

MHSP-7

MARVEL SUPER HEROES™

FEATURING INFORMATION ON LIMBO, X-TOPIA, MUTOPIA, MONARCHY OF M,
AND OTHER MUTANT DOMAINS

SECRET WARS

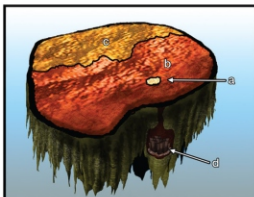


BOOK OF X

MARVEL SUPER HEROES™

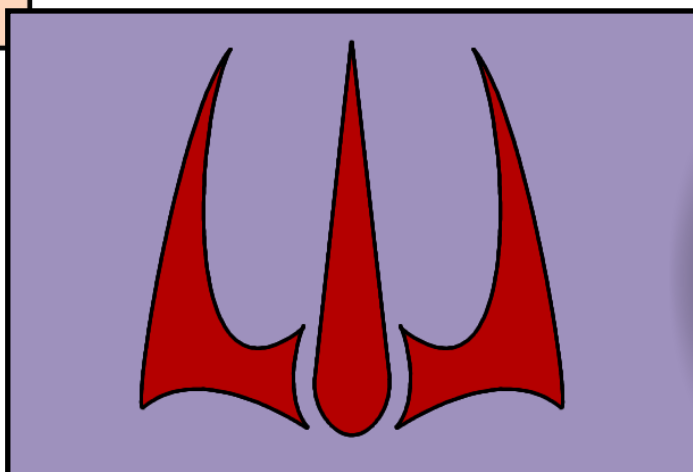
SECRET WARS

1. GREENLAND
2. DYSTOPIA
3. DOMAIN OF APOCALYPSE
4. EGYPTIA
5. TECHNOPSIS
6. VALLEY OF DOOM
7. SPIDER-ISLAND
8. THE REGENCY
9. KING JAMES' ENGLAND
10. WEIRDWORLD
11. K'UN LUN
12. UTOPIA
13. NEW MARS
14. DOOMGARD
15. HIGHER AVALON
16. ARACHNIA
17. MARVILLE
18. THE EYE OF AGAMOTTO
19. DOOMSTADT
20. MANHATTAN
21. THE CITY
22. THE WARZONE
23. NEW QUACK CITY
24. THE FAR EAST
25. VALLEY OF FLAME
26. THE HYDRA EMPIRE
27. 2099
28. HALA FIELD
29. THE MONARCHY OF M
30. SENTINEL TERRITORIES
31. THE WASTELANDS
32. MUTOPIA
33. WESTCHESTER
34. KILLVILLE
35. ARCADIA
36. BAR SINISTER
37. LIMBO
38. THE DEADLANDS
39. PERFECTION
40. NEW XANDAR
41. THE SHIELD



20. MANHATTAN
- a. ATTILAN
 - b. MANHATTAN - EARTH-616
(Marvel Universe)
 - c. MANHATTAN - EARTH-1610
(Ultimate Universe)
 - d. MONSTER METROPOLIS
(Below MANHATTAN - EARTH 616)

BATTLEWORLD



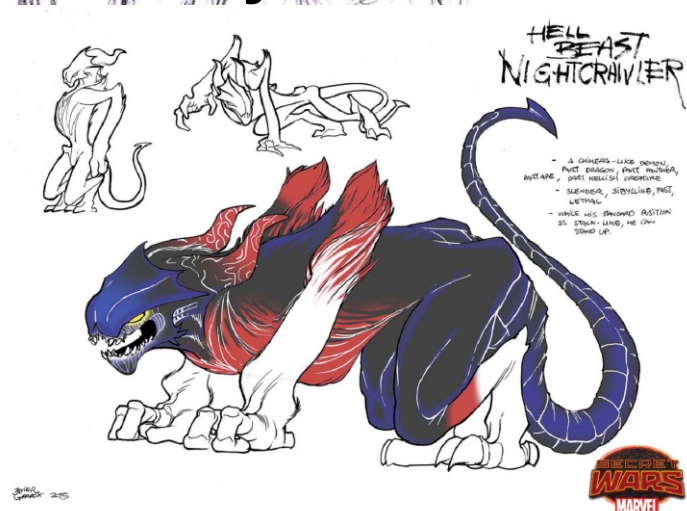
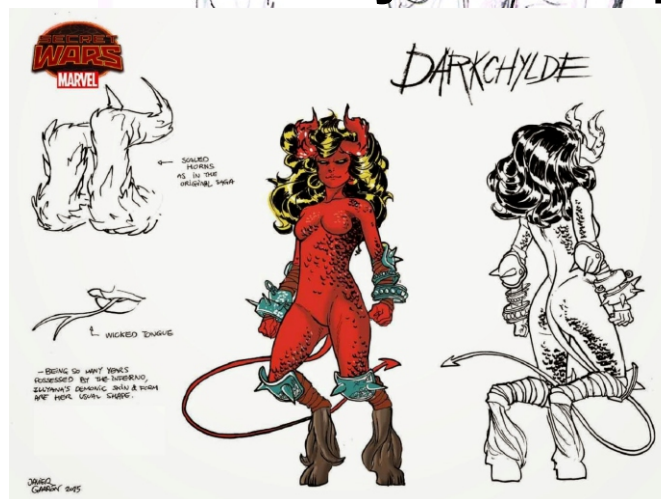
MARVEL SUPERHEROES™

SECRET WARS

BOOK OF X

AN UNOFFICIAL GAME ACCESSORY

By Christopher P. Tyner



All characters pictured and depicted herein are the sole property of MARVEL COMICS GROUP. This publication is a fan-made accessory for the out of print Marvel Superheroes Role Playing Game. This publication is not for sale and is for entertainment purposes only. Artwork has been pulled from MARVEL publications and from internet sources.

A NOTE FROM THE ADAPTOR

Greetings, True Believer!

Welcome to the Marvel Super Heroes Role Playing-Game fan created Secret Wars Compendiums!

The Adaptor has volunteered to compile as much information as he can to build the world known as Battleworld together for your gaming pleasure. Compendiums will be released at the Adaptor's leisure, as he is a father, theatrical director, and has a day job to boot.

Each volume of Marvel Super Heroes Secret Wars Compendiums have been compiled by pulling directly from the individual comic book series in the 2015 Secret Wars titles and the online marvel.wikia.com. Most of the character history descriptions come directly from marvel.wikia.com. Power sets are based, when available, off of the original MSH RPG by TSR from the Gamer's Handbook of the Marvel Universe. Many of these have been tweaked however to reflect either modern interpretations or versions based off of the characters depicted in the individual Secret Wars titles. The Adaptor reserves the right to a little creative licence to fill in some of the blanks on both powers and histories when needed.

All descriptions in each of the compendiums are written in past tense, describing the action as though the stories in each of the Battleworld Domains have reached their completion.

It is the intention of the Adaptor that these compendiums be used to tell one-shot stories or ongoing campaigns that can be set before, during or after any of the events depicted in the description of each Domain or in the histories of any of the characters defined within the pages of each compendium.

The Adaptor has made an effort to include as many key players in each domain as detailed as possible and

secondary characters will be fleshed out in lesser detail.

Occasionally, when characters are identical versions to those depicted in the 616 Universe, the Adaptor reserves the right to make a list of these characters that are available in the Official Gamer's Handbook of the Marvel Universe that can be easily found at classicmarvelforever.com.

A LITTLE BACKGROUND ON SECRET WARS AND BATTLEWORLD:

Battleworld appeared in the 2015 Secret Wars storyline, after numerous "incursions" destroyed the Multiverse. The remains of several realities were all merged to form a new Battleworld. All of these realities are known as Domains and most have the ability to interact with each other. The Deadlands (which contains the Marvel Zombies), Perfection (which contains the Ultron Sentinels), and New Xandar (which contains the Annihilation Wave) are separated from the rest by a Great Wall known as "The Shield" because each of these Domains contain threats that if loosed would destroy the other Domains.

Battleworld was created by its ruler Doctor Doom (who is worshiped as its deity God, "Emperor Doom") after he and Doctor Strange went to the Beyonders to stop an incursion of their reality. Doctor Doom presumably kills the Beyonders by using thousands of Molecule Men, allowing Doom to take the Beyonders' power as his own, ultimately incorporating the remnants of all realities destroyed by the incursions, or more precisely, their incursions points, to create his own image of Battleworld with Strange unable to do anything else but to follow his words.

Each of Battleworld's Domains is ruled by an appointed "Baron" or

"Baroness". The borders of each Battleworld Domain are clearly defined and travel between different domains is discouraged, as it requires special dispensation from the local Baron or from Doom himself.

Battleworld is overseen by the Thor Corps who serve as Battleworld's police force and answer to God Emperor Doom, himself.

Battleworld is orbited by a small Sun, in fact the Human Torch, consigned to the role for acting against Doctor Doom, and Knowhere, that acts as Battleworld's moon. Besides the Sun, Knowhere and Battleworld itself, there were originally no more celestial bodies in its universe, until Singularity, a mysterious young girl who actually represents a pocket universe that gained sentience during the multiversal collapse, appears to give her life to save the citizens of Arcadia from a horde of Zombies which made the stars appear in the sky.

This Battleworld would eventually collapse after God Emperor Doom's Beyonders' power was transferred to Reed Richards, who was considered by Doom himself and Molecule Man to be more worthy, and rectified the artificial reality.

