

MARVEL SUPER HEROES™

WEAPON X

by Necromancer



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MARVEL SUPER HEROES

THE UNOFFICIAL CANON PROJECT

WEAPON X

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WEAPON X (HISTORY)

History

Weapon Plus Program

The Weapon Plus Program's origins dated back to 1945, when Truett Hudson, a civilian advisor to the U.S. Army nicknamed Professor Thorton, discovered Dr. Nathaniel Essex's hidden laboratory under a liberated concentration camp. Funded by the U.S. Government, Thorton formed Weapon Plus, a program devoted to create super soldiers based on U.S. Army's Project: Rebirth, which birthed the hero Captain America, retroactively considered to be Weapon I. The first nine installments of Weapon Plus had been partially successful, including Weapon III, which resulted in the creation of the Skinless Man, and Project Homegrown, a.k.a. Weapon VII, which produced the cyborg Nuke.

The Weapon X Program was born from an agreement between the C.I.A. and Canadian Government, it produced a high number of agents, including the C.I.A.'s Team X, and the Canadian Department K, before the subject named Experiment X escaped from the Weapon X facility. After, that accident, Weapon Plus Director John Sublime ordered Professor Thorton to shutdown Weapon X once and forever; however, Thorton refused breaking off Weapon X's ties with Plus Program.

To prevent subsidiary programs from going rogue, Weapon Plus directly oversaw the creation of the last living weapons operating in the clandestine facilities of the world employing Bolivar Trask's Sentinel technology. Throughout the decades, Weapon Plus has used increasingly more extreme methods to create it's super soldiers. Weapon X employed genetic alteration, brainwashing and memory implants. The latest creations were bred specifically to become mutant hunting weapons much deadlier than the Sentinels.



Weapon X

Weapon X was a codename for a secret U.S. Government project intended to deliberately induce super powers for military purposes. It was the tenth installment of the Weapon Plus Program. In the case of Weapon X, the mechanism was genetic engineering, specifically, creating mutations in normal humans and enhancing existing mutations. The successive projects had roman numerals, so Weapon X was the tenth such project. Some confusion has arisen because the same name has applied to several different projects as well as several of the project's "graduates."

The original Weapon X program started in the United States in the 1960's by Professor Thorton under Romulus' influence. Sponsored by American Central Intelligence Agency, Weapon X recruited skilled Intelligence operatives to form a squad named Team X, composed of Romulus' agents Logan, (code named Subject X), Victor

Creed and Silver Fox, and C.I.A. operatives David North (code named Maverick), John Wraith (code named Kestrel) and Mastodon. During these years, Team X members received memory implants via several methods, including low quality stage scenarios, machines provided by Romulus, and psychic manipulations by one of the Weapon X allies, Aldo Ferro. In 1963 Silver Fox fled Weapon X for her own reasons during a mission in Cuba, allying with enemy soldiers.

In 1968 Romulus had Weapon X operatives in Dallas, Texas, experimenting on Logan with Carbonadium Pills; Team X later had a mission in Berlin, where they obtained the Carbonadium Synthesizer and C.I.A. double agent Janice Hollenbeck; they were opposed by Omega Red, but they successfully escaped while Wraith distracted him. Team X later disbanded after that mission, with Logan and Creed returning to work for Romulus while Maverick, Mastodon and Wraith remained under C.I.A.'s authority. The

Weapon X Program then continued operating under the cover of the U.S. Department of Agriculture.

In the 1970's former Team X member Logan briefly joined Canada's Department K as an intelligence member, also working with C.I.A. agents Richard and Mary Parker. During this time, Department K found a way to replicate Logan's healing factor and implement it into other subjects; one such subject was Wade Wilson, a man who suffered from cancer who had enlisted in Department K in search of a cure. Weapon X implemented a healing factor in Wilson's body, temporarily regressing his cancer. Department K then found an early installment of Weapon P.R.I.M.E. squad composed of Wilson, Sluggo, Kane and Slayback; they were later joined by Wilson's girlfriend Vanessa Carlyle, code named Copycat. Under unknown circumstances Wilson killed Slayback during a mission; his health then got worse and worse, so he was taken to the Hospice, a Weapon X



facility directed by Dr. Emrys Killebrew and his assistant Francis Fanny, code named Ajax. There, Killebrew and Ajax conducted terrible experiments on Wilson, who was tortured by Ajax. Wilson adopted the name Deadpool, Wade led a massive breakout from the Hospice, and the Canadian branch of Weapon X was shut down afterwards.

Meanwhile, criminal mastermind Romulus eventually decided to revamp a new iteration of Weapon X, again formed by Truett Hudson, a.k.a. Professor Thorton, F.B.I. scientist Dr. Abraham Cornelius and former N.A.S.A. operative Carol Hines. This installment, code named Experiment X, operated in a Department K facility located near Roanoke in Alberta, Canada. Agent Logan was selected by Romulus as the first Experiment X's subject; he was captured by Weapon X agents and taken to the Facility; where Hudson and Experiment X's staff bonded Adamantium with Logan's skeleton; under Weapon X's Becoming insane from his pain, Logan managed to break free and escape from the facility, killing several project members as he did so, including Dr. Dale Rice and nearly killed Malcom Colcord, the head of security.

After Logan's escape from Experiment X, The Professor continued working on the Program, eventually, recruiting Maverick again, and training him to be Aldo Ferro's personal body guard. The Professor was then contacted by John Sublime, his former assistant and new leader of the Weapon Plus Program, who wanted to shutdown Weapon X due to it's failures. The Professor then officially broke off Weapon X from the Weapon Plus Program. At that point, Weapon X resumed the guise of U.S. Department of Agriculture, secretly working in the United States and Canada under the C.I.A.'s protection. Many years later, Logan now the X-Man known as Wolverine, started remembering events from his past,

eventually leading him to the Weapon X facility in Alberta. At the same time, Silver Fox, now a powerful leader of Hydra, had started secretly following U.S. Department of Agriculture's activities, searching for the Professor so that she could kill him for the treatment she had received during her time at the Weapon X Program. Meanwhile, former Dr. Cornelius assistant Hines contacted the Professor at the Agriculture Department, informing him that Logan had discovered something about his past at Weapon X.

After having read N.S.A. files provided by S.H.I.E.L.D. Director Nick Fury and Logan searched for the Professor in Washington D.C.'s Agriculture Department's Building; after Logan's visit, he decided to reach former Weapon X memory implants set in Windsor, Ontario, since he knew which could have been Logan's next place to visit. He then activated the S.H.I.V.A. Protocol, a security program comprised of several robot units used by Weapon X to capture agents which had escaped their control; Logan destroyed the first Shiva units and reached the control room, where he found Hines and the corpse of the Professor, who had been successfully killed by Silver Fox only minutes before.

Sabretooth was successfully found by a survivor S.H.I.V.A. unit in a wrestling club in New York City; he was helped by his former Team X teammate John Wraith who also gathered Logan, Mastodon, Silver Fox and Carol Hines to reform the old Team X for their last mission: to find the man who was behind their implanted memories: Aldo Ferro. They arrived in Ferro's private island in Seattle, Washington, where they met their former teammate Maverick who was employed by the Weapon X Program to be Ferro's bodyguard. After Ferro revealed that, during his time at Weapon X, had implanted false memories in all of their

minds, Maverick rejoined Team X and together, they fought Ferro who killed Hines when she revealed he was an alien called Psi-Borg, then he vanished, taking Silver Fox with him. He then appeared revealing his true form as the Psi-Borg, and creating an illusion which was a replica of Logan's and Silver Fox's time together at their cabin in Yukon; then he mentally controlled Sabretooth into killing Silver Fox for a second time, finally disappearing with Creed. He would later be helped by Sabretooth in escaping from the United States.

After this incarnation of the Weapon X Program failed, Weapon Plus Director John Sublime contacted former Weapon X's head of security Malcom Colcord, who had nearly been killed by Logan when he escaped after the Experiment X, asking him to be the New Director of the Weapon X Program. He gave the project two additional goals: to monitor mutants in the general population and to set up concentration camps where they would be recruited, held for study or executed. Colcord brought in Brent Jackson, a former agent of S.H.I.E.L.D. as well as Sabretooth, Deadpool, Copycat and Mauvais. The new Weapon X teams first success was to psionically gain control of Wolverine and direct him to track down the alumni of previous Weapon X projects. They were forced to detain him, though, when he regained his own volition.

The Shiver Man freed Wolverine upon which Colcord and the others fled. Colcord next brought in Box to build a concentration camp called Neverland. The Weapon X project had reached the height of it's power. They recruited Aurora, Sauron, Mesmero, Marrow, Wild Child, Washout, Garrison Kane and many more mutants. Some joined willingly, most did not. Cable organized the Underground, a mutant movement to counter the atrocities going on in Neverland. With assistance from

Agent Jackson They led an assault on Neverland, in which Kane was killed. Jackson's help, however, was a ploy to help him take over the Weapon X project. Learning of the camp, the X-Men sent Chamber there undercover, Jackson ordered him to assassinate Sublime at which point Chamber disappeared – as did everyone else at Neverland. The Weapon X project moved to another facility they named the Program.

Jackson scored another success when subverted Maverick, who arrived at the facility in critical condition after a battle. In exchange for his life, Maverick agreed to another treatment and became Agent Zero. Now working for Jackson, he neutralized Marrow's team. Apparently considering the debt satisfied, he teamed with Wolverine and Fantomex (a product of the Weapon XIII project) to uncover the truth about Weapon Plus. They found Neverland and the Program abandoned but managed to track down Sublime. Only then did Wolverine learn what happened at Roanoke.

A new Weapon X project, whose staff included Dr. Martin Sutter, Dr. Sarah Kinney, and Dr. Zander Rice (son of Dale Rice) followed. They produced Native who was rescued by Wolverine and Sabretooth, and a female clone of Wolverine, X-23, who escaped after killing Rice and Kinney. Later Colcord and Jackson appeared to be running separate, competing Weapon X projects. Also, Nathaniel Essex (Mr. Sinister), was still working with the project using the name Dr. Robert Windsor. Sinister's journal, chronicling his experiments in a Nazi death camp, inspired Thorton to work on one of the original projects; the full extent of Mr. Sinister's influence on the Weapon X program is still unknown.

Under the direction of Reverend William Stryker, a new Weapon X program emerged, which focused on the creation of undetectable killer



cyborgs that could eventually eradicate mutant kind. These cyborg's were created from normal humans which Stryker had lured to his cause. As part of the process to refine their cyborgs, Weapon X targeted several mutants with special abilities of their interest, namely Logan, Sabretooth, Warpath, Domino, and Lady Deathstrike.

Once Weapon X captured Lady Deathstrike and harvested genetic material for their cyborgs, they sent their robots after the remaining four targets. While they failed to capture Logan and Sabretooth, they acquired tissue samples. Meanwhile, Warpath was successfully apprehended. By the time Weapon X's cyborgs attacked Domino, Logan and Sabretooth had joined forces to investigate their attackers, and managed to rescue her. In order to improve the resistance of the and strength of their cyborgs, Weapon X set their sights on the Hulk.

