despite numerous battles with super-powered individuals, Whirlwind remains a second-stringer. He recently upgraded his costume and added blades to his repertoire.

WHITE KING

Donald Pierce

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| EX | RM | IN | GD | RM | GD | GD |
| 20 | 30 | 40 | 10 | 30 | 10 | 10 |
| Health: 100 | | | | Karma: 50 | | |
| Resources: IN | | | | Popularity: 0 | | |

KNOWN POWERS

Cybernetics: Pierce's limbs were rebuilt and strengthened with cyber-

netic machinery, giving him the enhanced statistics above and the additional powers below:

- IN body armor against blunt attacks.
- EX body armor against edged attacks.
- GD body armor against force and energy attacks.
- AM protection psi-screens against mental detection and attack.
- Electric touch, RM damage.

EQUIPMENT: The White King has cybernetically enhanced dingos with RM tracking ability and GD body armor. These "hunter-killers" have the following stats:

| | | | | | | |
|------------|----|----|----|----------|----|----|
| F | A | S | E | R | I | P |
| EX | GD | TY | TY | FE | FE | FE |
| 20 | 10 | 6 | 6 | 2 | 2 | 2 |
| Health: 42 | | | | Karma: 6 | | |

TALENTS: Mining, Cybernetics, Finance, Leadership.

GROUPS: Former White Bishop of the Hellfire Club; current leader of the Reavers.

IN BRIEF: A mining magnate whose limbs were replaced with cybernetic equivalents after an accident. Donald Pierce rose to the Inner Circle of the Hellfire club as its White Bishop before being further injured by Wolverine during a battle with the X-Men. Expelled from Hellfire after an attempt to overthrow the Black King, Pierce joined a number of other cyborgs who shared his hatred of Wolverine. These are the Reavers, and Pierce is their "White King." The Reavers captured and tortured Wolverine, but he escaped and they are currently hunting him and Jubilee.

WHITE QUEEN

Emma Frost

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| GD | GD | TY | AM | RM | IN | MN |
| 10 | 10 | 6 | 50 | 30 | 40 | 75 |
| Health: 76 | | | | Karma: 145 | | |
| Resources: IN | | | | Popularity: 0 | | |

KNOWN POWERS

Telepathy: MN ability, with the following power stunts:

- MN ability to read minds within 200 miles.
- MN ability to project illusions in a

target's mind.

- Stun-bolts of MN intensity mental strength, four area range, ignore body armor.

- MN ability to sense individuals on the astral planes.

- AM psi-screen against mental attacks.

- AM intensity psionic rapport, placed within 10 areas initially.

- AM psionic control which suppresses mental powers of others (including telepathy, empathy, mind control, and illusion generation).

- Generate MN intensity pain on touch (though no physical damage is done).

- MN ability to keep unconscious characters unconscious for as long as she concentrates.

TALENTS: Administration, Business, Finance, Education, Electronics.

GROUPS: Member of the inner circle of the Hellfire Club, Frost Industries, and the Massachusetts Academy.

IN BRIEF: Emma Frost is the leading telepath of the Hellfire Club's Inner Circle. She maintains the Massachusetts Academy as a training ground for young mutants like the Hellions and Firestar. A long-time supporter of the Black King, she shifted her allegiance to Magneto, the new Grey King, following his successful revolt against the Black King, Sebastian Shaw.

WHIZ KID

Takeshi Matsuya

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| TY | GD | PR | EX | EX | GD | GD |
| 6 | 10 | 4 | 20 | 20 | 10 | 10 |
| Health: 40 | | | | Karma: 40 | | |
| Resources: PR | | | | Popularity: 0 | | |

KNOWN POWERS

Transmutation/Invention: Taki has the RM ability to transform existing material into inventions. His inventions are usually limited to a maximum of RM stats and abilities. Higher-powered, external power sources can boost the abilities of his inventions beyond this natural limit.

LIMITATIONS: Taki is handicapped, having lost the use of his legs in a car accident. His wheelchair has TY Speed, GD Body, PR Control, and PR

Protection. He sometimes uses the wheelchair as a base for his inventions. He also suffers from dyslexia, and must make a Reason FEAT to read or write.

TALENTS: Student, Physics, Computers, Electronics, Repair/Tinkering.

GROUPS: Former member of the X-Terminators.

IN BRIEF: A young Japanese-American attempting to overcome both physical and mental challenges, Whiz Kid's mutant abilities first surfaced during the Inferno. At that time, he joined the X-Terminators in rescuing his schoolmates Leech and Artie Maddicks. Taki and his two friends have returned to their schooling.

WIDGET

| | | | | | | |
|----------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| FE | GD | FE | GD | AM | EX | TY |
| 2 | 10 | 2 | 10 | 50 | 20 | 6 |
| Health: 24 | | | | Karma: 76 | | |
| Resources: N/A | | | | Popularity: 0 | | |

KNOWN POWERS

Small Size: Widget is about the size of a cantaloupe. Attacks against it are -1CS to hit.