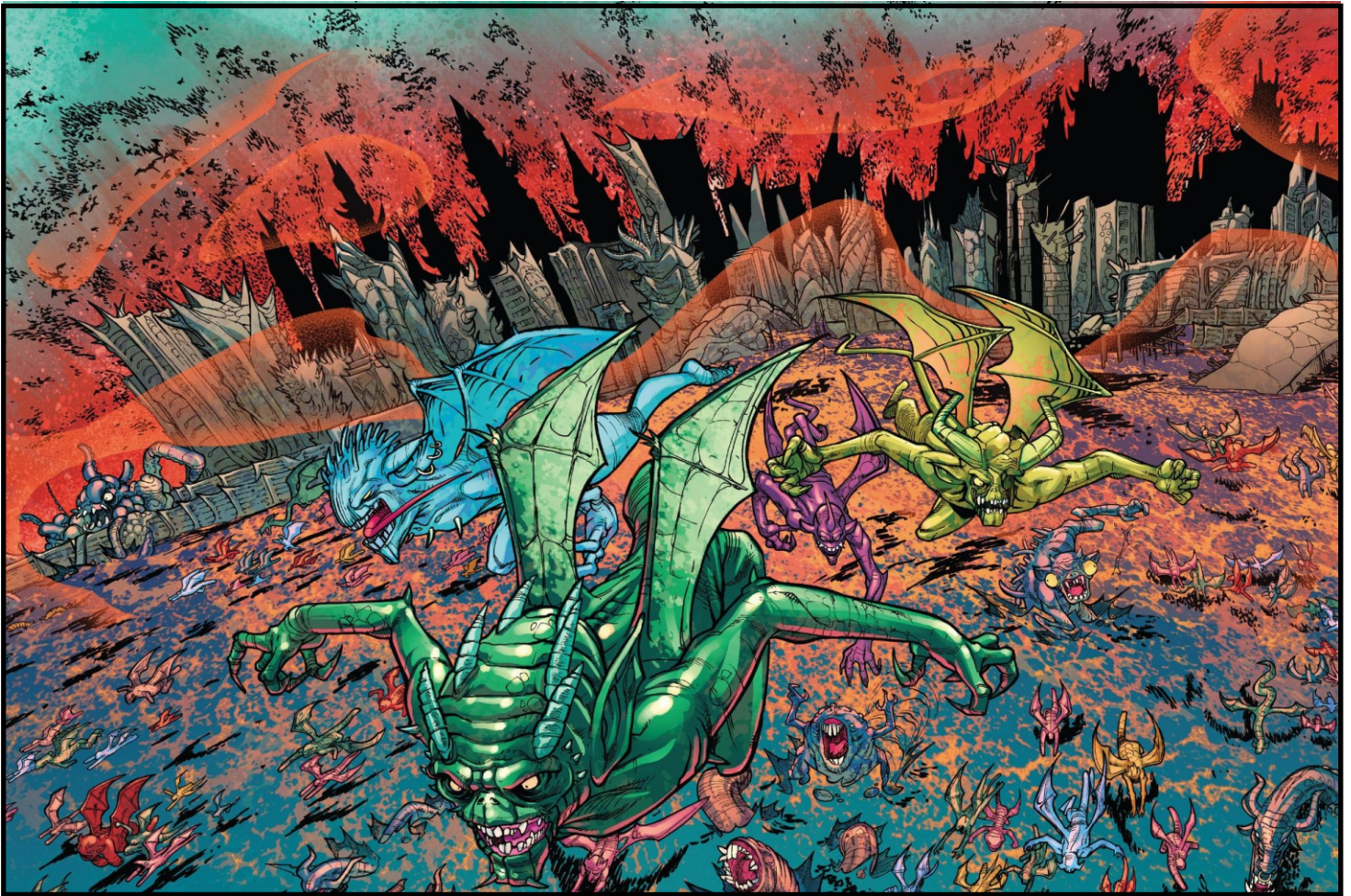
A FINAL WORD

Thanks so much for taking the time to download and enjoy these compendiums. These are truly a labor of love, and I am thoroughly enjoying putting these together. I began playing the Marvel Super Heroes RPG way back in 1985. There probably hasn't been a year since that I haven't played or ran a game using that system.

Thanks for letting me share my playground.

From one Marvel-Phile to another:
EXCELSIOR!

Christopher P. Tyner
The Adaptor



Limbo is one of the domains of Battleworld and its baron was Scott Summers. At some point, Summers wrested control of Limbo from its former baroness, his ex-wife the Goblin Queen Madelyne Pryor.

This domain is composed of the New York City from a world ravaged by a band of demons who rose up from the depths of Limbo. The domain is divided into two sections; the non-infested burroughs mostly free from demons, policed by the X-Men and ruled by Baron Summers, and the area around the Empire State Building known as The Inferno, controlled by the demons under the rule of the Darkchild. The two areas of the city are

separated by a force-field. Much to the chagrin of Summers and Darkchild, Madelyne Pryor, the former baroness of Limbo, along with her goblin army, still controls a portion of the city. Each year, Baron Summers sends a force led by Colossus to try and liberate Darkchild from the demons, but with no success.

During one such excursion, Colossus and his team were soundly defeated, resulting in Nightcrawler being captured by Darkchild, Boom-Boom being grievously injured and kidnaped by Mister Sinister, and Colossus and Domino being captured by the domain's former baroness, the Goblin Queen. After giving Colossus his Darkchild's old

Soulsword, she offered him an alliance, pledging to help defeat the Darkchild in exchange for reclaiming her place as queen.

Darkchild managed to outmaneuver her enemies however by tearing out Nightcrawler's soul and transforming him into a demonic monster whom she used to teleport herself and her armies to the X-Headquarters. The demon horde proceeded to tear down the force-field and launched an all-out assault, ultimately taking over the entire domain and firmly placing Darkchild as its new baroness. Meanwhile, the X-Men retreated to the underground but were soon found by the demonic form of their former teammate,

LIMBO

Nightcrawler, who then delivered N'Astirh and other demons to finish off the X-Men. However, they were saved by Colossus and the remaining members of his team with the assist of the Goblin Queen and her minions. Afterwards, Mister Sinister shockingly revealed himself after over a decade of hiding in the shadows, accompanied by Boom-Boom, whose life he saved, and an army of mutant/demon hybrid doppelgangers, and proposed a three-way alliance in order to defeat the Darkchild.

Unwilling to work with Sinister,

Pryor took command of Boom-Boom's mind and forced her to murder Sinister. This infuriated the succubi army, which turned on Pryor and the X-Men. Darkchild appeared during the confusion and commanded her demons to kill all the X-Men. Only Colossus, Domino and Boom-Boom managed to escape alive.

Believing his sister was now fully lost to the evils of Limbo, Colossus confronted Darkchild with the intent to finally put her down, but she once again used his compassion against him and almost killed him if not for Domino, who attempted to

sacrifice her own life for Colossus'. With his lover's life in peril, Colossus finally was able to find the strength to kill the demonic visage of his long lost sister.

With Darkchild dead and his domain in flames, Colossus used his newfound demonic powers to teleport himself, Domino and Boom-Boom out of that domain. Later, Pryor showed up with her son and the Nightcrawler Demon now in her possession, and absorbed the Hellfire coming out of Darkchild's corpse, becoming more powerful than ever before.



CITIZENS OF LIMBO

The following is a list of all the known citizens of Limbo at the outset of the Secret Wars. Statistics for most of these characters can be found in the Gamer's Handbooks of the Marvel Universe and are easily accessible on the classicmarvelforever.com website. When available, these characters' Gamer's Handbook Volume Number will be noted for your convenience.

Characters noted with an asterisk (*) can be found in this compendium. Main characters will be given full entries while supporting cast will be listed in short form at the end of the Limbo section.

Goblin Queen's Horde

- *Goblin Queen
- *Goblin King
- *S'ym
- *Cable
- *Goblin Horde

The Inferno

- *Darkchild
- *Demons
- *N'Astirh
- *Nightcrawler/Bamfy

Underground

- *Mister Sinister
- *Henson

Citizens of the Burroughs

- Omega Red GH8
- Pyro Gh3

X-Men

*Cyclops - *Leader and Baron of Limbo*

Archangel	GH5
Banshee	GH1
*Boom-Boom	
Caliban	GH1
Cannonball	GH1
Captain Britain	GH1
Cloak	GH8
*Colossus	
Dagger	GH8
Dazzler	GH5
*Domino	
Gambit	GH7
Iceman	GH2
Jean Grey	GH3
Juggernaut	GH2
Longshot	GH2
Maggott	N/A
Marrow	N/A
Meggan	GH5
Mirage	GH3
Multiple Man	GH3
Mystique	GH3
Penance	N/A
Polaris	GH3
Psylocke	UX1
Rachel Summers	GH3
Richter	GH3
Rogue	GH3
Shadowcat	GH4
Shatterstar	GH8
Siryn	GH4
Skids	GH6
Skin	N/A
Storm	GH4
Strong Guy	GH8
Sunfire	GH4
Sunspot	GH4
Warpath	XF
Wolfsbane	GH4

Dept. of Science and Magic

- *Beast
- *Broo
- *Brother Voodoo
- *Doctor Nemesis
- *Doctor Strange
- *Forge
- *Sister Grimm
- *Vision
- *Wiccan



LIMBO

GOBLINS

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

Health: 52

Karma: 18

Some Goblins possess base stats that are higher than above. Feel free to scale appropriately to the size of the individual goblin. Goblins under the Goblin Queen's control typically possess a smattering of the

following powers between TY and EX ranks:

- Flight
- Claws
- Teeth
- Natural Weaponry
- Body Armor
- Tracking
- Stealth
- Machine Animation
- Chemical Touch
- Blending
- Shapeshifting

Certain Goblins also have access to limited Magical Spells or Incantations. None should have Magical powers above EX.

DEMONS

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

Health: 60

Karma: 18

Some Demons possess base stats that are higher than above. Feel free to scale appropriately to the size of the individual demon. Demons under Darkchild's control typically possess a smattering of the following

powers between TY and EX ranks:

- Flight
- Claws/Teeth
- Fire Generation
- Body Armor
- Environmental Awareness
- Berserker
- Blending
- Bio-Vampirism

Many Demons of the Inferno were originally created out of inanimate objects and should have the appearance and similar physical make-up of said items.



STATISTICS

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

Health: 170

Karma: 150

Resources: IN (40)

Popularity: -40

BACKGROUND

Real Name: Illyana Nikolievna Rasputin

Occupation: Sorceress Supreme of Limbo, Ruler of the Inferno

Identity: Public

Legal Status: Sorceress Supreme

Other Known Aliases: Magik

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: Piotr Rasputin, (brother)

Group Affiliation: None

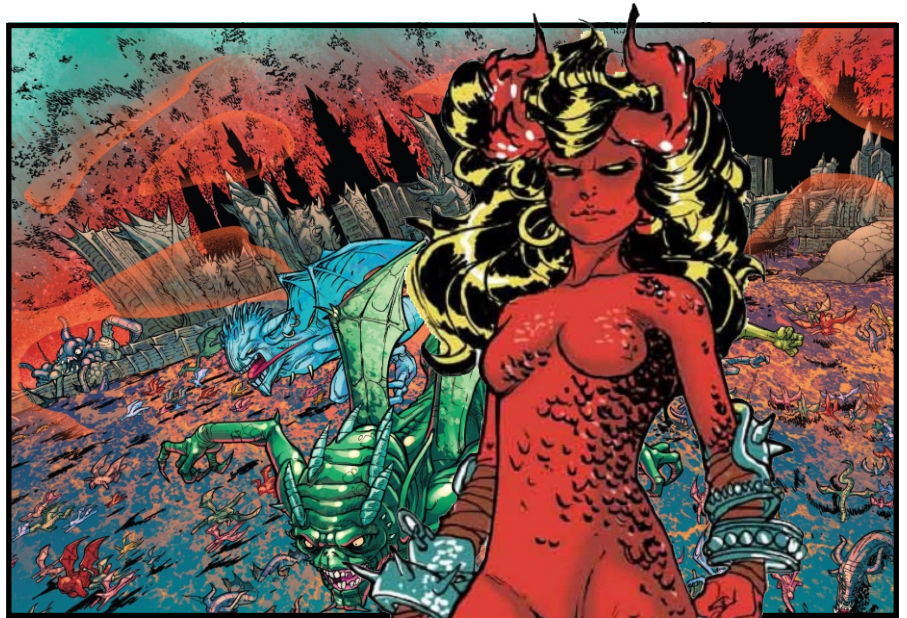
Base of Operations: Limbo

KNOWN POWERS

Body Transformation - Others: Darkchild has the ability to transform others into monstrous versions of themselves.