Even though the cyborgs who attacked the Hulk managed to have a blood sample sent to their command center before being defeated and forced to self destruct, their attack prompted

Amadeus Cho to investigate the situation and join forces with Weapon X's other targets. Data recovered from a partially preserved cyborg allowed Hulk and his new allies to determine the location of one of the cyborg's production centers. When said facility was raided by the Hulk and the mutants, Stryker had it self destruct, killing it's employees in the process. The mutants and Hulk survived, and even managed to rescue Warpath and Lady Deathstrike from their containment. With the Hulk's blood sample still in their possession, Weapon X moved to the creation of mutant Hulk-hybrids.

After further investigating Weapon X, Hulk and the mutants located and raided their central command, forcing most of the facility to be evacuated. Weapon X's leading scientist, Dr. Alba had already finished on her best and last two subjects H-Alpha and H-Beta, who were eventually released to control the intruders. H-Alpha proved to be much less docile, to the point of kill H-Beta and attempting to turn on his creators. Hulk held him back, giving Dr. Stryker, Dr. Alba and the remaining

WEAPON PLUS INCARNATIONS

staffers the chance to flee in a helicopter. During the ensuing fight between Hulk and H-Alpha, Weapon X's central command collapsed.

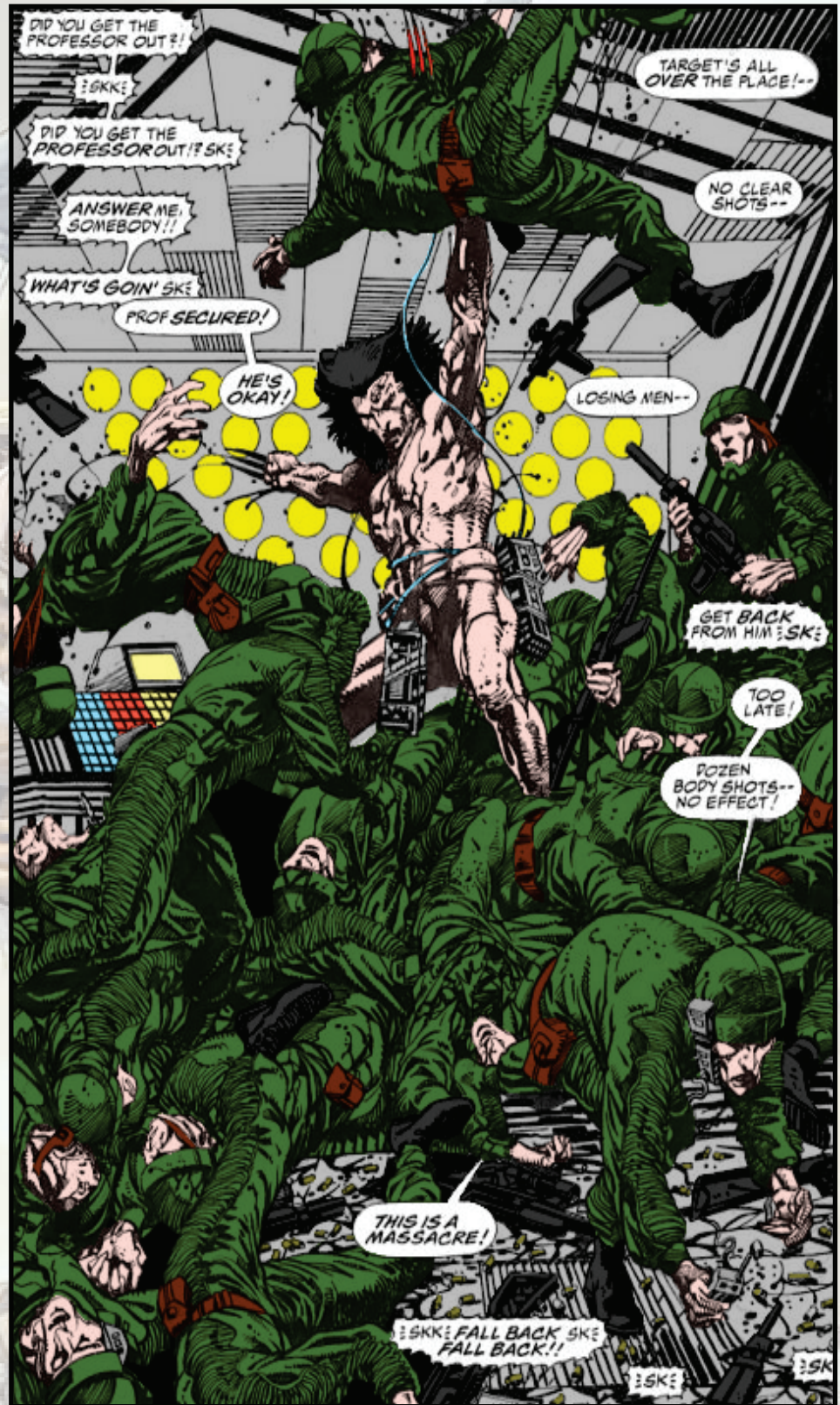
Weapon Plus Incarnations

Weapon I

The retroactively numbered Weapon I, better known as Project Rebirth was a U.S. Army/F.B.I. joint operation led by Dr. Abraham Erskine, code named Professor Reinstein. Project Rebirth created the icon known as Captain America, and was considered by Weapon Plus to it's most successful project to date. Project Rebirth, also called Operation: Rebirth and Project: Super-Soldier is a U.S. Government project originally administered by the U.S. Army to create a new line of Super Soldiers for it's World War II effort. It's success allowed the concept to grow and expand becoming the larger operation known as Weapon Plus.

Operation Rebirth began as a collaboration between U.S., British and German eugenicists led by Doctors Abraham Erskine and Koch. When World War II began, Koch took over the German program and Erskine (under the code name of "Joseph Reinstein") became the primary source of the American program. Erskine both independently created the both the chemical portion of the project, the Super Soldier Serum, that has been recreated to certain degrees and the Vita Ray treatment that has not been recreated since.

The project created two failed subjects, Clinton McIntyre, a.k.a. Protocide, and Adriana Soria, a.k.a. Queen. Protocide was placed into suspended animation and was revived in the modern era by A.I.M. Queen was the first mutant experiment. Experimentation on her seems to have occurred prior to the serum being tested on Steve Rogers. Erskine continued to refine the process



and eventually succeeded in being able to convert frail Steve Rogers into the first Super Soldier. Rogers took the name Captain America. But Erskine was murdered moments after Rogers was successfully empowered. All of the refinements Erskine had made to the program were lost with his death, as he never fully documented all of his research to the recorded notes.

Weapon II

Weapon II experimented on animals. The resulting subject was a genetically altered squirrel who had all the same powers as Wolverine. He was captured by Shannon Sugarbaker and used in her hunting tournament of anthropomorphic animals.

Weapon III

Weapon III also reportedly experimented on animals. Contrary to this, a mutant barrister named Harry Pizer during the Cold War with elastic and multi-sensory skin has his powers augmented by Weapon Plus, and he became Weapon III.

Weapon IV-VI

Weapons IV, V and VI experimented on various ethnic groups and prisoners.

Weapon VII

Weapon VII better known as Project Homegrown, experimented on human soldiers during the Vietnam War. Some of the known participants who died in Project Homegrown included Andrew Perlmutter, Michael Labash, John Walsh, James MacPherson and fourteen other unknown recruits. The only known successful subject of Project Homegrown was Sgt. Frank Simpson, code named "Nuke", who had armored implants under his epidermis and was given Adrenaline Pills to alter and control his mood. Logan who would later become one of



Weapon Plus's victims, kidnapped Nuke as a child and oversaw his conditioning.

Weapon VIII-IX

Weapon VIII-IX used hypnosis and drugs to trigger hidden sleeper agents and assassins.

Weapon X

Weapon X was started by Professor Thorton under Romulus' orders. Weapon X operated both in Canada and the United States through an

agreement between the C.I.A. and the Canadian Government. It operated through the C.I.A.'s Team X, and Canadian Department K, both employing and empowering mutants whose memories were often altered or deleted via several methods, including elaborated sets, and psychic implants provided by Aldo Ferro. Weapon X was going to be shut down by Weapon Plus Director John Sublime due to its failures when Experiment X escaped from the Weapon X facility, but Thorton decided to break all of the ties the Program had with Weapon Plus, keeping Weapon X active. After the

break off, Weapon X was only funded by the U.S. Department of Agriculture, in which Thorton worked as the Director.

Weapon XI

No individual with the Weapon XI moniker has ever been identified.

Weapons From The World

The following weapons were created under the directive of the Sublime bacterium and inside The World, a facility originally based in Britain, that warped time to grow and develop an entire civilization solely for the production of Super Soldiers. The end result was to be a team called the Super Sentinels, a mutant hunting team of super heroes with a base in a Weapon Plus space station. This team, a brainchild of John Sublime, was intended to be a publicity stunt that would commercialize the genocide of mutants as part of a reality show. This was suppose to make it more palatable to the public.

Weapon XII

Weapon Plus created Weapon XII (a.k.a. The Huntsman, real name Zone Cluster 6) at the England based facilities of The World. He was the first living weapon created employing artificial evolution and nano-sentinel technology. Weapon XII was accidentally unleashed on the channel tunnel and fought X-Corporation members Cannonball, M, Darkstar, Rictor, Siryn, and Multiple Man. Weapon XII was eliminated by Fantomex with the aid of Jean Grey and Professor X, but at the cost of Darkstar's life.

Weapon XIII

Weapon Plus created Weapon XIII, Fantomex, whose real name is Charlie Cluster-7, also at The World. However, Fanatomex rebelled against his

creators. Like in the case of Weapon XII, Fantomex's powers derive from nano-sentinel technology.

Weapon XIV

Weapon XIV was created in The World by John Sublime using ovaries stolen from Emma Frost to create daughters/clones the Stepford Cuckoos. Originally numbering in the thousands, only 5 were active and in the end only 3 remained. They were created to entrap the Phoenix Force in order to use it's power to fuel their psychic abilities so they could wipe out all mutants on Earth.