Flight: Moves at FE air speed.

Jaws: Bites for TY damage, but can chew through up to MN strength metal. Widget will consume any metal it can chew through.

Dimensional Apertures: AM ability to open gateways into other dimensions. The limitations and controls on this power are unknown.

TALENTS: None.

GROUPS: Member of Excalibur (sort of).

IN BRIEF: The entity known as Widget was the creation of Tweedledope of the Crazy Gang, who built it and forgot about it. No one knows if Widget is truly sentient, or, if intelligent, how intelligent. It has been picked up by Excalibur, and used to travel among the alternate earths.

WILD CHILD

| | | | | | | |
|---------------|----|----|----|---------------|----|----|
| F | A | S | E | R | I | P |
| IN | RM | GD | RM | TY | EX | TY |
| 40 | 30 | 10 | 30 | 6 | 20 | 6 |
| Health: 110 | | | | Karma: 32 | | |
| Resources: PR | | | | Popularity: 0 | | |

KNOWN POWERS

Teeth : GD edged damage.

Claws: GD edged damage.

Regeneration: EX ability.

Heightened Senses: RM tracking ability.

TALENTS: Survival, Resist Domination.

GROUPS: Former member of the original Gamma Flight and Omega Flight; current member of Gamma Flight.

IN BRIEF: Wild Child is either a mutant himself or the child of a mutant. He was a member of the Canadian government's super-hero training program, but hadn't made the first or second team at the time of their disbanding. He was recruited by Omega Flight in its quest for vengeance against Alpha, but after several defeats, he was sought by the Canadian Government to serve in their new team, Gamma Flight. Wild Child is a homicidal maniac whose violent tendencies have resulted in his removal from this team. He was returned to custody after a battle with Vindicator and Wolverine.

WILDSIDE

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

Health: 60

Karma: 18

Resources: TY

Popularity: -5

KNOWN POWERS

Specialized Invisibility: Wildside has the AM ability to make himself and up to a dozen allies invisible. Sensors, robots, and alien eyes can detect him and his allies normally, and his power has no effect on detection by sense of smell. Wildside's invisibility is probably psionic in nature, and powerful psi-mutants (like Prof. X or Pheonix) could override it as a power stunt.

TALENTS: Acrobatics, Tumbling.

GROUPS: Member of the MLF.

IN BRIEF: Not much is known about Wildside. He is a member of the MLF, an organization dedicated to mutant rights, even if they have to resort to violent tactics.

WINGS

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

Health: 28

Karma: 18

Resources: FE

Popularity: -3

KNOWN POWERS

Flight: GD ability.

Claws: TY ability.

TALENTS: None.

GROUPS: The Morlocks.

IN BRIEF: Wings survived the Mutant Massacre but lost one wing (and his power of flight). The chicken-like Wings was killed on the surface by Sabretooth.

WIPEOUT

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

Health: 34

Karma: 40

Resources: GD

Popularity: 0

KNOWN POWERS

Power Elimination: MN ability to re-



CALLISTO CANNONBALL COLOSSUS
FIRESTAR HAVOK ICEMAN JUBILEE
ARMA LIVING MONOLITH LOCKHEED
GAMMA MAGNETO MISTER SINISTER
AMORITA PHOENIX POLARIS PROFESSOR
EUS PSYLOCKE PYRO QUICKSILVER
DR ROGUE SAURON SAVAGE LAND
ITCH SENTINELS TATTLETALE THUNDER
NUS THE UNTOUCHABLE URSA MAJOR
VERTIGO WARLOCK WIDGET WOLFSBL
CEMAN JUBILEE JUGGERNAUT KANG
MONOLITH LOCKHEED LONGSHOT MA
MISTER SINISTER MOJO MYSTIQUE
HOENIX POLARIS PROFESSOR X PRO
PYRO QUICKSILVER REAVERS CALLIE
LOSSUS CYCLOPS DAZZLER MONO
FIRESTAR HAVOK ICEMAN JUBILEE
ARMA LIVING MONOLITH LOCKHEED
GAMMA MAGNETO MISTER SINISTER
AMORITA PHOENIX POLARIS PROFE
LIVING MONOLITH LOCKHEED LONGSH
GAMMA MAGNETO MISTER SINISTER
AMORITA PHOENIX POLARIS PROFE
EUS PSYLOCKE PYRO QUICKSILVER
DR ROGUE SAURON SAVAGE LAND
ITCH SENTINELS TATTLETALE THUN
NUS THE UNTOUCHABLE URSA MAJ
VERTIGO WARLOCK WIDGET WOLFSBL
EUS PSYLOCKE PYRO QUICKSILVER
DR ROGUE SAURON SAVAGE LAND
ARCHANGEL BANSHEE BEAST BLOE



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