Immortality: Darkchild is immune to death by natural causes.

Teleport Disks: Darkchild's UN mutant ability allows her to teleport herself and others through time and space by the use of her stepping disks. After a successful Psyche FEAT, she can teleport anywhere in her domain. A failed roll results in a mis-jump, either in distance or in time. If utilizing spatial teleportation, the failed roll would displace her 1-100 miles out of the way of her destination, even placing her in other domains. If using time teleportation, her final destination could be 1-10 days, weeks, months or years in the future or past. She can also use her disks to bring others to her side at a whim, but the individuals transported must be willing participants.



She may open a disk under an unwitting foe, but unless caught completely off guard, the victim may attempt a dodge.

Psi-Screen: Darkchild possesses MN protection against psychic attacks, mental control, or any other psychic intrusion.

Body Armor: MN protection against physical attacks and fire/heat; AM protection against energy attacks.

Magic: Darkchild is considered the equivalent in power to a Sorcerer Supreme while in Limbo. This allows her UN ability in the ways of Magic.

Weakness:

Colossus' Soulsword: Darkchild is susceptible to Colossus' magic soulsword. Each time she is struck

by it, she must make a Yellow Endurance and Psyche FEAT or will lose one rank of Endurance and/or Psyche in addition to any physical damage the sword would induce.

Talents: Occult Lore, Russian, English

Contacts: N'Astirh, All Demons of Limbo

HISTORY

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ADDITIONAL NOTES

STATISTICS

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

Health: 146

Karma: 140

Resources: PR (4)

Popularity: -40

BACKGROUND

Real Name: Madelyne Pryor

Occupation: Former Queen of Limbo

Identity: Public

Legal Status: Citizen of Limbo with a criminal record

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Married

Known Relatives: Alex Summers, (husband), Nathaniel Prior (son)

Group Affiliation: None

Base of Operations: Limbo

KNOWN POWERS

Telekinesis: Madelyne has UN telekinesis. It's use is limited, however to her line of sight. She has established the following power stunts:

- Flight at IN speeds.
- Force Fields at SHX rank that can protect up to 10 areas.
- UN Kinetic Force Bolts.

Matter Control and Conversion: UN ability to control and convert various forms of matter.

- Control the environment within a 1 mile radius.
- Change living beings into demonic form by touch. Victim may roll a Psyche FEAT to resist.
- Summon a TY demon from normal, inanimate objects.

Non-Detection: UN ability to avoid detection by any artificial means. This includes video, electronic surveillance systems, spectrum sensors such as night vision goggles, heat sensors, and even

artificial intelligence such as androids and robots.

Telepathy: Goblin Queen can read minds and project thoughts at the UN rank. With this power she can bring out a victim's darker side of their personality and have it take control. A Red Psyche FEAT is needed to resist this power. This power stunt can affect everyone within a mile radius.

Talents: Pilot, Computer, Occult

Contacts: Goblin Horde, Goblin Prince, Cable, S'ym.



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With Darkchild dead and his domain in flames, Colossus used his newfound demonic powers to teleport himself, Domino and Boom-Boom out of that domain, their final destination unknown.

Later, Pryor showed up with her son and the Nightcrawler Demon now in her possession, and absorbed the Hellfire coming out of Darkchild's corpse, becoming more powerful than ever before.

ADDITIONAL NOTES

STATISTICS

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

Health: 145

Karma: 32

Resources: TY (6)

Popularity: 10

BACKGROUND

Real Name: Piotr (Peter) Nikolaivitch Rasputin

Occupation: Police Officer

Identity: Public

Legal Status: Citizen of Limbo with no criminal record

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: Illyana Rasputin, (sister)

Group Affiliation: X-Men

Base of Operations: Limbo

KNOWN POWERS

Organic Steel Form: Colossus' body is made of an organic steel-like substance which grants him super-human strength and a high degree of resistance to bodily harm. Although in the past, Peter was able to change into human form at will, it appears as though he is currently stuck in his armored form, possibly due to the deformation of his arm at the hands of Darkchild. His armored form gives him the following protection:

- AM protection from physical attacks including ballistics and explosions
- MN protection against extreme temperatures from -390 degrees F to 9000 degrees F.
- EX protection against corrosives
- RM protection against electrical damage
- Self-Sustenance: Colossus has exhibited minimal need to breathe while in his armored state, although it is unlikely that he would be able to survive in a



vacuum.

Soulsword: Colossus was granted the use of his sister's Soulsword by the Goblin Queen to use in battle against the Darkchild. With Colossus' strength paired with the magic of the sword, he can inflict UN damage to any magical creature he strikes. The sword does no damage to any non-magical creature but can break the hold of magic or mind-control with a successful Psyche FEAT.

The Soulsword also heals the deformation that afflicts Colossus' right arm by encasing it in magical armor.

Weakness:

Lame Arm: Without access to the Soulsword, Colossus' right arm is severely deformed to the point of inability to use it for even the most menial of tasks. His strength would be considered FE with this arm. This deformity was the direct result from a confrontation with his sister Illyana, the Darkchild.

Talents: Art, Russian, English

Contacts: X-Men

HISTORY

On Battleworld, the Domain of Limbo is composed of the New York City from a world ravaged by a band of demons who rose up from the depths of Limbo. The domain is divided into two sections; the non-infested areas mostly free from demons, policed by the X-Men and ruled by Baron Summers, and the area around the Empire State Building controlled by the demons under the rule of the Darkchild. The two areas of the city are separated by a force-field. Much to the chagrin of Summers and Darkchild, Madelyne Pryor, the former baroness of Limbo, along with her goblin army, still controls a portion of the city. Each year, Baron Summers sends a force led by Colossus to try and liberate Darkchild from the demons, but with no success.

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ADDITIONAL NOTES

STATISTICS

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

Health: 110

Karma: 36

Resources: TY (6)

Popularity: 5

BACKGROUND

Real Name: Neena Thurman

Occupation: Police Officer

Identity: Public

Legal Status: Citizen of Limbo with no criminal record

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: X-Men

Base of Operations: Limbo

KNOWN POWERS

Probability Manipulation: Domino possesses the ability to manipulate probability to her advantage. Any percentile roll made by the player should always read the high die first: thus a roll of a "3" and an "8" would be an "83". The player never needs to pre-determine their high die.

Weapons:

Assault Rifle: Range of 7 areas with GD damage for single shots; EX damage for a 3 round burst; or RM damage for a 10 round burst. Each clip holds 50 rounds.

Pistols: GD Damage with a 3 area range.

Throwing Blades: EX edged damage with a 1 area range.

Talents: Military, Guns, Marksmanship, Acrobatics, Martial Arts A, B, C, D, E, Stealth, Tracking, Thrown Weapons, Computers.



Contacts: X-Men

HISTORY

On Battleworld, the Domain of Limbo is composed of the New York City from a world ravaged by a band of demons who rose up from the depths of Limbo. The domain is divided into two sections; the non-infested areas mostly free from demons, policed by the X-Men and ruled by Baron Summers, and the area around the Empire State Building controlled by the demons under the rule of the Darkchild. The two areas of the city are separated by a force-field. Much to the chagrin of Summers and Darkchild, Madelyne Pryor, the former baroness of Limbo, along with her goblin army, still controls a portion of the city. Each year, Baron Summers sends a force led by Colossus to try and liberate Darkchild from the demons, but with no success.

During one such excursion, Colossus, Domino and their team were soundly defeated, resulting in Nightcrawler being captured by Darkchild, Boom-Boom being grievously injured and kidnaped by Mister Sinister, and Colossus and Domino being captured by the domain's former baroness, the Goblin Queen. After giving Colossus his Darkchild's old Soulsword, she offered the X-Men an alliance, pledging to help defeat the Darkchild in exchange for reclaiming her place as queen.

Darkchild managed to outmaneuver her enemies however, by tearing out Nightcrawler's soul and transforming him into a demonic monster whom she used to teleport herself and her

armies to the X-Headquarters. The demon horde proceeded to tear down the force-field and launched an all-out assault, ultimately taking over the entire domain and firmly placing Darkchild as its new baroness.

Meanwhile, the X-Men retreated to the underground but were soon found by the demonic Nightcrawler, who then delivered N'Astirh and other demons to finish off the X-Men. However, they were



saved by Colossus, Domino and the remaining members of the team with the assist of the Goblin Queen and her minions. Afterwards, Mister Sinister shockingly revealed himself after over a decade of hiding in the shadows, accompanied by Boom-Boom, whose life he saved, and an army of mutant/demon hybrid doppelgangers, and proposed a three-way alliance in order to defeat the Darkchild.

Unwilling to work with Sinister, Pryor took command of Boom-Boom's mind and forced her to murder Sinister. This infuriated the succubi army, which turned on Pryor and the X-Men. Darkchild appeared during the confusion and commanded her demons to kill all the X-Men. Only Colossus, Domino and Boom-Boom managed to escape alive.

Believing his sister was now fully lost to the evils of Limbo, Colossus confronted Darkchild with the intent to finally put her down, but she once again used his compassion against him and almost killed him if not for Domino, who attempted to sacrifice her own life for Colossus'. With his lover's life in peril, Colossus finally was able to find the strength to kill the demonic visage of his long lost sister.

With Darkchild dead and his domain in flames, Colossus used his newfound demonic powers to teleport himself, Domino and Boom-Boom out of that domain, their final destination unknown.

ADDITIONAL NOTES

MISTER SINISTER

STATISTICS

F RM (30)
A RM (30)
S IN (40)
E AM (50)
R IN (40)
I RM (30)
P UN (100)

Health: 150

Karma: 170

Resources: RM (30)

Popularity: 0

BACKGROUND

Real Name: Nathaniel Essex

Occupation: Geneticist

Identity: Secret

Legal Status: Legally Deceased

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: None

Base of Operations: Limbo

KNOWN POWERS

Telepathy: UN with the following power stunts:

- *Astral Travel and Mastery:* All of Sinister's FEAT rolls are at +2CS on the astral plane.
- *Memory Control:* Sinister can enter into a person's mind and fill it with false memories. He can also destroy a person's memories to the point of wiping a subject's mind clean of any memories and personality traits.
- *Power Control:* If he has a chance to work on a person's mind, he can put mental restraints on them so they cannot use their powers against him. Only a successful Red Psyche FEAT will release them from this disability.
- *Force Bolts :* UN intensity.
- *Force Shield:* UN intensity.