Weapon XV

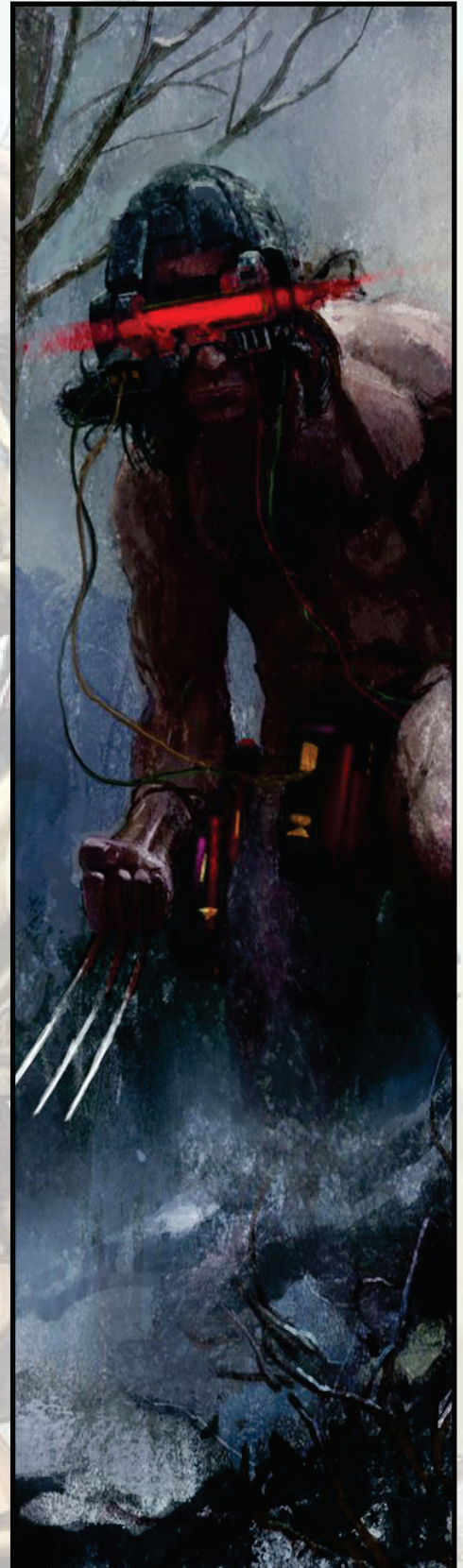
The "ultimate" creation of Weapon Plus designated Weapon XV, a.k.a. Ultimatron, designed to be the super sentinels grand powerhouse.

Weapon XVI

Weapon XVI is a "living religion", a virus that attacks the "faith reserves" and makes them subservient to The World's sentience. In order for it to work one has to believe in some sort of god.

American Kaiju

Todd Ziller was a volunteer in the new Super Soldier process. They could not recreate the serum so used existing transformative substances. The final result included Gamma enhancements, Mutant Growth Hormone, Pym Particles and the Connors Formula. The resulting application of the serum in Ziller's body turned him into a giant reptile similar to Godzilla, for which he was given the alias "American Kaiju".



WEAPON X PROCEDURES

While the project was underway various groups and factions including some within the participating governments funded the creation of a separate initiative to make counter measures for the Weapon Plus Programs. Members of the Weapon Plus Projects were completely unaware that the schematics of their projects were given to Weapon Minus to construct fail safes for their products and super soldiers.

Known Examples:

Total Elimination of Super Soldiers

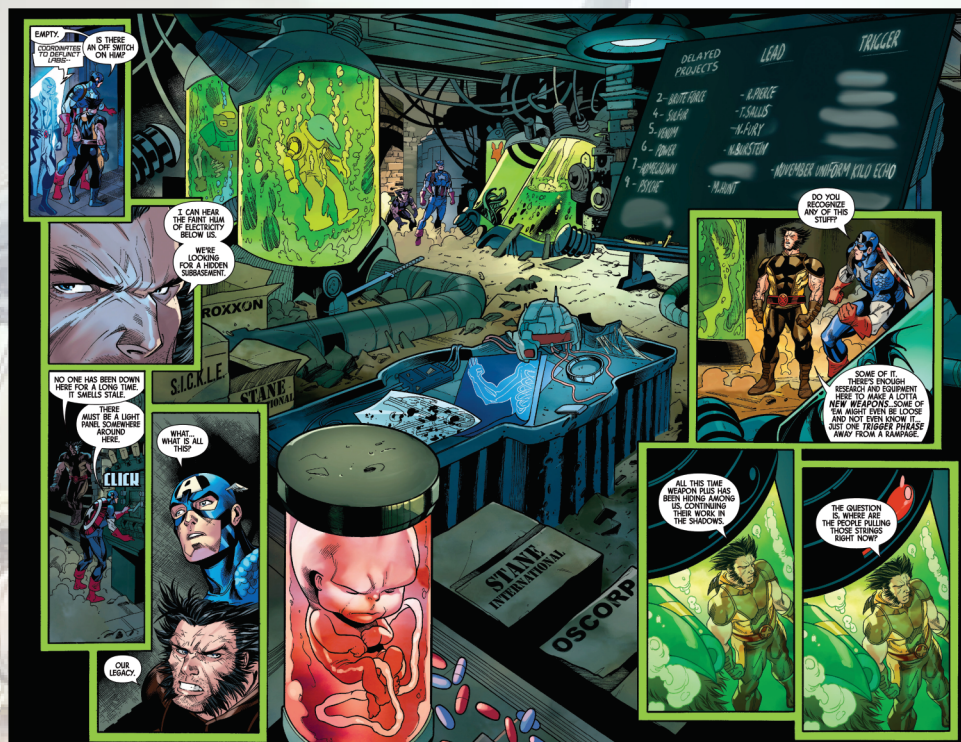
Originally made by a paranoid Professor Schumann who was worried that the super soldiers would take over the world. It was never deployed having been built in secret and housed in Schumann's old residence until it was activated by a desperate S.H.I.E.L.D. agent looking for revenge. The only known product was TESS-One.

Doctor Mindbubble

A number of scientists were funded by S.H.I.E.L.D. to create counters to the Weapon Plus Program in case it went off the rails. In what was then explicitly labeled the Weapon Minus Program, one of these scientists when his branch of the product had funding and materials cut was forced to test the resultant mixture of Super Soldier Serum and LSD on himself, the result was named Dr. Mindbubble. He was intended to counter Weapon VII Nuke.

S.H.I.V.A. Protocol

Shiva was the Weapon X program's failsafe against discovery. Although agents had their memories wiped or altered before being replaced back into society, the possibility was contemplated that they might learn of the program anyway. If the program was deemed compromised, Shiva was activated to eliminate the program's



subjects and ensure anonymity. The Shiva protocols were to be carried out by robots which could be tactically deployed into the field to track and eliminate an agent.

Paraphernalia

EQUIPMENT: State of the art and sophisticated equipment.

TRANSPORTATION: Various

WEAPONS: Military Standard when not accounting for weapons equipped to Super Soldiers and equipped for taking down the Super Soldiers themselves.

Weapon X Procedures

The Weapon X facilities focus on creating enhanced super soldiers through the use of genetic manipulation, gamma irradiation and cybernetic implantations. All subjects can count on having their minds altered so that they will become acceptable agents for the field. Generally the Weapon X program selects it's subjects from ex-military or government special

agent personnel as these individuals have already been disciplined through their previous careers and tend to make excellent spies and assassins as well. A wise Judge using the material presented here in will start the Player Characters with no background or history so that they can properly represent the brainwashing and memory implants of the Weapon X program, after all its hard to get a player to suddenly forget his character's past endeavors and play a whole new personality.

A character could be selected for any of the following modifications to turn him into a living weapon.

Roll	Modification Procedure
01-33	Cybernetic Implantation
34-67	Genetic Manipulation
68-99	Gamma Irradiation
00	Adamantium Bonding Process

Roll	# of Powers
01-20	2
21-44	3
45-81	4
82-00	5

Cybernetic Implantation

Roll	Power
01-03	+1CS Ability Enhancement
04-06	Anatomical Separation
07-10	Attribute Rearrangement
11-13	+2CS Endurance
14-17	Berserker
18-19	Blending
20-21	Body Armor
22-23	Circular Vision
24-25	Claws
26-27	Climbing
28-29	Cloaking
30-31	Communicate with Cybernetics
32-33	Computer Links
34-35	Computer Transmission
36-37	Cybernetic Manipulation
38-39	Danger Sense
40-41	Electronic Counter Measures
42-43	Elongation
44-45	Energy Absorption
46-47	Energy Detection
48-49	Energy Touch
50-51	Enhanced Reflexes
52-53	Enhanced Senses
53-55	Extra Attacks
56-57	Extra Body Parts
58-59	Hyper Hearing
60-61	Hyper Endurance
62-63	Hyper Olfactory
64-65	Invisibility
66-67	Life Detection
68-69	Life Support
70-71	Lightening Speed
72-73	Linguistics
74-75	Microscopic Vision
76-77	Missile Creation
78-79	Multitasking
80-84	Mutant Detection
85-86	Protected Senses
87-88	Psi-Screen
89-90	Radar Sense
91-92	Rocket
93-95	Sense Artificial Intelligence
96-97	Stealth
98-99	+1CS Strength & Endurance
00	Total Memory

Genetic Manipulation

Roll	Power
01-04	Animal Empathy
05-08	Animal Mimicry
09-12	Assimilation
13-15	Berserker
16-18	Bio-Vampirism
19-20	Blending
21-22	Claws
23-24	Climbing
25-26	Combat Sense
27-28	Communicate with Animals
29-30	Death Field
31-32	Drain Health Touch
33-34	Enhanced Senses
35-36	Extra Body Parts

37-38	Hypnotic Voice
39-40	Iron Will
41-42	+1CS Strength and Endurance
43-44	Lung Adaptability
45-47	Natural Weaponry
48-50	Null Field
51-53	Pheromones
54-56	Postcognition
57-58	Precognition
59-60	Photographic Reflexes
61-62	Plague Carrier
63-64	Raise Lowest Ability +1CS
65-66	Recovery
67-68	Regeneration
69-73	Resist: Disease
74-78	Resist: Toxins
79-85	Stealth
86-90	Thermal Vision
91-94	Tracking
95-97	UV Vision
98-00	Water Breathing

Gamma Irradiation

Roll	Power
01-05	Alter Ego
06-10	Animal Mimicry
11-15	Armor Skin
16-20	+2CS to Strength & Endurance
21-25	Body Adaption
26-30	Body Transformation
31-35	Extra Body Parts
36-40	Growth
41-45	Hyper Intelligence
46-50	Hyper Leaping
51-55	Hyper Strength
56-60	Invulnerability
61-65	Life Support
66-70	Recovery
71-75	Regeneration
76-80	Resist: Cold
81-85	Resist: Disease
86-90	Resist: Fire
91-95	Resist: Toxins
96-99	+3 CS Strength
00	True Invulnerability

Adamantium Bonding Process

Only agents who exhibit some sort of healing factor or regeneration can even be considered for the Adamantium Bonding Process. The Weapon X facilities have access to Secondary Adamantium and the process requires a Red Endurance FEAT roll just to survive it. Failure indicates death or a mishap that reduces the character into a mad berserker killing machine. If the character does survive it, he will gain

one of the following powers:

Roll	Enhancement
01-50	Adamantium Laced Skeleton
51-00	Adamantium Laced Skin

Adamantium Laced Skeleton: The character's bones and entire skeletal structure have been laced with secondary Adamantium, rendering his bones unbreakable by nearly any Earthly force. They now have a Material Strength of UN (100). In addition the character can shred through body armor with a material strength less than Unearthly. A character with this power making a charge attack is at +1 CS damage or any attack using the characters entire body as a weapon.

Adamantium Laced Skin: The Adamantium Laced skin provides the hero with Amazing (50) Body Resistance to all sources of damage except mental or radiation attacks. The character is still subject to slams and stuns.

After determining your powers, roll on the following chart to determine your power ranks.