Weakness:

Vulnerability: Sinister is extremely vulnerable to Cyclops' Optic Blasts. His Force Shield is useless



against Cyclops' attacks and cause +2CS in damage to him on impact.

Talents: Medicine, Engineering, Psychiatry, Bio-Chemistry, Genetics, Cloning, Computers, Electronics, Resist Domination, Leadership.

Contacts: None

HISTORY

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After a particularly devastating battle between the X-Men and Darkchild, Mister Sinister shockingly revealed himself after over a decade of hiding in the shadows. He proposed an alliance between himself, the X-Men and The Goblin Queen in order to defeat the Darkchild.

Unwilling to work with Sinister, The Goblin Queen took command of Boom-Boom's mind and forced her to murder Sinister.

ADDITIONAL NOTES

GOBLIN PRINCE

STATISTICS

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

Health: 76

Karma: 30

Resources: PR (4)

Popularity: -10

BACKGROUND

Real Name: Alexander Summers

Occupation: Concubine

Identity: Public

Legal Status: Citizen of Limbo with a criminal record

Other Known Aliases: Havok

Place of Birth: Unrevealed

Marital Status: Married

Known Relatives: Madeline Pryor, (wife), Nathaniel Pryor (son), Scott Summers (brother)

Group Affiliation: None

Base of Operations: Limbo

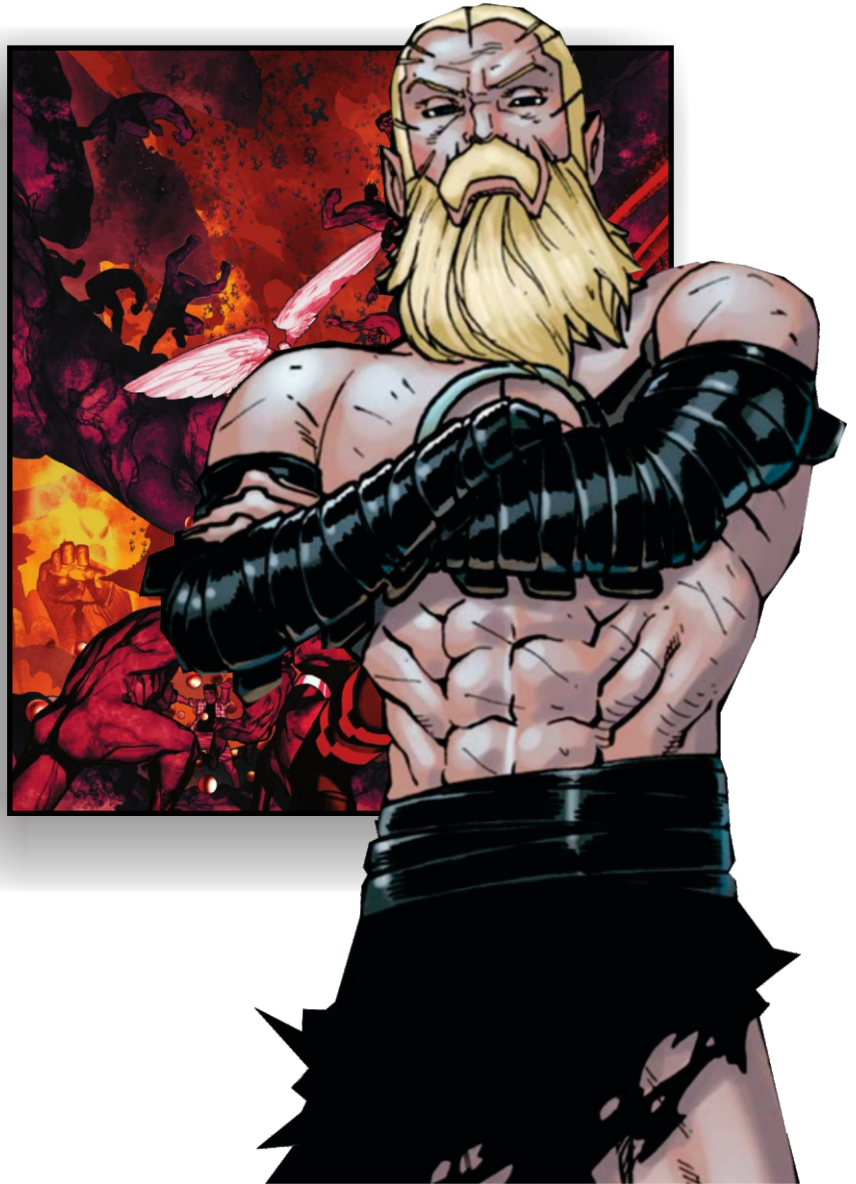
KNOWN POWERS

Plasma Generation: MN damage

Absorption: MN ability to absorb various forms of plasma or heat based energy/radiation and re-channel it into his blasts.

Talents: RM knowledge of Geophysics and Geology; Leadership.

Contacts: Goblin Horde, Goblin Queen



HISTORY

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Darkchild managed to outmaneuver her enemies by tearing out Nightcrawler's soul and transforming him into a demonic monster whom she used to teleport herself and her

armies to the X-Headquarters. The demon horde proceeded to tear down the force-field and launched an all-out assault, ultimately taking over the entire domain and firmly placing Darkchild as its new baroness.

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Unwilling to work with Sinister, Pryor took command of Boom-Boom's mind and forced her to murder Sinister. This infuriated the succubi army, which turned on Pryor and the X-Men. Darkchild appeared during the confusion and commanded her demons to kill all the X-Men. Only Colossus, Domino and Boom-Boom managed to escape alive. While the Goblin Queen was found to have survived, the fate of Alex Summers is unknown.

ADDITIONAL NOTES

BAMF DRAGON

STATISTICS

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

Health: 160

Karma: 44

Resources: SH0 (0)

Popularity: 0

BACKGROUND

Real Name: Kurt Wagner

Occupation: Pet

Identity: Public

Legal Status: Citizen of Limbo with no criminal record

Other Known Aliases: Nightcrawler, Bamfy

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: Formerly, the X-Men

Base of Operations: Limbo

KNOWN POWERS

Teleportation: The Bamf Dragon can transport himself across FE distances (2-3 miles) with ease. Exceeding this range is possible but an Endurance FEAT is required. A failed result results in disorientation for 1-10 rounds and all abilities are at a -2CS. Passengers also suffer a -2CS to all FEATS after a 'port for 2 turns. The Darkchild and Goblin Queen are immune to this negative effect. As a power stunt, Bamfy can teleport away a portion of a target for AM damage. The victim is allowed an Endurance roll to resist.

Prehensile Tail: AM blunt damage.

Brimstone Breath: Bamfy can breathe heat-based brimstone from his maw at the AM level.

Talents: Acrobatics, Fencing, Martial Arts A and C.

Contacts: Initially, Darkchild, then Goblin Queen.



HISTORY

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During a particularly devastating battle, Darkchild tore out Nightcrawler's soul and transformed him into a demonic monster whom she used to teleport herself and her armies to the X-Headquarters. The demon horde proceeded to tear down the force-field and launched an all-out assault, ultimately taking over the entire domain and firmly placing Darkchild as its new baroness.

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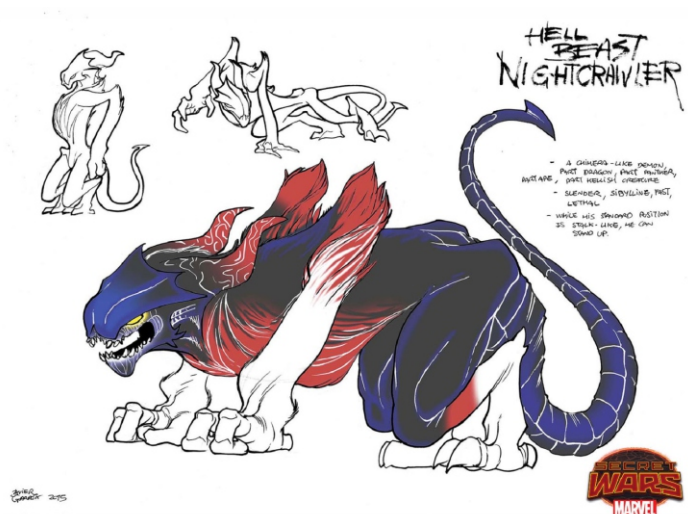
Queen and her minions.

Believing his sister was now fully lost to the evils of Limbo, Colossus confronted Darkchild with the intent to finally put her down, but she once again used his compassion against him and almost killed him if not for Domino, who attempted to sacrifice her own life for Colossus'. With his lover's life in peril, Colossus finally was able to find the strength to kill the demonic visage of his long lost sister.

With Darkchild dead and his domain in flames, the Bamf Dragon was approached and befriended by the Goblin Queen who absorbed the Hellfire coming out of Darkchild's corpse to becoming more powerful than ever before.

Somehow, the pair survived the destruction of Battleworld and found themselves back in the 616 reality to take on the original, time-displaced X-Men in Miami.

ADDITIONAL NOTES



STATISTICS

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

Health: 44

Karma: 40

Resources: PR (4)

Popularity: -10

BACKGROUND

Real Name: Nathaniel Pryor

Occupation: Prince of Limbo

Identity: Public

Legal Status: Citizen of Limbo with a criminal record

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: Alex Summers, (father), Madeline Pryor (mother), Scott Summers (uncle)

Group Affiliation: None

Base of Operations: Limbo

KNOWN POWERS

Cable is infected with what appears to be a techno-organic virus. This virus has apparently shut down access to his mutant abilities. He is technically an Omega level mutant with unparalleled Telepathic and Telekinetic abilities. Unfortunately, at this point in his life, he is unable to utilize any of those powers. It is believed that his mother, The Goblin Queen has used her powers to keep the techno-organic virus at bay which in turn has shut off Cable's mutant abilities. It is also believed that the following "advantages" he possesses are tied to his mother's magics.

Techno-Organic Arm: Cable's strength in hand-to-hand combat should be considered EX when using his infected left arm.

Techno-Organic Eye: Cable is able to see heat signatures with his left eye and telescopic vision up to 5

areas away, giving him a +1CS to any FEAT involving firearms.

Weapons:

Hammer F-Class Plasma Cannon: AM Plasma Generation with a 5 area range.

(Cable also possesses a Hammer G-Class Plasma Cannon, but the stupid thing keeps overheating. Probably the loose central coil. Most likely needs respooling according to Domino. This weapon, if ever repaired, would do MN Plasma damage with a 10 area range.)

Talents: Guns, Occult

Contacts: Goblin Horde, Goblin Queen, Goblin Prince



HISTORY

During a slight lull in battle with the X-Men, the Mutant Domino was captured by the Goblin Queen. During her brief imprisonment, she was visited by the Queen's young son, Cable who was showing off his Hammer F-Class Plasma Cannon. Domino bonded with him over the gun, convincing him to show her the rest of his arsenal with the promise that she could enhance his upgraded G-Class Plasma Cannon.