Roll	Rank
01-10	Typical
11-33	Good
34-55	Excellent
56-75	Remarkable
76-91	Incredible
92-00	Amazing

HEROES & VILLAINS



Truett Hudson

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

Health: 26
Karma: 36
Popularity: -10
Resources: AM (50)

Known Powers:

None

Talents: Electronics, Genetics, Medicine.

Background:

Professor Hudson originally took part in Operation: Rebirth and the creation of Weapon I. In 1945, he was involved in a Weapon Plus program where he and Dracula tried to cure the vampires of their weaknesses. He also directed the Weapon X program and oversaw the capture and modifications of Logan as Weapon X. He was eventually slain by the Weapon X operative Silver Fox when she rejected her programming and regained her memories.



Romulus

F IN (40)
A RM (30)
S EX (20)
E RM (30)
R GD (10)
I IN (40)
P GD (10)

Health: 120
Karma: 60
Popularity: -15
Resources: EX (20)

Known Powers:

Adamantium Skeleton: Romulus has laced his bones with Adamantium, they possess Class 1000 Material Strength and he is can inflict +1CS Blunt damage in any attack where he uses his entire body.

Claws: Romulus has retractable claws in the finger digits of each hand. These claws inflict EX (20) Edged damage.

Healing Factor: Romulus has RM (30) regenerative abilities.

Heightened Senses: Romulus' senses operate at the AM (50) rank.

Infrared Vision: Romulus can see into the infrared spectrum.

Resist Disease & Toxins: Romulus has a RM (30) resistance to diseases and toxins.

Longevity: Romulus' healing factor has slowed his aging process. He has been alive for thousands of years.

Weakness: Romulus is susceptible to attacks from the Muramasa Blade. The mystical sword causes healing factors to be nullified.

Talents: Martial Arts A, Stealth.

Background:

Romulus has lived for centuries, exactly how many is unknown. During the age of the Roman Empire, Romulus ruled as a noble, he often held gladiatorial games where he pitted his gladiators against animals and one another. In 1940, Romulus cut Daken from his dead mother's womb and raised him as a ruthless killer. Nick Fury revealed to Wolverine that Romulus had been manipulating the members of his family for centuries. Romulus had Daken modified to be the next generation Weapon X. The Tinkerer applied bits of metal from the Muramasa Blade to Daken's claws. In the present day, Romulus has restored Feral and Thornn's feline look after their depowerment, augmented Wild Child's power, ordered the bonding of Cyber's skin with Adamantium and replaced Sabretooth with a feral state clone which was later killed by Wolverine. Romulus eventually came into conflict with Wolverine and was imprisoned in the Darkforce Dimension. Managing to escape he again came into conflict with Wolverine, and this time he ended up imprisoned in the Raft.



Abraham Cornelius

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

Health: 26
Karma: 36
Popularity: -15
Resources: AM (50)

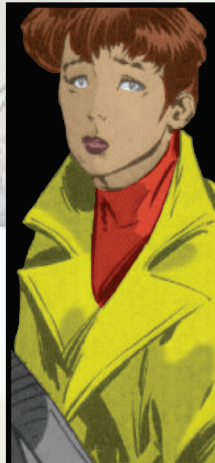
Known Powers:

None

Talents: Genetics, Medicine.

Background:

Dr. Cornelius was one of the senior scientists recruited by Truett Hudson for the Weapon X program. Dr. Cornelius perfected the Adamantium Bonding Process and indoctrinated Logan into the Weapon X assassin program. Years later, Dr. Cornelius was involved in the awakening of Omega Red. Maverick and the X-Men freed Wolverine and in the altercation it was believed that Cornelius was killed. Years later, he resurfaced alive and was trying to rebuild his Weapon X project. Wolverine killed him shortly before dying himself.



Carol Hines

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

Health: 28
Karma: 22
Popularity: 5
Resources: EX (20)

Known Powers:

None

Talents: Mathematics, Medicine.

Background:

Carol Hines worked for NASA during the 1960's. She was recruited by Truett Hudson for the Weapon X program. There they experimented on former Team X member, Logan. Logan escaped and was thought to have killed the entire staff. Years later, it was revealed that Carol Hines had survived and again worked for the Weapon X program until Silver Fox later killed Hudson. Hines managed to survive yet again and was contacted by Silver Fox for information. She was finally killed by Aldo Ferro who was revealed to be a Psi-Borg.



Weapon X

F IN (40)
A RM (30)
S EX (20)
E RM (30)
R TY (6)
I MN (75)
P IN (40)

Health: 120
Karma: 121
Popularity: 3
Resources: FE (2)

Known Powers:

Adamantium Skeleton: Weapon X has Adamantium laced into his skeletal structure. His bones have Class 1000 Material Strength. He is +1CS Blunt damage in any attack where he uses his entire body as a weapon.

Claws: Weapon X has three bladed claws on each hand which inflict 20 points of Edged damage and bypass Body Armor.

Regeneration: Weapon X regains 3 health points each turn.

Recovery: Can recover lost Endurance ranks faster than a human.

Animal Empathy: Weapon X can communicate with carnivorous animals in a friendly fashion.

Heightened Senses: Weapon X has a MN (75) sense of smell and IN (40) hearing.

Berserker: Weapon X can go berserk in combat, gaining a +1CS to all FASE abilities and a -1CS to all RIP abilities for 1-10 rounds.

Resist Disease & Toxins: Weapon X has UN (100) resistance versus disease and toxins.

Invisibility to Machines: Weapon X cannot be detected by electrical means, such as security cameras.

Talents: Guns, Martial Arts A, B & E, Oriental Weapons, Stealth, Thrown Weapons, Tumbling.

Background:

Logan was the leader of Team X. He was indoctrinated into the Weapon X assassin program and was selected for the Adamantium Bonding Process by Dr. Cornelius. His memories were erased and false ones implanted to make him more controllable. Eventually, he rebelled against his creators and slaughtered the entire Weapon X staff in a berserker rage before escaping into the Canadian Wilderness. He would become a member of Alpha Flight and Department K, in this capacity he would fight the Hulk. He would later leave Alpha Flight and join Professor Charles Xavier's X-Men, where he has remained a team member up to the present day.



Sabretooth

F IN (40)
A RM (30)
S EX (20)
E RM (30)
R TY (6)
I MN (75)
P RM (30)

Health: 120

Karma: 121

Popularity: -5

Resources: TY (6)

Known Powers:

Claws & Bite: Sabretooth has claws and teeth capable of rending objects of up to IN (40) Material Strength. He can inflict 10 points of Edged damage.

Heightened Senses: Sabretooth's senses of smelling, hearing and taste all operate at the AM (50) rank.

Healing Factor: Sabretooth regenerates 3 points of health each turn provided that he is not in combat or performing strenuous activities.

Infravision: Sabretooth has a RM (30) ability to see in darkness.

Recovery: Recovers lost Endurance ranks faster than a human.

Talents: Guns, Stealth.

Background:

Victor Creed was a savage and feral mutant growing up as a child. When his mutant powers first manifested he killed his own brother over a piece of pie. His father chained him in the basement and would periodically pull out his "devil teeth". Eventually, Victor freed himself and killed his family. At the age of 13 he went on a savage rampage across Canada in which he murdered 3 police officers.

By 1909, Victor was working as an assistant for Nathaniel Essex. In this capacity he first met Logan. Victor happened upon a crime scene where he believed an unconscious Logan to be a murderer sought by the authorities. Victor recovered the unconscious Wolverine and took him to Nathaniel Essex who performed lobotomy on Wolverine placing him in a vegetable state. Then Nathaniel Essex cut off his left arm. Victor was amused by Wolverine's agony. Wolverine would manage to escape his captors, wounding Victor in the process.

Eventually, Victor would come to work for Romulus and his organization, Weapon X. Now living in Tokyo, Japan, Victor was responsible for the night time deaths of several women during his nightly rampages. Here he would be lured into a battle with the Wolverine, orchestrated by the Hand. Wolverine managed to defeat Sabretooth by using a katana, severing his right hand, which Victor re-attached thanks to his healing factor.

Under Romulus' orders, Victor tracked Logan to the Canadian Rockies. There he assaulted and murdered Wolverine's lover, Silver Fox. After these events, Victor would become the feral mutant known as Sabretooth and would periodically work for the Weapon X program as an assassin, tracking down escaped experiments and assassinating them.



Silver Fox

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

Health: 80

Karma: 46

Popularity: -5

Resources: GD (10)

Known Powers:

Retractable Claws: Silver Fox has retractable claws in each hand. These inflict 10 points of Edged damage.

Healing Factor: Silver Fox regenerates 2 points of health every turn provided she is not in combat or performing strenuous tasks.

Age Suppression: Silver Fox's healing factor suppresses her aging.

Guns (Equipment): Silver Fox typically carries Hydra ordinance which has a range of 3 Areas and inflicts 10 points of Shooting damage.

Talents: Espionage, Martial Arts A & E, Stealth.

Background:

Silver Fox was a member of the Black Foot Indian tribe in the Canadian Rockies, near Mount Logan, Yukon. The man known as Logan was accepted into the tribe and he and Silver Fox began a relationship. There they had a dog named Old Blue who had contracted rabies, when Logan could not bring himself to kill the dog, Silver Fox took the gun and killed it herself.

One day journeying into town, Silver Fox found Logan engaged in a brawl with some bar goers and he was assisted by a man named Victor. Victor told Silver Fox that one day, she would cause Logan problems. On Logan's birthday, Victor was sent by Romulus to brutally kill Silver Fox. Wolverine carried her body into town where a mocking Sabretooth took credit for the killing. Wolverine attempted to kill Victor for revenge but was not capable of performing the deed, Sabretooth defeated him. Romulus and Sabretooth brainwashed Logan into believing the town had killed her and Logan unleashed himself upon the townsfolk in a savage rampage.

Silver Fox resurfaced in the 1960's apparently alive. There she was a member of the Weapon X program and a fully brainwashed agent. In 1963, Silver Fox betrayed the Weapon X program shortly after Kennedy's assassination and disappeared. In the following years, Silver Fox would become a member of Hydra. Eventually, working her way up to the leadership of the Manhattan cell of Hydra. She was later killed by the Psi-Borg, Aldo Ferro when Team X had reunited to discover their origins. Wolverine buried her body next to their old cabin.



Agent Zero

F	IN (40)
A	RM (30)
S	GD (10)
E	RM (30)
R	TY (6)
I	IN (40)
P	GD (10)

Health: 110

Karma: 56

Popularity: -10

Resources: GD (10)

Known Powers:

Pistols (Equipment): Agent Zero carries an armament of pistols. They have a range of 3 Areas and inflict 10 points of Shooting damage.

Rifles (Equipment): These weapons have a range of 7 Areas and inflict 10 points of Shooting damage.

Wrist Mounted Plasma Blasters (Equipment): They have a range of 2 Areas and inflict EX (20) Energy damage.

Wrist Mounted Nail Shooters (Equipment): These have a range of 2 Areas and inflict 10 points of Edged damage.

Adamantium Knife (Equipment): This

weapon inflicts 10 points of Edged damage and bypasses Body Armor.

Sniper Rifle (Equipment): This weapon has a range of 15 Areas and inflicts 15 points of Edged damage.

Talents: Demolitions, Guns, Stealth, Tracking.

Background:

Born in the former East Germany, Christopher Nord was an idealist who fought against the communist regime. Nord's brother fought for the opposing side and when the two met in battle, Nord was forced to slay his own brother. After slaying his wife for being a double agent, Nord let guilt and depression drive him to join the Weapon X program. A member of Team X, Nord changed his name to David North and took the codename Maverick.

In more recent years, Omega Red was awakened and Maverick assisted the X-Men in defeating him. Later, Maverick was sent to acquire the Xavier Files where he came into contact with the super powered individual Warhawk. During their ensuing clash, Warhawk exploded and the files were destroyed. Maverick was next assigned to protect Weapon X agent Aldo Ferro. Aldo Ferro betrayed Maverick and Maverick switched sides in their next conflict and killed him.

Maverick then decided to hunt down the villainous Sabretooth for his past crimes, it was around this time that Maverick contracted the Legacy Virus. The Legacy Virus claimed Maverick's life but the mutant telepath Elena Ivanova coaxed him back to life. Later Maverick was genetically modified to save his life, this caused a loss of his mutant powers and he became the Weapon X operative, Agent Zero.



John Wraith

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

Health: 70
Karma: 42
Popularity: 3
Resources: TY (6)

Known Powers:

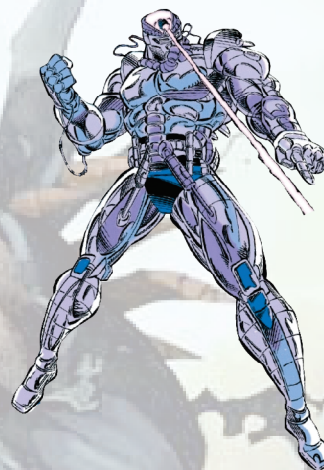
Teleport: Wraith has AM (50) rank teleporation abilities.

Suppressed Aging: Wraith ages EX (20) rank slower than a normal human does.

Talents: Demolitions, Guns, Military.

Background:

John Wraith was a member of Team X and was capable of getting the team out of sticky situations with his teleport ability. John became extremely paranoid as he aged, to the point that his house and front yard were a veritable death trap. After nearly dying on a mission against Omega Red, John Wraith became a preacher.



Aldo Ferro (Psi-Borg)

F	IN (40)
A	EX (20)
S	RM (30)
E	AM (50)
R	GD (10)
I	EX (20)
P	EX (20)

Health: 140
Karma: 50
Popularity: -5
Resources: EX (20)

Known Powers:

Body Armor: Aldo Ferro's cybernetic construction provides him with EX (20) protection versus physical damage and GD (10) protection versus Energy damage.

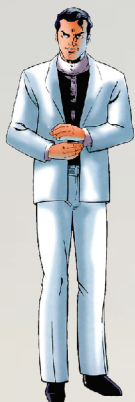
Alter Memories: Aldo Ferro can alter the memories of others with EX (20) ability.

Psychic Attack: Ferro can unleash mental bolts of EX (20) rank.

Talents: Electronics, Neuroscience.

Background:

An alien and agent of the Weapon X program, he altered the memories of test subjects.



John Sublime

F	TY (6)
A	TY (6)
S	TY (6)
E	MN (75)
R	EX (20)
I	GD (10)
P	GD (10)

Health: 93

Karma: 40

Popularity: -5

Resources: RM (30)

Known Powers:

Biotic Possession: John Sublime can graft some of himself onto another's DNA strand and take control of the new host. He does this with MN (75) ability and it is the basis for his other powers enabling him to perform the following Feats:

- Mental Manipulation of multiple hosts at once. He can control a target's physical and mental processes, even controlling what emotions they feel
- Shape Shifting of the host body with MN (75) ability
- Regenerative healing factor which heals 7 points of health each turn
- Sublime can perform any number of enhancements on a hosts existing powers, he can increase their potency by up to +2CS or he can even enhance the host with new powers

Talents: Genetics.

Background:

Sublime was the self appointed name of a bacterial life form that arose during the beginnings of the Earth's life cycle. With the rise of multi-cellular life forms, Sublime found endless numbers of hosts which it could infect. Mutants arose and they were immune to infection by Sublime, presenting the first threat to Sublime's existence. It is rumored that the hatred and fear of mutants shared by humanity was originally caused by Sublime itself.

Sublime took more direct actions to prevent the rise of mutants and planned for mutants to be exterminated in order to prevent them from becoming the dominant species on the planet. The first step was the Weapon X program, Sublime took over a human host and dubbed himself Dr. John Sublime and took over as head of the project. For many years, Sublime remained behind the scenes, manipulating the Weapon X program to produce biological weapons.

During a trip to Hong Kong to his new Weapon X branch, Sublime became entangled in a struggle against the X-Men who were in Hong Kong and had discovered Sublime's farm of mutant prisoners. In a struggle against the X-Men, Sublime apparently fell to his death, but his host body was regenerated by the Sublime Virus and he returned to directing Weapon Plus operations. Later, Chamber, an X-Man who had infiltrated the Weapon X project was ordered by SHIELD agent Brent Jackson to murder Sublime. Chamber incinerated him. The Sublime Virus regenerated the host John Sublime once again.



Deadpool

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

Health: 120

Karma: 56

Popularity: 5

Resources: GD (10)

Known Powers:

Healing Factor: Deadpool heals 3 points of health each turn.

Psi Screen: Deadpool has an AM (50) rank psi screen which protects him from telepathic detection and intrusions.

Resist Disease & Toxins: Deadpool has an IN (40) resistance against toxins and diseases.

Suppressed Aging: Deadpool's healing factor has suppressed his aging.

Twin Katana (Equipment): Deadpool wields two katanas, these inflict 10 points of Edged damage. Deadpool may charge them with energy from his suit, allowing them to cut through materials up to MN (75) strength.

Pistols (Equipment): Deadpool uses a

pair of pistols. These have a 3 Area range and inflict 6 points of Shooting damage.

Grenades (Equipment): Deadpool often carries up to 3 grenades about his person. These may be thrown and inflict IN (40) Force damage to an entire Area.

Image Inducer (Equipment): Deadpool carries an image inducer which can disguise his appearance by projecting holographic illusions. These are of EX (20) rank.

Teleportation Device (Equipment): Deadpool usually has a device about his person which allows him to instantaneously teleport with RM (30) ability.

Limitation, Mental State: Deadpool's mental state is in a constant state of flux from his healing factor constantly regenerating his cells, Deadpool is known to strike out and have moments of unprovoked violence.

Limitation, Cancer: Deadpool is in the advanced stages of a particularly virulent cancer, if his healing factor were to fail, the cancer would quickly eat him alive.

Limitation, Bonvinophobia: Deadpool has an irrational fear of cows.

Talents: Guns, Martial Arts A, B & E, Military, Stealth.

Background:

Deadpool joined the Weapon X program through the Canadian Department K in hopes of curing his cancer. A healing factor was successfully implanted in his body arresting the cancer. For a time, Deadpool served as an agent for the Weapon X program. Later, he would strike out on his own as a mercenary where he would become successful.



Sluggo

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

Health: 90
Karma: 42
Popularity: -3
Resources: GD (10)

Known Powers:

Body Resistance: Sluggo is immune to most physical attacks, he has MN (75) Body Resistance.

Guns (Equipment): Sluggo usually carries Weapon X ordinance capable of inflicting 10 points of Shooting damage at a range of 5 Areas. Optionally, he can fire a burst and inflict 20 points of Edged damage to all targets in an Area.

Talents: Guns, Military.

Background:

Bernard Hoyster was an agent for Weapon X, he was killed when an experimental weapon exploded and blew a hole through his chest.



Garrison Kane

F RM (30)
A GD (10)
S IN (40)
E RM (30)
R GD (10)
I RM (30)
P GD (10)

Health: 110
Karma: 50
Popularity: 5
Resources: TY (6)

Known Powers:

Liquid Metal Appendages: Kane's arms are composed of a type of liquid metal, as a result he can reshape them into various blade like appendages capable of inflicting IN (40) Edged damage. He could also morph them into plasma weapons and lasers which could inflict IN (40) Energy damage at power rank range.

Sensors: Kane's cybernetic implants enhanced his vision and hearing to RM (30) rank.

Cybernetic Interface: Kane could interface with computers and communicate with them with EX (20) ability, he could also download the information stored in a computers data banks.

Power Duplication: Kane's liquid metal appendages had data records of many mutants and their power types. By uploading a selected mutant's file he could approximate that mutant's powers. For example, if he uploaded a file on Ice Man his arm would transform into a gun capable of projecting ice. He does this with RM (30) ability. Not all mutant's powers were compatible with his cybernetic systems. Trying to duplicate Madison Jeffrie's powers of Mechanical Manipulation powers ended up killing him.

Talents: Guns, Martial Arts A, Military.

Background:

Kane was an original member of Cable's Six Pack. He was rather immature compared to the more adult members of the team. In a confrontation with Cable's clone, Stryfe, Kane would end up losing his arms and legs. Canada's Department K "fixed" Kane and placed him on Deadpool's Weapon X team.

Kane eventually was chosen to lead the team Weapon PRIME in an attempt to capture Cable and X-Force for multiple reasons. X-Force defeated Weapon PRIME and Kane was sent to Cable's future time line. There he learned the truth about Stryfe and was augmented with 40th Century technology. After returning to the 20th Century, Kane forgave Cable and rejoined the Six Pack.

For a time, Kane and the remnants of the Six Pack worked on covert missions. Eventually he would rejoin Weapon X, where he received yet another upgrade. In a battle with a brainwashed Alpha Flight, Kane tried to duplicate Madison Jeffrie's powers of mechanical manipulation, the process proved incompatible with his cybernetic systems and caused his death.



Slayback

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

Health: 100
Karma: 32
Popularity: -5
Resources: TY (6)

Known Powers:

Claws: Slayback has cybernetic claws which inflict EX (20) Edged damage, he may extend his reach up to 1 Area away.

Healing Factor: Slayback heals 3 points of heal each turn as long as he is not in combat or performing strenuous activities.

Talents: None.

Background:

An agent of Weapon X, Slayback was at odds with Deadpool who eventually killed him. He has returned to life several times, but always seems to get himself killed in some manner or another.



Copy Cat

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

Health: 66
Karma: 22
Popularity: 5
Resources: TY (6)

Known Powers:

Genetic Metamorph: Copy Cat could alter her body to imitate other people. Her abilities of duplication worked at the genetic level and even allowed her to reproduce that individuals powers and abilities. Prolonged exposure to a specific person would cause her to copy their personality and memories. This power functions with AM (50) ability.

Talents: None.

Background:

Vanessa Carlyle was a mutant who became involved with Deadpool while recruiting him for Weapon X. She met her end when she was murdered by Sabretooth at the Bronx Zoo in a plot to obtain Deadpool as a Weapon X agent.



S.H.I.V.A.

F	RM (30)
A	EX (20)
S	AM (50)
E	AM (50)
R	RM (30)
I	IN (40)
P	EX (20)

Health: 150
Karma: 90
Popularity: -15
Resources: Shift 0

Known Powers:

Robotic Construction: The S.H.I.V.A. robots are immune to all mental and illusion powers and effects. They are subject to powers that affect and control machinery.