Cable was betrayed by Domino when she attacked his mother, but begrudgingly joined the alliance the Queen formed with the X-Men to attempt to defeat the Darkchild and put his mother back as ruler over Limbo.

After Darkchild's death, Cable appeared with his mother over their slain foe and watched as the Goblin Queen absorbed the essence of the Darkchild, becoming more powerful than ever before.

Cable's whereabouts after the destruction of Battleworld are unknown.

ADDITIONAL NOTES

STATISTICS

F MN (75)
A IN (40)
S MN (75)
E UN (100)
R IN (40)
I EX (20)
P MN (75)

Health: 290

Karma: 135

Resources: RM (30)

Popularity: -30

BACKGROUND

Real Name: N'Astirh

Occupation: Demon Lord

Identity: Public

Legal Status: Citizen of Limbo with a criminal record

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: Servant of the Darkchild

Base of Operations: Limbo

KNOWN POWERS

Magic: N'Astirh is a master sorcerer of the MN level. His magics can be grand in scale and rather time consuming as he generally practices ritual magic. (Judge's discretion as to time needed for certain effects)

Contacts: Darkchild

Eldritch Blast: MN magical damage.

Hellfire Blast: MN magical heat damage.

Mind Control: MN upon touch.

Flight: RM (15 areas per turn)

Demonic Armor: IN protection against physical attacks and RM protection against energy attacks.

Weakness:

Vulnerability to Iron: The touch of iron or steel will cause +2CS damage to N'Astirh.

Talents: Occult



HISTORY

In the early days of the Battle over Limbo, N'Astirh was allied with the original Baron of Limbo, Goblin Queen and Mister Sinister. After an embarrassing betrayal by Mister Sinister and defeat of the Goblin Queen by the Darkchild, N'Astirh chose to side with the winning team, that of the Darkchild's Demon Horde.

N'Astirh was a useful tool against the yearly raids by Colossus' X-Men teams. In one of their final raids, N'Astirh succeeded in biting through Colossus' armor, severely injuring the X-Man to a point where Darkchild could work her magics to infect her brother's arm with demonic energies. N'Astirh also was responsible for paralyzing Colossus during the same battle.

A year later when the X-Men returned once again to attempt a rescue of Colossus' sister, N'Astirh mortally wounded Boom-Boom as Darkchild captured Nightcrawler.

Later, during a raid on the X-Men's underground hiding spot, N'Astirh once again faced Colossus, but this time the X-Man held the Soulsword that once belonged to his sister. Catching N'Astirh off guard, Colossus succeeded in beheading the demon.

N'Astirh proved to be resilient however, and was later seen carrying his head and licking his wounds. It is unknown however if he survived the destruction of Battleworld.



STATISTICS

F IN (40)
A RM (30)
S MN (75)
E UN (100)
R GD (10)
I IN (40)
P AM (50)

Health: 245

Karma: 100

Resources: PR (4)

Popularity: -20

BACKGROUND

Real Name: S'ym

Occupation: Demon Lord

Identity: Public

Legal Status: Citizen of Limbo with a criminal record

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: Servant of the Goblin Queen

Base of Operations: Limbo

KNOWN POWERS

Claws: RM edged damage

Body Armor: AM protection against physical and energy attacks; GD protection against magic.

Teleportation: UN within Limbo

Talents: Torture, Temptation, Linguistics

Contacts: Goblin Queen



HISTORY

In the early days of the Battle over Limbo, S'ym was allied with Colossus' sister Illyana Rasputin, then known as Magik. Magik would eventually become the Darkchild and vie for power in Limbo, successfully ousting the Goblin Queen, but ultimately losing Baronship to the X-Man Cyclops. At some point, S'ym switched sides and joined the Goblin Queen's Horde.

S'ym was an integral part of the Goblin Queen's alliance to overthrow Darkchild. The majority of the Goblin Queen's Horde were lost in battle, however S'ym's final fate is unknown.

ADDITIONAL NOTES

STATISTICS

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

Health: 46

Karma: 70

Resources: EX (20)

Popularity: 20

BACKGROUND

Real Name: Scott Summers

Occupation: Baron of Limbo

Identity: Public

Legal Status: Citizen of Limbo
with no criminal record

Other Known Aliases: Slim

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: Alex Summers
(brother), Nathaniel Prior (nephew)

Group Affiliation: X-Men

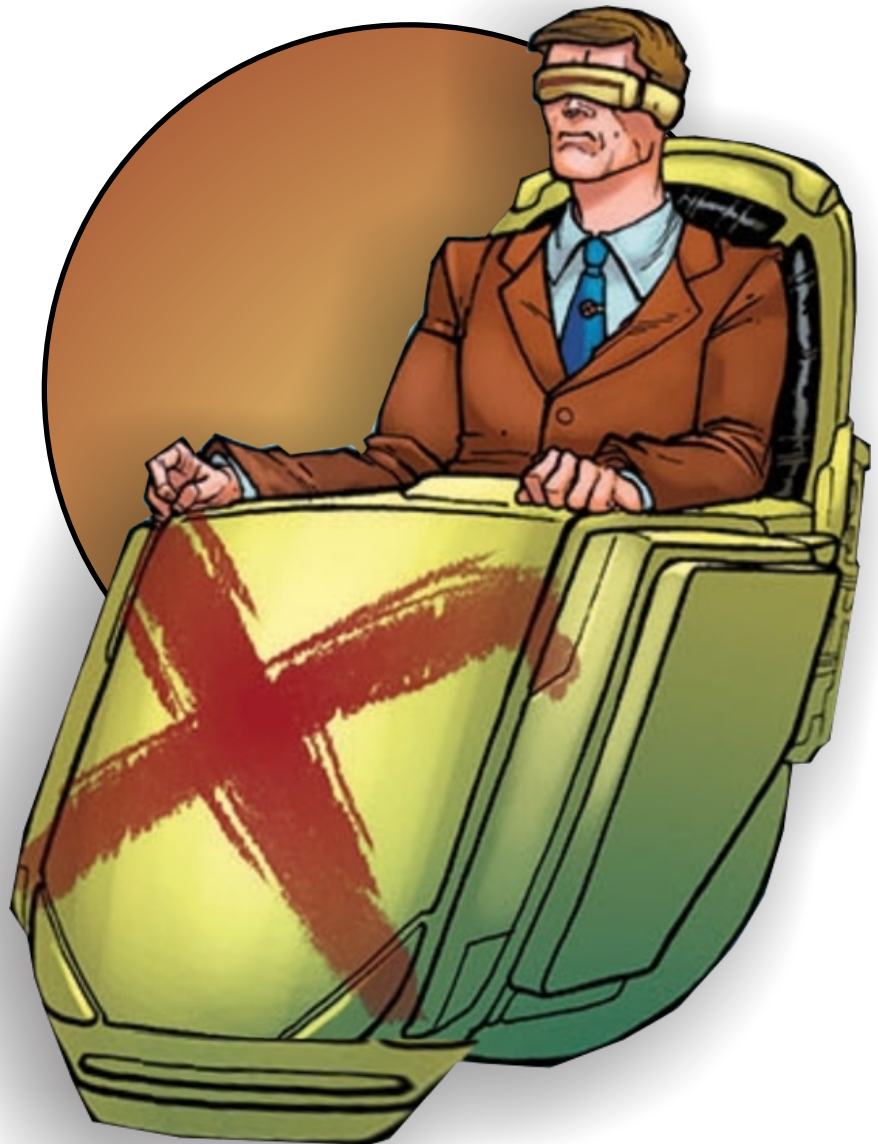
Base of Operations: Limbo

KNOWN POWERS

Optic Blasts: AM damage with a 3 area range while focused through his ruby quartz visor. He fires his blasts with IN agility. His blasts can exceed 3 areas, but with each area over three his damage is reduced by one column shift. Without his visor's protection, he causes EX damage to everything within a 2 area range in his line of sight. He possesses the following power stunts:

- Push up to 500 lbs.
- Slow a fall (causes TY damage per round while the item/individual is falling)
- Reflective shot: allows him to bounce his beam off of up to 8 targets if they have a reflective quality. Damage drops to IN for a shot of this type.

Resistance to Energy: Cyclops is immune to his own blasts and to the energy emitted by his brother, Alex Summers, the Goblin Prince (Havok).



Talents: Pilot, (RM Agility and Reason in matters of flight), Spatial Geometry (AM Reason), Leadership. Martial Arts A and C, Multilingual.

Contacts: X-Men

HISTORY

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Darkchild managed to outmaneuver her enemies however, by tearing out Nightcrawler's soul and transforming him into a

demonic monster whom she used to teleport herself and her armies to the X-Headquarters. The demon horde proceeded to tear down the force-field and launched an all-out assault, ultimately taking over the entire domain and firmly placing Darkchild as its new baroness.

Meanwhile, Cyclops and the X-Men retreated to the underground but were soon found by the demonic Nightcrawler, who then delivered N'Astirh and other demons to finish off the X-Men. However, they were saved by Colossus, Domino and the remaining members of the team with the assist of the Goblin Queen and her minions. Afterwards, Mister Sinister shockingly revealed himself after over a decade of hiding in the shadows, accompanied by Boom-Boom, whose life he saved, and an army of mutant/demon hybrid doppelgangers, and proposed a three-way alliance in order to defeat the Darkchild.

In the ensuing battle, with the exception of Colossus, Domino, and a resurrected Boom-Boom, it is believed that the majority of the X-Men lost their lives in liberating Limbo from the control of the Darkchild. Cyclops is supposedly one of those casualties.

ADDITIONAL NOTES

STATISTICS

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

Health: 36

Karma: 16

Resources: PR (4)

Popularity: 4

BACKGROUND

Real Name: Tabitha Smith

Occupation: Police Officer

Identity: Public

Legal Status: Citizen of Limbo with no criminal record

Other Known Aliases: Tabby, Tab, Boomer

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: X-Men

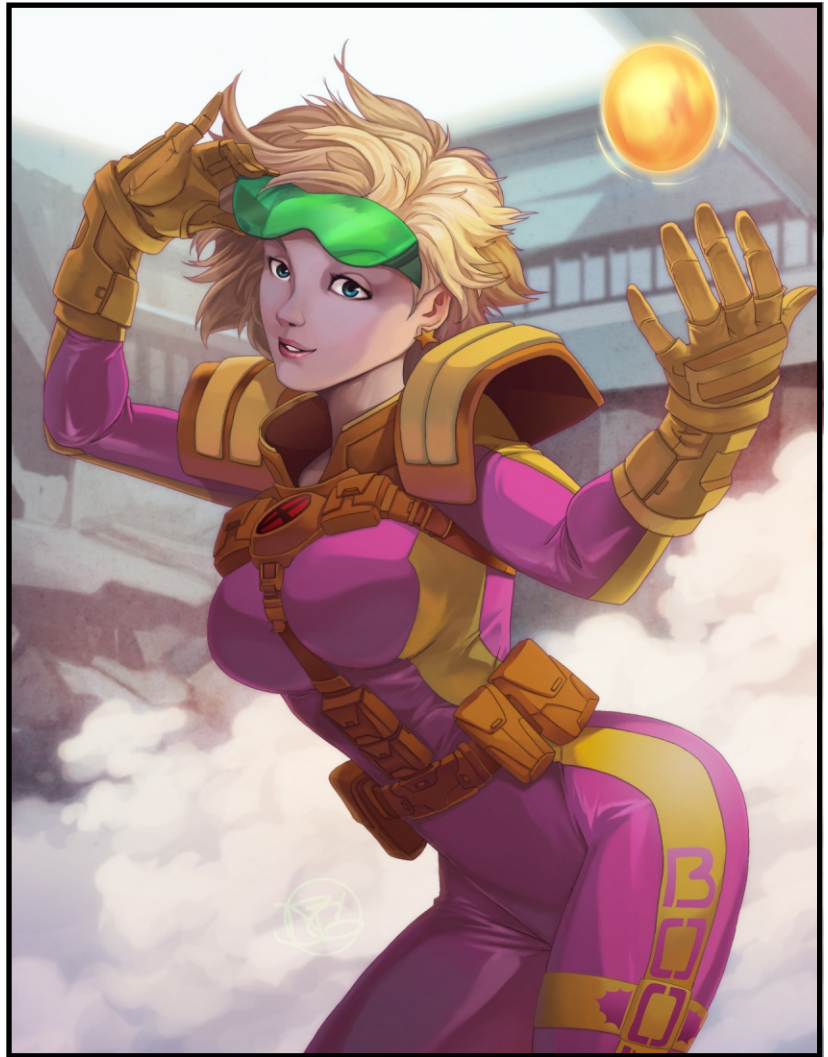
Base of Operations: Limbo

KNOWN POWERS

Energy Bombs: Tabby can generate spheres of energy up to two feet in diameter that detonate up to 10 rounds from their creation. The maximum sized bomb causes AM damage in one area when it explodes. These bombs can be placed and set to blow at a time of her choosing (within her 10 round limit) or she can throw them up to two areas away.

Talents: Thrown Weapons

Contacts: X-Men



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Believing his sister was now fully lost to the evils of Limbo, Colossus confronted Darkchild with the intent to finally put her down, but she once again used his compassion against him and almost killed him if not for Domino, who attempted to sacrifice her own life for

Colossus'. With his lover's life in peril, Colossus finally was able to find the strength to kill the demonic visage of his long lost sister.

With Darkchild dead and his domain in flames, Colossus used his newfound demonic powers to teleport himself, Domino and Boom-Boom out of that domain, their final destination unknown.

ADDITIONAL NOTES

STATISTICS

F PR (4)
 A PR (4)
 S PR (4)
 E EX (20)
 R RM (30)
 I GD (10)
 P EX (20)

Health: 32

Karma: 60

Resources: PR (4)

Popularity: 0

BACKGROUND

Real Name: Unknown

Occupation: Genticist

Identity: Secret

Legal Status: Citizen of Limbo with a criminal record

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: None

Base of Operations: Limbo

KNOWN POWERS

Bio-Physical Control: Henson is empowered with the AM ability to alter the physiology of his subjects.

- **Healing:** He is able to heal damage caused by wounds, trauma, toxins and disease. Henson can increase his target's Health by 50 points per day up to their original amount. A Green result will heal simple wounds, broken bones, and non-terminal disease. A Yellow result handles physical trauma, wounds to organs, poisoning, and terminal diseases. Red results handle mortal wounds, toxic poisoning, and massive physical trauma.
- **Regeneration:** Henson can recreate large amounts of lost tissue in addition to general healing listed above. Limbs are regrown on a Green result, organs with a Yellow, and a brain or neural tissue with a Red.
- **Revival:** With a Red FEAT, Henson can effectively bring the



dead back to life.

Grafting: Henson can perform psionically augmented surgery with AM ability. He can operate on, dissect, rearrange and perform transplants without the need of normal medical equipment or techniques.

Talents: Medicine

Contacts: Mister Sinister

HISTORY

Very little is known of Henson's background or how he came to serve Mister Sinister.

Henson is responsible for bringing Boom Boom back to life after a mortal wound from N'astirh and assisted Sinister in creating an army of Boom-Boom succubi.

His fate in the wake of the battle for Limbo is unknown.

ADDITIONAL NOTES

DEPARTMENT OF SCIENCE AND MAGIC

BEAST

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

Health: 130

Karma: 60

Resources: TY

Popularity: 20

BACKGROUND

Real Name: Henry "Hank" McCoy

Occupation: Biochemist, Geneticist

Identity: Public

Legal Status: Citizen of Limbo with no criminal record

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: Dept. of Science and Magic

Base of Operations: Limbo



KNOWN POWERS

Feet and Hands: Beast can use his feet as a second set of hands giving him a +1CS when wrestling. Both are larger than normal human size.

Claws: RM edged damage.

Climbing: As long as he can get a hand or foothold on a vertical surface, Beast can climb with RM ability. He cannot "stick" to walls, however.

Balance: Can walk a tightrope automatically and a slack rope with an Agility FEAT roll. He can fall 30 feet without damage provided he lands on his feet.

Leaping: AM

Lightning Speed: EX land speed when sprinting

Talents: Biochemistry, Genetics, Electronics, Tumbling, Martial Arts C, French, Italian, Russian.

Contacts: The X-Men



BROO

F PR (4)
A EX (20)
S PR (4)
E RM (30)
R RM (30)
I GD (10)
P EX (20)

Health: 58

Karma: 60

Resources: PR

Popularity: 4

BACKGROUND

Real Name: Broo

Occupation: Computer Technician

Identity: Public

Legal Status: Citizen of Limbo with no criminal record

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: Dept. of Science and Magic

Base of Operations: Limbo

KNOWN POWERS

Compassion: Broo is a mutant of his race, because he can feel compassion and friendship. He is immune to the Brood Hive Mind and any control by a Brood Queen.

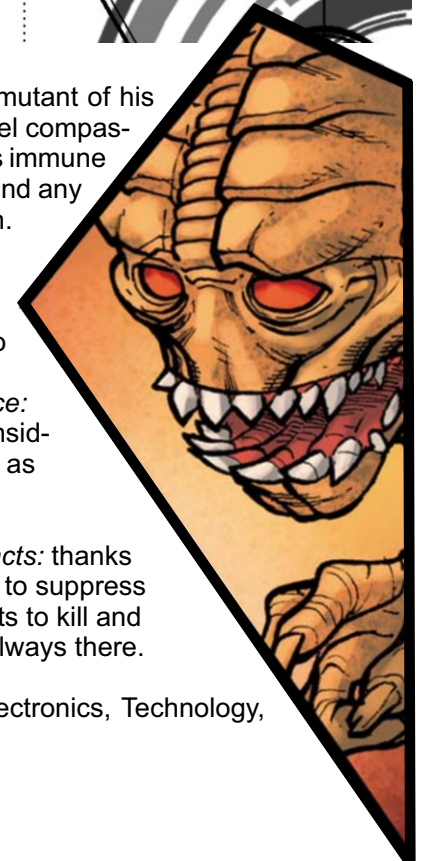
Brood Physiology: Broo possesses EX Body Armor and Claws that do GD Edged damage.

Super-Genius Intelligence: Broo's intelligence is considered in the same league as Tony Stark.

Weakness: *Brood Instincts:* thanks to his X-Gene he is able to suppress his natural Brood instincts to kill and consume, but they are always there.

Talents: Computers, Electronics, Technology, Biology, Chemistry.

Contacts: The X-Men





BROTHER VOODOO

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

Health: 42

Karma: 90

Resources: TY

Popularity: 10

BACKGROUND

Real Name: Jericho Drumm

Occupation: Hongun

Identity: Public

Legal Status: Citizen of Limbo with no criminal record

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: Dept. of Science and Magic

Base of Operations: Limbo

KNOWN POWERS

Magic: Jericho has access to any power as a spell that is listed in the Ultimate Powers at the IN level. He has also exhibited the following innate spells:

- *Trance:* RM Immunity to Fire
- *Mental Control:* RM
- *Nature Control - Fire:* IN
- *Mesmerism - All Animals:* MN (one at a time)
- *Vapors - Obscurity:* EX Stealth. Also disorients all those within causing a -1CS to Fighting, Reason, and Psyche.

Summon Brother's Spirit: Voodoo can summon his brother's spirit into his own body increasing his Strength to EX and Health to 56. He can also send his brother's spirit into other's bodies (MN Mental Control)

Talents: Psychology, Occult, Voodoo

Contacts: The X-Men



DOCTOR NEMESIS

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

Health: 70

Karma: 110

Resources: TY

Popularity: 0

BACKGROUND

Real Name: Dr. James Nicola Bradley

Occupation: Scientist

Identity: Public

Legal Status: Citizen of Limbo with no criminal record

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: Dept. of Science and Magic

Base of Operations: Limbo

KNOWN POWERS

Slowed Aging: Nemesis is over 100 years old and looks to be in his early 40's. He is immune to disease and tiredness.

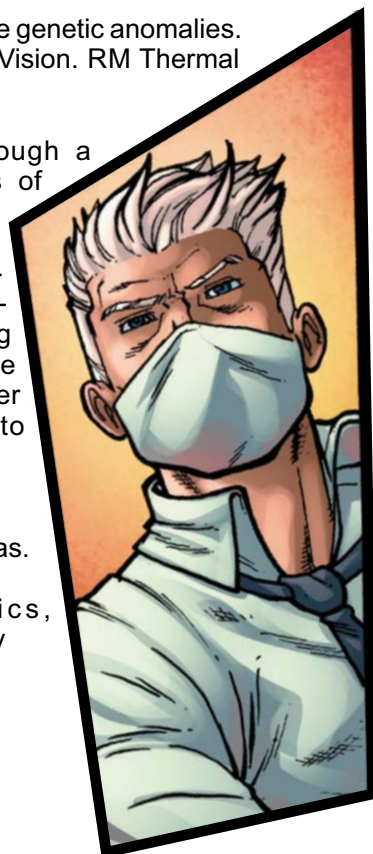
Enhanced Vision: MN ability to see genetic anomalies. EX X-Ray Vision. TY Telescopic Vision. RM Thermal Vision.

Bio-molecular Alteration: Through a precise yet unidentified means of DNA Manipulation, James is able to produce an augmentative mutation in various living organisms making them grow to proportional sizes offhandedly increasing their strength as well. All while maintaining precise control over said monstrosities he tends to enhance akin to a beast master.