Artificial Intelligence: The S.H.I.V.A. robots are just a shell that the artificial intelligence of the S.H.I.V.A. Protocols inhabit. If one is destroyed, the intelligence simply transfers to a new robotic chassis and continues its mission. The artificial intelligence also learns from its encounters and it is nearly impossible to defeat it the same way twice. As such, each new robot body gains a +2CS to all targets that it has battled against previously.

Body Armor: All robotic chassis have

Body Armor which protects from physical damage with EX (20) ability and Energy Attacks are reduced by GD (10) protection.

Electro-Magnetic Force Field: The robot can manifest a force field to protect it from attacks with AM (50) ability. When using the force field it cannot attack or use offensive powers.

Lightning Speed: The S.H.I.V.A. robots are unbelievably quick for their size and mass, they possess GD (10) speed.

Teleportation: The S.H.I.V.A. robots have built in teleportation technologies. They can teleport into or out of an Area with AM (50) rank ability and range.

Energy Projection: The S.H.I.V.A. robots can project beams of Energy from their eyes and hands. These beams inflict IN (40) Energy damage and possess power rank range.

Encephalo Beam: The S.H.I.V.A. robots are equipped with a neural beam that can activate the memory triggers in a Weapon X agent. The onrush of returning memories is most often agonizing and painful to the agent, causing them to be stunned for 1-10 rounds. The beam operates at the AM (50) rank.

Resist Temperatures: The S.H.I.V.A. chassis is highly resistant to extreme temperatures, having an AM (50) resistance versus heat, fire, cold, and ice.

Talents: Electronics, Martial Arts A & E, Tracking.

Background:

The S.H.I.V.A. Protocols are a failsafe to hunt down previous Weapon X agents who have gone rogue or have regained their memories and recall the details and locations of the Weapon X program and its laboratories.



Malcom Colcord

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

Health: 50
Karma: 32
Popularity: -15
Resources: EX (20)

Known Powers:

Healing Factor Serum: Colcord has created a serum which bestows a limited healing factor on its subjects. He heals 2 points of health each turn. He cannot regenerate lost limbs. If he was to lose access to his serum his healing factor would fade away in time.

Teleport (Equipment): Colcord carries teleportation technology about his person so that he may escape from risky situations. He can teleport with RM (30) ability and range.

Limitation: Malcom Colcord harbors a deep hatred of the mutant race and he will use every resource in his power to exterminate a mutant or cause one great pain and agony through torture.

Talents: Biology, Guns, Military.

Background:

Malcom Colcord was a private in the military. After his tour of duty was over, he became security for the Weapon X program. When Experiment X escaped the facility and slaughtered the staff, Colcord could not escape his wrath and was repeatedly clawed in the face, disfiguring him for life. This event became the catalyst for his hatred of all mutants, from this day onward, Malcom Colcord planned his revenge against the entire mutant race. He became so obsessed with mutants that his wife and children left him for they could no longer recognize the man they had once loved.

Eventually, Malcom Colcord became the director for the Weapon X program. He pitched to his superiors the ideal that mutants were a resource to exploit and use for experimentation, but on the inside he desired to exterminate all mutants. Colcord eventually tried to bring Wolverine back as an agent of Weapon X. To this end he used a one time mind control and memory implant which caused Wolverine to assassinate Senator Drexel Walsh. Afterwards, Wolverine and Beast were apprehended and sent to prison. Colcord sent in Sabretooth to break Wolverine out of jail and recruit him back into their ranks. Nick Fury found out about the Weapon X attempt and sent in the Shiver Man to free Wolverine.

Later, Colcord would successfully engineer a mutant internment camp called Neverland. Here he was opposed by Cable, Deadpool and Agent Brent Jackson. They eventually defeated Colcord and released the mutants from his grasp.



Fantomex

F	IN (40)
A	RM (30)
S	EX (20)
E	RM (30)
R	EX (20)
I	IN (40)
P	EX (20)

Health: 120

Karma: 80

Popularity: 15

Resources: GD (10)

Known Powers:

E.V.A.: An autonomous picotech entity which manifests Fantomex's nervous system externally. E.V.A. is composed of RM (30) materials. E.V.A. has the following abilities:

- Hovering and propulsion capabilities granting EX (20) flight
- Room for passengers
- A machine consciousness considered to be EX (20) artificial intelligence
- Bio-electric charges which inflict EX (20) Energy damage with power rank range
- Fantomex is mentally and physically linked to E.V.A. he can see and hear through her sensors and any damage or pain sustained by E.V.A. is also felt and suffered by Fantomex. Fantomex can also mentally control her movements and flight patterns

Cyber Mind: Fantomex's mind is actually a bio-organic thought processor. This bio-organ grants him several powers:

- Misdirection which allows him to create convincing illusions and prevents even telepaths from detecting if he is lying or not with EX (20) ability
- He can place himself in a healing trance with hastens his regeneration ability, raising it to 3 points per round healed
- Multiple brains, three to be exact, the second one controls a different personality and provides his charm and social grace. The third brain holds the program to his mutant hunting and sentinel like abilities
- Nano active blood pumped through his system causes him to believe that there is no power in the universe greater than himself, this grants him immunity to mind control and a UN (100) Psi Screen
- His digitized brain gives him total control over his body's physiological state, allowing him to resurrect and modify his own body after he was shot in the head by Domino with AM (50) ability

Healing Factor: Fantomex normally regenerates 1 health point per turn.

Enhanced Vision: Fantomex can see with RM (30) ability and range.

Indorosity: Fantomex's body does not leave a scent trail, making it very difficult for him to be tracked by beings such as Wolverine and Sabretooth.

Body Armor (Equipment): Fantomex's ceramic body armor provides GD (10) physical protection and TY (6) protection versus Energy attacks.

Goggles (Equipment): Fantomex's goggles provide him with Night Vision, able to see up to 3 Areas away in the darkness.

Handguns (Equipment): Fantomex utilizes a pair of handguns, these inflict 10 points of Shooting damage and have a range of 3 Areas.

Sniper Rifle (Equipment): Fantomex often utilizes a sniper rifle, this weapon has a range of 15 Areas and inflicts 15 points of Shooting damage.

Talents: Acrobatics, Guns, Martial Arts A, B & E, Multi-Lingual: English & French, Stealth, Tumbling.

Background:

Fantomex, or Weapon VIII was the result of the Weapon X program's experimentation with technological human hybrids. He was born and artificially evolved inside the World facility, a man made environment designed to create super soldiers using sentinel technologies. Eventually he escaped the complex and made his living as a thief. In time, he would team up with Cyclops and Wolverine in order to wage an attack on the Weapon Plus Program and it's facilities. When they arrived at the world, they were defeated by Ultimatron.

After regaining their freedom, Wolverine set the self destruct mechanism for the facility and then caught up to and killed Ultimatron. Fantomex and Cyclops escaped the space station aboard a shuttle. Upon their return to Earth, Fantomex was recruited for several missions alongside the mutant team, the X-Men. Eventually he would go his own way and experience many more adventures, often returning to his role as a thief to make his way in the world.



Ultimatron

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

Health: 110

Karma: 36

Popularity: -5

Resources: TY (6)

Known Powers:

Absorb Radiation: Ultimatron can absorb large amounts of radiation which he uses to manifest his other powers. He does this with AM (50) ability.

Body Armor: Ultimatron's armor provides him with EX (20) physical protection and GD (10) protection versus Energy attacks.

Electrical Bolt: Ultimatron can unleash electrical discharges that inflict IN (40) Energy damage and have power rank range.

Flight: Ultimatron is capable of EX (20) air speeds.

Talents: Artist: Painting.

Background:

Weapon XV was designed by the Weapon Plus Program which was responsible for the creation of Captain America, Wolverine and Fantomex. Ultimatron was born and artificially evolved in the environment known as the World. Due to the World's time altering properties, Ultimatron was several generations ahead of the other living weapons. Ultimatron was created to be the backbone of the Super Sentinels, a mutant hunting team conceived of by John Sublime. It was intended that Huntsman and Fantomex would be his team mates, but the Huntsman was destroyed and Fantomex went rogue.

Ultimatron was released from the World facility when it was attacked by the scientific organization known as A.I.M. who desired to recoup the technology that Weapon Plus had previously stolen from them. Ultimatron wiped out the A.I.M. invaders and came into conflict with Wolverine, Cyclops and Fantomex, which caused him to escape to the Weapon Plus orbiting space station. There Ultimatron began to ponder his existence as a mutant hunting and killing machine.

Fantomex, Cyclops and Wolverine followed him to the space station where Cyclops and Fantomex fought the Weapon Plus security guard. Meanwhile, Wolverine set the self destruct mechanism that would destroy the space station and Ultimatron. Ultimatron was recently revived inside of the world by Fantomex where he was charged with protecting a child clone of Apocalypse.



Skinless Man

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

Health: 90

Karma: 30

Popularity: -10

Resources: GD (10)

Known Powers:

Elasticity: The Skinless Man may expand and contract his muscles to reach out and grasp or attack his targets. He can extend his muscles up to 1 Area away and can restrain a target with EX (20) Strength.

Multi-Sensory Skin: The Skinless Man can experience all five senses through his musculature. This enables to spy upon targets from a distance when combined with his Elasticity power.

Knife (Equipment): The Skinless Man carries a knife which inflicts 10 points of Edged damage.

Talents: Espionage, Law.

Background:

Harry Pizer was a barrister during the Cold War. He was very successful at his job thanks to his mutant powers and multi-sensory skin which allowed him to excel at espionage. His record attracted the attention of the Truett Hudson who offered him a spot in the Weapon X Program, to help his country during the Cold War. The Weapon Plus Program increased his strength and his skin's durability through experimentation. Designated Weapon III, Pizer gathered intelligence from Soviet soldiers before killing them.

He was ordered to recover a relic known as the Orb of Necromancy, wherein he had to travel to Otherworld to retrieve it. However, another faction within the Weapon Plus Program didn't want him to retrieve the orb and they sent Fantomex to stop him. Fantomex shot the Skinless Man and left him for dead. He was later recovered by the Captain Britain Corps who tortured him by removing his skin as a punishment for all the men he had killed. Fantomex later recovered his skin to create "sentient bullets" which could be used to kill mutants.



Nuke

F	IN (40)
A	EX (20)
S	RM (30)
E	RM (30)
R	TY (6)
I	AM (50)
P	PR (4)

Health: 120

Karma: 60

Popularity: -5

Resources: GD (10)

Known Powers:

Cybernetic Implants: Nuke has several implants which grant him the following feats:

- Body Armor against physical damage of GD (10) rank
- Artificial second heart which controls his moods in conjunction with his Adrenaline Pills
- Healing Factor that restores 1 point of health per turn

Adrenaline Pills (Equipment): Nuke uses Adrenaline Pills to control his mood: red is for increased adrenaline, white to bring him down and blue to relax.

Knife (Equipment): Nuke always has a knife by his side, this weapon inflicts 10 points of Edged damage.