Weapons: *Hypodermic Guns:* IN knock out serum. Range of 5 areas.

Talents: Genetics, Physics, Mathematics, Robotics, Chemistry

Contacts: The X-Men



DOCTOR STRANGE

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

Health: 56

Karma: 110

Resources: GD

Popularity: 20

BACKGROUND

Real Name: Dr. Stephen Strange

Occupation: Sorcerer

Identity: Public

Legal Status: Citizen of Limbo with no criminal record

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: Dept. of Science and Magic

Base of Operations: Limbo



KNOWN POWERS

Magical Ability: Strange has access to any power as a spell that is listed in the Ultimate Powers at the AM level.

Alteration - Appearance: AM ability to transform appearance to any humanoid look.

Astral Projection: MN

Levitation: IN

Force Field VS Magic: MN

Telepathy: AM

Conjure: AM ability to call to his side an object or person. A living being must make a Psyche FEAT to avoid being conjured.

Eldritch Beams/Bolts: AM Force or Energy damage and range.

Spell of Silence: Prevents subject from speaking of certain matters or subjects. Only characters of AM Psyche or greater may resist this spell.

Talents:

Medicine, Occult Lore, Mythological Lore, Martial Arts A, E.

Talents: Medicine, Occult Lore, Mythological Lore < Martial Arts A & E.

Contacts: The X-Men



FORGE

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

Health: 50

Karma: 100

Resources: GD

Popularity: 4

BACKGROUND

Real Name: Unknown

Occupation: Inventor

Identity: Public

Legal Status: Citizen of Limbo with no criminal record

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: Dept. of Science and Magic

Base of Operations: Limbo

KNOWN POWERS

Hyper-Invention: IN ability in kit-bashing and cybernetics. AM in electronics and sonics. UN in optics and holography.

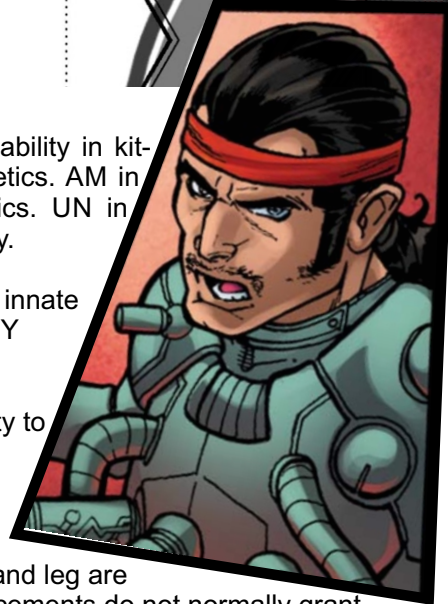
Magic: Forge has an innate mystic talent at the TY level.

Spirit Sight: AM ability to see things as they truly are for 10 rounds.

Bionics: Right hand and leg are bionic. These enhancements do not normally grant anything other than dexterity and movement.

Talents: Computers, Electronics, Technology, Biology, Bionics, Business, Military, Cheyenne, Occult Lore, Native American History.

Contacts: The X-Men



SISTER GRIMM

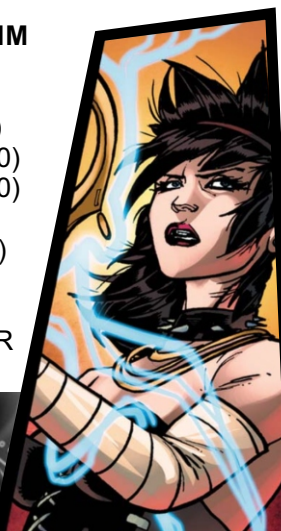
F TY (6)
A TY (6)
S PR (4)
E GD (10)
R GD (10)
I TY (6)
P IN (40)

Health: 26

Karma: 56

Resources: PR

Popularity: 0



BACKGROUND

Real Name: Nico Minoru

Occupation: Sorcerer

Identity: Public

Legal Status: Citizen of Limbo with no criminal record

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: Dept. of Science and Magic

Base of Operations: Limbo

KNOWN POWERS

Artifact Creation: UN ability to summon the Staff of One, an incredibly powerful mystical relic has been fused to Nico's soul. The Staff stores itself inside Nico and comes forth whenever her blood is drawn.

Magic: Nico has magical aptitude of UN ability with the Staff of One. However, she is unable to repeat a spell already cast. She has found a way around this by learning incantations in other languages.

Flight: TY air speed.

Telekinesis: RM

Teleportation: EX

Talents: Occult Lore, Mystic Background, Trivia: Death, Multi-Lingual.

Contacts: The X-Men

VISION

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

Health: 140

Karma: 60

Resources: PR

Popularity: 10



BACKGROUND

Real Name: Vision

Occupation: Technician

Identity: Public

Legal Status: Citizen of Limbo with no criminal record

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: Dept. of Science and Magic

Base of Operations: Limbo

KNOWN POWERS

Density Manipulation: UN ability to control his own density. As his density climbs, he gains Body Armor of equal rank. At IN, his Fighting and Agility suffer a -1CS. At AM and above Vision uses his Density rank as his Strength in combat. At UN, he is unable to move.

Phasing: This is a power stunt associated with his Density Manipulation. This allows him to fly at PR air speed.

Solar Beams: RM with an 8 area range.

Solar Regeneration: AM ability to regenerate through the rays of the sun.

Talents: Repair Tinkering, Photographic Memory.

Contacts: The X-Men

WICCAN

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

Health: 60

Karma: 22

Resources: PR

Popularity: 0



BACKGROUND

Real Name: Billy Kaplan

Occupation: Mage

Identity: Public

Legal Status: Citizen of Limbo with no criminal record

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: Dept. of Science and Magic

Base of Operations: Limbo

KNOWN POWERS

Magic: MN ability as a spellcaster, Meaning learned incantations and spells. He has displayed other magical powers:

- **Lightning Bolts:** AM
- **Electromagnetic Pulse:** IN
- **Flight:** EX air speed
- **Teleportation:** MN
- **Life Detection:** AM
- **Locator Spell:** AM ability to find a living being
- **Disguise:** IN ability to cast an illusory disguise on himself and others
- **Transport Disk:** Allows 5 passengers at EX airspeed

Talents: Occult Lore, Mystic Background, Student

Contacts: The X-Men



The Monarchy of M is one of the domains of Battleworld. Its Baron is King Erik Magnus whose children are Prince Pietro, and Princesses Wanda and Lorna.

The Monarchy is known for sending operatives into the Sentinel Territories, which in turn launch attacks of their own into the Monarchy.

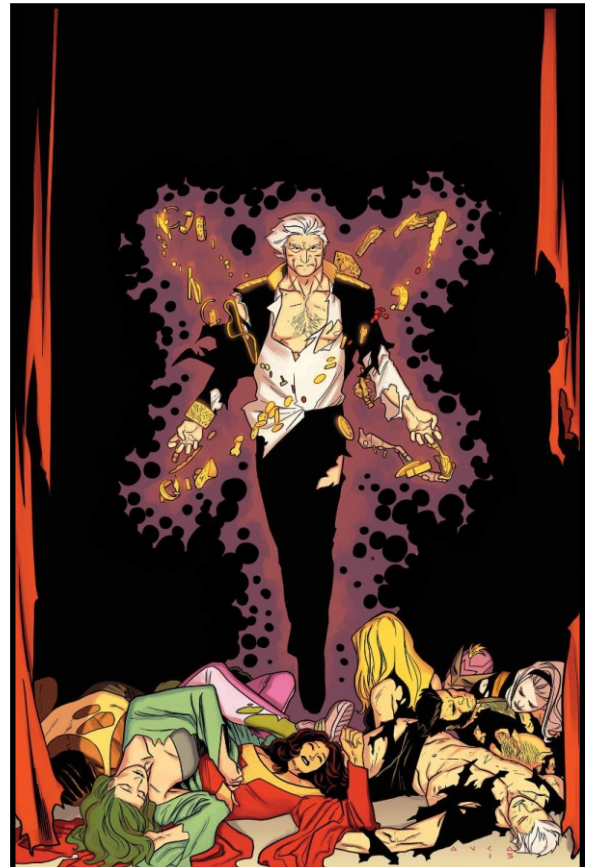
Years after having struggled with his fellow mutants to take this domain from the humans, Magnus contemplated the kingdom he had built for mutantkind as the Red Guard flew through the skies in a Sentinel to take down the Human Resistance Movement, who were plotting against King Magnus. Although they succeeded in capturing or killing most of the Resistance's members, three of them, Hawkeye, Felicia Hardy and Misty Knight, managed to escape with the help of Deathlocket. However, the

humans weren't the only ones plotting against the king. Prince Pietro had allied himself with Namor, ruler of the underwater kingdom of Atlantis, to wage war on the House of Magnus.

While Princess Wanda protected her children, Wiccan and Speed, from being arrested by the Red Guard for defying King Magnus' laws, the Royal Palace was under the attack of a Deathlok army, which was being used as a distraction by Felicia so she and her fellow rebels could invade it to kill the king, as they'd planned with Deathlocket. They were able to successfully invade the castle and hit King Magnus with a special bullet designed by Deathlocket's father to neutralize mutant powers. However, they were unable to finish their job because of the sudden appearance of Fin Fang Foom, who was inadvertently freed by them when they depowered Magnus as his powers were the only thing keeping the dragon at bay in his study. The incident ended soon afterwards with the colossal attack of Namor and his Atlantean army.

Princess Lorna saved her father, and incidentally the human attackers, from drowning. Before Magnus could kill any of them himself, Lorna stopped him, claiming it would be valuable to keep them alive if they wanted to find a way to restore his powers. Lorna also convinced her father to escape from

the Castle so they could figure out what happened. Meanwhile, Pietro took over the reins of the domain from the allegedly deceased Baron, proclaiming himself as the new King to the nation, also claiming the Atlanteans had helped repel the attack from the humans that supposedly had costed Magnus' life. Princess Wanda furiously confronted Pietro for the recent events, having being able to see past his lies, but her brother convinced her the course of action he took was for the best. Meanwhile, the still-depowered King Magnus made a temporary alliance with his would-be assassins in order to achieve a common goal, to overthrow Pietro, whose anti-human stance made him an even worse ruler for the humans than Magnus was.



the humans than Magnus was.

Together, Magnus, Lorna, and the Human Resistance Movement broke into a Human Reeducation Center, where they freed Luke Cage and their fellow Avengers. With the help of the Speed, Wiccan, and their Young Avengers, Magneto's allies stood against S.H.I.E.L.D. while Magnus and Lorna confronted Pietro at the Royal Palace. Magneto confronted Pietro, protected by Lorna. But before Lorna could strike against her brother, Namor struck both Magnus and Lorna down. When Pietro was gloating over his victory, Namor grabbed him from behind and started strangling him, claiming he could no longer endure his arrogance. Magneto demanded Namor to put Pietro down, so he could deal with him himself, and tried to fight against the Atlantean king, despite his depowered state. Speed and Wiccan arrived just in time to save Magneto before he could be killed by Namor, and Billy was able to restore the powers to his grandfather. With his powers back, Magneto shattered Namor's trident and used the shards to pierce through his enemy and kill him.