"Betsy" (Equipment): Betsy is a sub machine gun with multiple functions. Betsy can fire bullets inflicting 10 points of Shooting damage at a range of 10 Areas. Betsy may fire a burst inflict 15 points of Shooting damage to an entire Area. Betsy also held two incendiary missiles which were capable of inflicting IN (40) Force damage. On the side is a counter to track Nuke's kills.

Limitation, Schizophrenia: Due to years of abuse, Nuke is completely schizophrenic and is only capable of carrying out orders from his superiors. Nuke suffers from frequent hallucinations and fear of losing at war.

Talents: Guns, Military, Stealth.

Background:

Frank Simpson was a troubled young child who was born to an abusive mother. Frank eventually developed an unhealthy infatuation for his baby sitter the only real mother figure in his life. The baby sitter harbored secret feelings for Frank's father and capitalizing on his affections for her, talked him into killing his mother. One day Wolverine appeared disguised as a police officer, his orders to kidnap young Frank. Wolverine murdered the baby sitter with Charles' Simpson's gun, later Charles would take his own life, leaving Frank without a father. Wolverine then abducted Frank for experimentation in Project: Homegrown.

Years later, Frank was sent into the Vietnam War where he was captured by the Viet Cong. There Frank was tortured by Logan disguised as a Russian Intelligence liaison. Frank's mind snapped due to the torture. It was during these torture sessions that Logan carved the American Flag into Frank's face, which would become a part of his super powered identity years later. Logan implanted into Frank's mind the phrase "No V.C." along with the compulsion to ruthlessly kill who ever uttered the words in retaliation for all of the torture he had suffered.

Logan then released him into a village of peasants who sought to appease the angry American soldier by uttering the phrase that they were "No V.C." In response to the trigger word, Frank burned the village to the ground and slew all the inhabitants. Logan was designated his handler for a period of time until he too was modified by the Weapon Plus Program. Later on, Frank was again modified with cybernetic implants and addicted to Adrenaline Pills which helped to make him more compliant for his handlers.



Huntsman

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

Health: 60
Karma: 60
Popularity: -5
Resources: FE (2)

Known Powers:

Assimilation: Huntsman has a viral hive mind that causes anyone he touches to take on his mind set and drives. This power operates at the RM (30) rank and Huntsman must touch his target to assimilate them.

Limitation: Feared by his creators, Huntsman was implanted with a small device that would kill him when activated.

Talents: None.

Background:

Huntsman was created inside the World. He and all of his assimilated beings were later killed by Fantomex in Paris, France.



The Stepford Cuckoos

F	TY (6)
A	GD (10)
S	AM (50)
E	RM (30)
R	EX (20)
I	RM (30)
P	MN (75)

Health: 96
Karma: 125
Popularity: 5
Resources: TY (6)

Known Powers:

Telepathic Hive Mind: The Stepford Cuckoo's are all telepaths. They perform most power feats with MN (75) ability when in close proximity to one another. When separated their telepathic powers fall to GD (10). They can perform the following feats:

- Telepathy
- Telepathic Illusions
- Mind Alteration of others by instilling information and memories
- Telepathic Tracking
- Astral Projection
- Paralysis of a target
- Mental Amnesia by erasing a target's memories
- Psi Screen

Diamond Form: Like their mother Emma Frost, the Stepford Cuckoos are

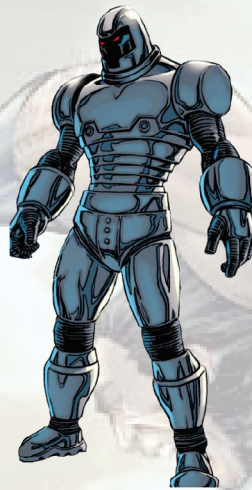
are capable of taking on an organic diamond form. In this form they possess AM (50) Body Armor against physical damage and IN (40) protection versus Energy attacks. While in diamond form, a Stepford Cuckoo's Strength ability increases to MN (75). They gain a Class 1000 resistance to all mental attacks and telepathy, but cannot themselves use their telepathic powers while in diamond form or feel emotions. Unlike their mother Emma Frost, the Cuckoo's can selectively transform certain parts of their anatomy into diamond form.

Talents: Student.

Background:

While Emma Frost was lying in a comatose state, John Sublime secretly extracted eggs from her womb for experimentation. The Weapon Plus Program began a cloning experiment to create a combined telepathic organic being that would be capable of exterminating all mutants world wide. The project was dubbed Weapon XIV and the girls were incubated and artificially aged inside the World.

While thousands of eggs were cloned, only five girls became active. These five were sent to infiltrate the Xavier Institute as student sisters to hone their abilities for use by John Sublime. After the Xavier Institute went public, the girls Sophie, Mindee, Phoebe, Celeste and Esme enrolled. They placed telepathic blocks on the faculty to prevent research into their origins to protect their identities. John Sublime had installed cybernetic implants in their bones to manipulate them into returning to him once their schooling was complete, but these were burned when Kitty Pryde phased through the girls. Sublime had originally intended for the Cuckoo's to attract the Phoenix Force so he would have a means to control it and exterminate all mutants, but this plan never materialized.



TESS-One

F	RM (30)
A	GD (10)
S	AM (50)
E	AM (50)
R	GD (10)
I	EX (20)
P	TY (6)

Health: 140

Karma: 36

Popularity: -10

Resources: Shift 0

Known Powers:

Robotic Construction: TESS-One is a robot and as such it is immune to all powers that affect the human mind while being subject to those that control machinery.

Adamantium Construction: TESS-One's outer body is coated with Secondary Adamantium. It possesses MN (75) Body Armor.

Energy Beams: TESS-One has an energy projector in both of its hands allowing it to fire beams of Energy to attack its target. These inflict IN (40) Energy damage and have power rank range.

Flight: TESS-One has rockets in its boots which give it flight. It was

capable of flight speeds reaching RM (30) air speeds.

Limitation: Although its outer shell was coated with Adamantium, TESS-One's joints are not so equipped to allow the robot range of motion. TESS-One's joints can be attacked to damage the robot. The joints only have GD (10) protection.

Talents: Martial Arts A.

Background:

When the Super Soldier Project was first begun in WWII, there was a meeting between President Roosevelt, his war council and top scientists. One of the scientists, Professor Schumann feared that once the super soldiers had won the war, they would return home and take over America. Schumann suggested the building of a robot, TESS (Total Elimination of Super Soldiers) that would be built to neutralize the super soldiers should they turn rogue. F.D.R. okayed the suggested project.

Unfortunately, Professor Erskine, the only man who knew how to create super soldiers was killed shortly after that, so the project's funding was cut with only one super soldier in existence at that time. Schumann was ordered to destroy his work, instead the paranoid Schumann took his work to his home somewhere in the American Midwest. There he completed the robot and programmed it to kill Captain America. Eventually, Schumann died and TESS-One was abandoned in his basement. Eventually, TESS-One was activated by a retired S.H.I.E.L.D. agent named Richard Rennsaelar. Near an air base in Nevada, Captain America and Wolverine came into conflict with TESS-One who had fallen under control of the Override. Working together they managed to sever TESS-One's head and apprehend the Override.



Dr. Mindbubble

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

Health: 28
Karma: 60
Popularity: -5
Resources: GD (10)

Known Powers:

Dream Bubbles: Dr. Mindbubble has a tube sticking out of his forehead from whence the mind bubbles originate. Dr. Mindbubble uses these bubbles to capture and imprison targets where they are subjected to a hallucinogenic virtual reality where they live out their fondest dreams. The only way for a subject to escape from the mind bubble is to commit "virtual suicide". This power functions at the RM (30) ability.

Dreamscape Manipulation: Dr. Mindbubble can control and reshape the dreamscape of a target's conscious who is imprisoned within one of his mind bubbles. This power operates at the RM (30) rank.

Talents: Electronics, Genetics, Biology.

Background:

Horace Littleton was a funded scientist of the Weapon Minus Program that was operated by S.H.I.E.L.D. in the 1960's. S.H.I.E.L.D. was interested in developing a derivative of the Super Soldier Serum to perform "humane" assassinations. Eventually, Littleton developed a "L.S.D. based Super Soldier Serum hybrid", but then his project lost it's funding and had no more remaining human test subjects, so Littleton injected the serum into his own body.

Now operating under the alias "Dr. Mindbubble" Littleton was subdued and imprisoned at the S.H.I.E.L.D. Hub sub-station hidden in the Grand Canyon behind a door marked Weapon Minus. Allegedly, he spent the next 50 years imprisoned and finding peaceful tranquility within his on inner psyche. Littleton was freed from his imprisonment when the Iron Nail detonated Nuke, who died a relatively peaceful death before the two villains. Iron Nail turned and asked Littleton if he was up for a "little civic disobedience".

Next he captured Maria Hill and Nick Fury within his mind bubbles. While manipulating their dreams, he formed the ideal to steal S.H.I.E.L.D.'s Gungnir, a giant robot of incredible power. When Captain America appeared to stop him he placed the Captain in a mind bubble as well. However, Cap remembered how to escape from the dream world, by committing virtual suicide. After freeing himself, Cap found Mindbubble preparing to destroy a country with the Gungnir. Cap tossed his shield and it bent the tube sticking out of Mindbubble's head. All of his bubbles were trapped inside his head and he went insane. He threw himself out a window and plummeted to his death.



Adam

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

Health: 120
Karma: 56
Popularity: -5
Resources: TY (6)

Known Powers:

Super Soldier Serum: Adam is enhanced with a derivative of the Super Soldier Serum. It is the basis for his peak physical condition.

Healing Factor: Adam has been instilled with a variant of Wolverine's healing factor. He recovers 2 points of health per turn.

Shield (Equipment): Made of RM (30) materials. It allows him to strike with RM (30) Blunt damage, it can be thrown.

Talents: Martial Arts A, B & E, Thrown Weapons, Weapon Specialist: Shield.

Background:

Adam has been conditioned to believe he is the real Captain America.



Ajax

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

Health: 90

Karma: 56

Popularity: -10

Resources: GD (10)

Known Powers:

Immune to Pain: Ajax had his pain receptors altered by the Weapon X Program, as such he is considered to have RM (30) Iron Will.

Lightning Speed: Ajax possesses GD (10) speed.

Titanium Armor (Equipment): Ajax wore a set of armor composed of titanium. This suit provides him with RM (30) protection versus physical damage and EX (20) protection against Energy attacks.

Shield (Equipment): Ajax carries a titanium shield which is composed of MN (75) materials and can block up to EX (20) damage each round.

Infrared Goggles (Equipment): These

goggles enhance Ajax's sight, allowing him to see up to 3 Areas in total darkness.

Talents: Martial Arts A & E, Security.

Background:

The man known only as Francis Fanny was the enforcer of security at Dr. Killebrew's Weapon X laboratory, known as the Workshop. It was part of the Hospice for failed super soldiers produced by the Weapon X Program. Francis acted as the muscle for Dr. Killebrew, reigning in the project's "washout" subjects who were little more than fodder for Dr. Killebrew's sadistic experiments. This included the subject Wade Wilson (Deadpool).

Dr. Killebrew altered Francis in unspeakable ways, altering his pain receptors so he no longer felt pain, increasing his strength to peak human and installing implants which granted Francis increased speed and intuitive capabilities, making him one fierce opponent. After endless taunting from Deadpool, Dr. Killebrew finally authorized Francis to kill him. He removed Deadpool's heart which initially caused his healing factor to kick in and regenerate a new heart, Wilson lost his sanity in the process. Later on, he would track Francis down and kill him.



Native

F	IN (40)
A	RM (30)
S	GD (10)
E	RM (30)
R	TY (6)
I	AM (50)
P	TY (6)

Health: 110

Karma: 62

Popularity: 5

Resources: FE (2)

Known Powers:

Bone Claws: Native has 3 bone claws on the back of each hand. These claws inflict 10 points of Edged damage.

Healing Factor: Native restores 3 points of health each turn.

Heightened Senses: The Native's senses of smell and hearing operate at the MN (75) level.

Talents: None.

Background:

Native was a prisoner of the Weapon X Program. When Wolverine managed to escape, it also allowed the Native to escape. Through a turn of events, Wolverine met the Native in the Canadian wilds, there he and the Native stayed at a cabin where they eventually became lovers. Eventually Wolverine and the Native separated due to unrevealed reasons. Shortly afterwards, Weapon X discovered her on the outskirts of Vancouver. They sent Sabretooth to bring her in. The mission went horribly awry when the Native killed the two Weapon X agents and incapacitated Victor. Reuniting with Wolverine, they rekindled their forgotten relationship, and Wolverine warned her that Weapon X would keep coming for her. Weapon X reclaimed her and Wolverine staged a rescue. He was horribly beaten by Sabretooth who also sliced the Native into bits.



X-23

F	IN (40)
A	RM (30)
S	GD (10)
E	RM (30)
R	GD (10)
I	AM (50)
P	RM (30)

Health: 110

Karma: 90

Popularity: 10

Resources: TY (6)

Known Powers:

Adamantium Claws: X-23 has two Adamantium coated claws on the backs of her wrists and one Adamantium coated claw on each foot. These inflict 10 points of Edged damage and bypass Body Armor.

Healing Factor: X-23 heals 3 points of health each turn.

Resist Disease & Toxins: X-23 possesses an AM (50) resistance against all diseases and toxins.

Heightened Senses: X-23 has heightened senses that operate at the MN (75) ability.

Psi Screen: X-23 has mental defenses in place which protect her from

telepathic intrusions and attacks with RM (30) ability.

Talents: Acrobatics, Martial Arts A, B & E, Stealth, Multi-Lingual: English, French, Japanese, Russian, Tracking, Tumbling

Background:

A unnamed top secret program was trying to recreate the Weapon X experiments, but they could not locate a test subject that could survive the Adamantium Bonding Process. In a last ditch effort, they recruited Dr. Sarah Kinney and tasked her with creating a clone. Using a damaged strand of DNA from Experiment X and the original Weapon X program they managed to successfully harvest a sample after 22 attempts. Kinney proposed that they create a female clone. She combined her own DNA with that of Logan to produce a clone against the program directors wishes.

Seven years later and raised in captivity, the subject Laura Kinney was trained to be a weapon. Dr. Kinney did her best to instill some humanity into Laura but her efforts seemed in vain. Laura Kinney was conditioned to respond to a trigger scent which was used to mark her targets for assassination. Dr. Rice, used it on Sarah Kinney, causing X-23 to kill her. Three years later, X-23 was given her first mission to assassinate presidential hopeful Greg Johnson. After her success, many more missions followed as her services were sold to the highest bidders. The experiences left her emotionally stunted. Later, X-23 would finally make her escape from the facility, destroying hundreds of clones of herself in the process. Eventually, she became a member of the X-Men.



American Kaiju

F	EX (20)
A	TY (6)
S	UN (100)
E	UN (100)
R	TY (6)
I	EX (20)
P	TY (6)

Health: 226

Karma: 32

Popularity: -10

Resources: TY (6)

Known Powers:

Growth: American Kaiju stands over 100 feet in height, he has Shift X (150) growth. He takes -5CS damage from targets of a lesser stature. Humans gain a +3CS bonus to strike him and American Kaiju suffers a -3CS to strike small targets such as humans.

Healing Factor: When damaged, American Kaiju regenerates 10 health points per turn.

Talents: Military.

Background:

U.S. Army Corporal Todd Ziller was the test subject of Project: Troubleshooter. An attempt to recreate the Super Soldier Serum. Due to the difficulty of

recreating the Super Soldier Serum, the scientists tried to fill the gaps in the original formula by reverse engineering it with a dozen other transformative substances. The final result contained gamma enhancements, Mutant Growth Hormone, Pym Particles and the Connors Formula. The ensuing serum placed into his body caused Todd Ziller to mutate into a giant lizard similar to Godzilla, for which he was given the alias of "American Kaiju".

When Avengers Idea Mechanics broke into S.H.I.E.L.D. to rescue Rick Jones, American Kaiju was unleashed against Avenger's Island. Ziller was attacking the island, when A.I.M.'s Avenger Five used one of their own gamma reactors to short out Ziller's gamma enhancements which caused him to revert back to human. Now depowered Ziller made his way to Castle Kruger, Lichtenbad, where he assisted mad scientist Victor Vandom in creating his monster serum by using the lingering traces of the Kaiju Formula in Ziller's own body.

In compensation for his help, Vandom turned Ziller back into American Kaiju and had him fight Deadpool and the Red Hulk, the latter having been sent by S.H.I.E.L.D. to retrieve Ziller. Red Hulk managed to defeat American Kaiju and hurled him backwards into Castle Kruger, knocking him down where he then returned back to human form. Ziller was then apprehended and taken into S.H.I.E.L.D. custody.



Weapon H Alpha

F	RM (30)
A	GD (10)
S	UN (100)
E	MN (75)
R	TY (6)
I	EX (20)
P	TY (6)

Health: 215

Karma: 32

Popularity: -5

Resources: PR (4)

Known Powers:

Adamantium Skeleton: Weapon H Alpha has a skeleton that has been laced with Adamantium, giving his bones Class 1000 Material Strength.

Adamantium Claws: Weapon H Alpha has three Adamantium claws on the back of each wrist. These blades inflict UN (100) Edged damage.

Healing Factor: Weapon H Alpha regenerates 3 points of damage each turn.

Heightened Senses: Weapon H Alpha has heightened senses of smell and hearing which operate at the RM (30) rank.

Hyper Leaping: Weapon H Alpha has

the ability to leap great distances with Shift X (150) ability.

Alter Ego: Weapon H Alpha can change into his human persona, Clayton Cortez. In this form his Agility, Strength and Endurance abilities are all TY (6).

Limitation, Amnesiac: Weapon H Alpha is an amnesiac able to remember only his name.

Limitation, Uncontrollable Rage: Weapon H Alpha is subject to losing his temper and becoming enraged to the point that he is beyond all reason.

Talents: Martial Arts A, Military, Multi-Lingual: English & Spanish.

Background:

Clayton Cortez was a former Marine and Eaglestar contractor whose team was hired to take out the villagers of Ujanka, who had sabotaged a Roxxon pipeline. Suddenly developing a consciousness about his actions, Clayton killed his own men to protect the villagers. As a result of his actions, he was captured and sold to Dr. Alba, the head of Weapon X's Batch H department which focused on creating Wolverine/Hulk hybrids with cybernetic enhancements.

When the Hulk and a group of mutants invaded the Batch H facility in search of his missing DNA sample, Weapon H Alpha and Weapon H Beta were deployed to stop them. Weapon H Alpha joined the battle and beheaded Weapon H Beta, and then he turned on his creators. The Hulk held him back so that the staff members could escape, once they had all managed to flee, Weapon H Alpha escaped the Hulk by leaping away. Later Weapon H Alpha would try to protect his family by posing as a Spanish worker. Later still, he would come into contact with the Wendigo and a battle would ensue.



Weapon H Beta

F	EX (20)
A	TY (6)
S	MN (75)
E	MN (75)
R	TY (6)
I	EX (20)
P	TY (6)

Health: 176

Karma: 32

Popularity: -5

Resources: FE (2)

Known Powers:

Adamantium Skeleton: Weapon H Beta had Adamantium bonded to his skeletal structure. As a result, his bones possess Class 1000 Material Strength.

Adamantium Claws: Weapon H Beta has three Adamantium claws mounted on the back of each hand. These inflict MN (75) Edged attack damage.

Healing Factor: Weapon H Beta had a regenerative healing factor that was capable of replacing lost health at the rate of 3 points each turn.

Talents: Street Smarts.

Background:

Bobby Andrews and his brother Dave, grew up in a troubled neighborhood in Youngstown, Ohio. Both of them were physically and emotionally abused by their mother. Both brothers were secretly lured into joining the Weapon X program, which was currently turning it's subjects into Adamantium enhanced killer cyborgs. When Bobby was about to meet with Weapon X recruiter Carla in Longview, Texas, he was approached by Amadeus Cho. Amadeus Cho was investigating the Weapon X program and had already been attacked by Dave who had been turned into a killer cyborg.

Carla appeared and picked up Bobby and at the same time, a killer cyborg appeared and engaged Amadeus Cho preventing him from stopping the teen from going with Carla. Carla and Bobby entered the Weapon X facility in Serenity Hills, Texas and there he met with the Reverend William Stryker, and was subjected to the first treatments to turn him into a cyborg agent, the process excised most of his mind, leaving behind only the nerve operations which focused on primitive behavior and survival instincts, namely anger.

The Hulk and his mutant allies invaded the Weapon X facility in an attempt to recover his missing DNA sample that had been obtained previously by Weapon X cyborgs. Weapon H Beta was deployed to battle the invaders while Weapon H Alpha was finishing his Adamantium Bonding Process. Having been programmed to act as an apex predator, Weapon H Alpha joined the battle between Hulk and Weapon H Beta. Weapon H Alpha lunged at Weapon H Beta and decapitated him.



Allgod

Allgod Virus: Allgod is a living virus which attacks the individuals faith reserves, influencing their behavior and eventually taking control of their actions. Allgod disguises itself as a religion. Atheists are automatically immune to the Allgod's influence. Allgod has a MN (75) potency for determining it's infection rate. Individuals must surpass an Endurance FEAT roll against Allgod's potency to avoid infection if they are devout believers in religion.

Background:

Allgod is a living religion (virus) that attacks the faith reserves. Atheists such as Fantomex and Noh-Varr were immune to Allgod's influence. Ω.

MARVEL *SUPER HEROES*

WEAPON X

by Necromancer

For decades, the top secret government programs, Weapon Plus and Weapon X, have been operating in the shadows. With hidden and highly advanced laboratories and technologies hidden all over the world they create living weapons for war and assassination. Often experimenting on mutants and human subjects against their will, turning them into monstrous beings of war and destruction.

Inside these pages you will find in depth details and history on the Weapon Plus and Weapon X programs.

Procedures for turning your human agents and low level mutants into living weapons and the secrets to the all powerful Adamantium Bonding Process.

Write ups for 34 living weapons produced by the Weapon Plus and Weapon X programs.