With his control over the throne restored, Magneto demanded that S.H.I.E.L.D. free the Human Resistance Movement, who had been subdued while Magnus dealt with Pietro and Namor. While Speed and Wiccan believed their grandfather had changed his views on humans and mutants, Magneto rebuffed their claims, stating he merely

repaid a debt that was owed. Magnus later forgave Pietro and pardoned him.

Later, while in his room, Magnus basked in his success, stating once and for all that it was good to be king.

CITIZENS OF THE MONARCHY OF M

The following is a list of all the known citizens of The Monarchy of M at the outset of the Secret Wars. Statistics for most of these characters can be found in the Gamer's Handbooks of the Marvel Universe and are easily accessible on the classicmarvelforever.com website. When available, these characters' Gamer's Handbook Volume Number will be noted for your convenience.

Characters noted with an asterisk (*) can be found in this compendium.

THE ROYAL FAMILY

- *Magneto
- *Polaris
- *Quicksilver
- *Scarlet Witch
- *Speed
- *Wiccan

THE RED GUARD

- *Magma
- *Marrow
- *Mystique
- *Nightcrawler
- *Rogue
- *Sasquatch
- *Sebastian Shaw
- *Sentinels
- *Toad
- *Wolverine

GENOSHA'S HUMAN QUARTER

The following is a list of all the known members of the Human Resistance Movement before their base in Josie's Bar was uncovered and seized by the Red Guard. Individuals not featured in the following pages of the Book of X Compendium were captured and placed in Human Reeducation Centers upon their defeat.

HUMAN RESISTANCE MOVEMENT

- *Black Cat
- Bullseye GH6
- Daredevil GH1
- *Deathlocket
- Elektra GH2
- Gladiator GH2
- *Hawkeye
- Iron Fist GH2
- Luke Cage Gh3
- (Power Man)
- *Misty Knight
- Moon Knight GH3
- Shang Chi GH4
- Songbird Gh5
- (Screaming Mimi)
- Speedball GH5
- *White Tiger

YOUNG AVENGERS

- *Hulkling
- *Miss America
- *Speed
- *Stature
- *Wiccan

OTHER KEY PLAYERS

- *Fin Fang Foom
- *Namor

THE HOUSE OF MAGNUS



The Royal Family that makes up the House of M is led by Erik Magnus, the patriarch of the Family, known as Magneto. Magnus fell in love in his youth with a woman known as Magda who was pregnant with twins when she and her husband fell victim to a band of evil humans who, in opposition with Magneto, murdered their firstborn. Magda fled and years later, Magnus fell in love with another woman Susanna Dane. When she in turn fell pregnant, Magnus turned her away for fear of her safety and that of their child.

During Magnus' climb to power, he was eventually reunited with his estranged progeny and strengthened his relationship with the three grown children, bonding most tightly with his daughter Wanda.

First in line to the throne is the speedster known as Quicksilver, Pietro, the firstborn son of Magnus and Prince of the Monarchy of M. His reality altering twin sister, Wanda, also known as the Scarlet Witch acts as chief advisor to her father Magnus as Quicksilver often is distracted with other matters of flamboyancy.

Lorna Dane Magnus, Polaris, is the half-sister of the trio, but an important part of her father's legacy. She also possesses

similar powers to that of her father.

Wanda gave birth under mysterious circumstances to two children, Tommy and Billy. Billy, called Wiccan, Shares his mother's aptitude for Magic and twisting reality, while his brother Tommy follows in his Uncle Pietro's footsteps, quite literally, as a fellow speedster.

The twin boys have become known as scoundrels and rebels within the family, and have become rather sympathetic to the Human Resistance Movement. They have even come in contact with several of the super-powered resistance fighters and have on occasion run afoul of S H I E L D . Their transgressions are often looked upon as mischief and are turned a blind eye to both by SHIELD and their grandfather, Magneto.





MAGNETO

F GD (10)
A RM (30)
S GD (10)
E MN (75)
R IN (40)
I EX (20)
P AM (50)

Health: 125

Karma: 110

Resources: AM (50)

Popularity: 40

BACKGROUND

Real Name: Erik Magnus

Occupation: Baron of Monarchy of M

Identity: Public

Legal Status: Citizen of Monarchy of M with no criminal record

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: Pietro (son), Wanda (daughter), Lorna (daughter), Billy (grandson), Thomas (grandson)

Group Affiliation: House of Magnus

Base of Operations: Monarchy of M

KNOWN POWERS

Magnetic Control: UN ability to manipulate iron and iron alloys.

Force Field: UN personal shield. The rank is reduced by one for each additional area covered. He has developed a power stunt with this shield to protect him from psionic attacks as well.

Flight: RM air speed (15 areas/round).

Energy Control: AM

Magnetic Detection: UN ability to sense movement within the magnetic lines of force. It is nearly impossible to sneak up on him.

Talents: Amazing reason in all matters of genetic manipulation and engineering. Electronics, Robotics, Engineering, Computers, Multi-Lingual, Diplomacy, Politics.

Contacts: Barons across Battleworld, Other members of the House of M, SHIELD and the Red Guard.

QUICKSILVER

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

Health: 160

Karma: 32

Resources: AM (50)

Popularity: 35

BACKGROUND

Real Name: Pietro Magnus

Occupation: Prince of Monarchy of M

Identity: Public

Legal Status: Citizen of Monarchy of M with no criminal record

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: Erik (father), Wanda (sister), Lorna (sister), Billy (nephew), Thomas (nephew)

Group Affiliation: House of Magnus

Base of Operations: Monarchy of M

KNOWN POWERS

Lightning Speed: SHX land speed and

swimming at RM.

- Pietro can use his speed as Strength to break a grappling attack.
- Pietro can make extra attacks with SHX speed instead of Fighting automatically giving him 3 actions per round.
- He can generate cyclones that fill 1 area stunning or slamming at SHX rank abd causing TY damage.
- Run up buildings and across water.
- Vibrate so fast as to become invisible requiring a Red Intuition FEAT to be detected.
- Thick Skin:** GD Body Armor
- Resistance to Cold:** IN
- Enhanced Metabolism:** IN resistance to drugs or alcohol.

Talents: Hungarian, Espionage, Politics.

Contacts: Members of the House of M, Namor the Submariner.





SCARLET WITCH

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

POLARIS

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

Health: 66

Karma: 60

Resources: AM (50)

Popularity: 35

BACKGROUND

Real Name: Lorna Dane Magnus

Occupation: Princess of the Monarchy of M

Identity: Public

Legal Status: Citizen of Monarchy of M with no criminal record

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: Wanda (sister), Erik (father) Pietro (brother), Billy (nephew), Thomas (nephew)

Group Affiliation: House of Magnus

Base of Operations: Monarchy of M

Health: 46

Karma: 60

Resources: AM (50)

Popularity: 40

BACKGROUND

Real Name: Wanda Magnus

Occupation: Princess of the Monarchy of M

Identity: Public

Legal Status: Citizen of Monarchy of M with no criminal record

Place of Birth: Unrevealed

Marital Status:

Single

Known Relatives: Pietro (brother), Erik (father), Lorna (sister), Billy (son), Thomas (son)

Group Affiliation: House of Magnus

Base of Operations: Monarchy of M

KNOWN POWERS

Reality Alteration: UN ability to manipulate the physical reality around her. Although this is a powerful ability, it

KNOWN POWERS

Magnetic Control: AM control over ferrous objects with a 10 area range. She has developed the following power stunts:

- AM damage to mechanical constructs.
- AM accuracy when "throwing" objects and can inflict material strength damage.
- Ensnare an opponent with metal objects
- EX Flight
- AM Force Field vs Physical and Energy

Energy Control: IN control over electricity and gravity with a range of 5 areas.

Talents: Geophysics, Diplomacy.

Contacts: Members of the House of M.

must be assumed that there is a cap on this power placed upon her by God Doom as she exhibits far less ability on Battleworld than in the 616 Universe. It is speculated that her powers may not work outside the walls of the Monarchy.

Magic: Wanda appears to be a magical adept at IN ability, but it is unclear as to whether or not her "magic" is actually a manifestation of her Reality Alteration Powers. Regardless, she has exhibited powers such as:

- Eldritch Bolts: IN
- Shields: IN
- Telekinesis: EX
- Magical Senses: RM
- Spirit Sense/Communication: RM
- Weather Manipulation: RM

Talents: Occult Lore, Mystic Background, Martial Arts A, Diplomacy, Politics.

Contacts: Other members of the House of M.





WICCAN

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

Health: 60

Karma: 22

Resources: IN

Popularity: 30

BACKGROUND

Real Name: Billy Magus

Occupation: Prince of Monarchy of M

Identity: Public

Legal Status: Citizen of Monarchy of M with no criminal record

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: Wanda (mother), Erik (grandfather) Pietro (uncle), Lorna (aunt), Thomas (brother)

Group Affiliation: House of Magnus

Base of Operations: Monarchy of M

KNOWN POWERS

Magic: MN ability as a spellcaster,

Meaning learned incantations and spells. He has displayed other magical powers:

- *Lightning Bolts:* AM
- *Electromagnetic Pulse:* IN
- *Flight:* EX air speed
- *Teleportation:* MN
- *Life Detection:* AM
- *Locator Spell:* AM ability to find a living being
- *Disguise:* IN ability to cast an illusory disguise on himself and others
- *Transport Disk:* Allows 5 passengers at EX airspeed

Wiccan also used his Magical prowess to bring his grandfather's mutant powers back. Whether this was a legitimate empowerment or a negation of the effects placed upon him is unclear.

Talents: Occult Lore, Mystic Background, Student

Contacts: Members of the Monarchy of M, Members of the Resistance.

SPEED

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

Health: 135

Karma: 18

Resources: IN

Popularity: 30

BACKGROUND

Real Name: Tommy Magus

Occupation: Prince of Monarchy of M

Identity: Public

Legal Status: Citizen of Monarchy of M with no criminal record

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: Wanda (mother), Erik (grandfather) Pietro (uncle), Lorna (aunt), Billy (brother)

Group Affiliation: House of Magnus

Base of Operations: Monarchy of M

KNOWN POWERS

Lightning Speed: MN land speed with the following power stunts:

- UN Strength for breaking a grappling attack.
- Extra attacks with UN ability.
- Red FEAT to hit Tommy with anything other than a Psionic attack. If Tommy is solely focused on this individual in combat then only a Yellow FEAT is needed.
- *Molecular Acceleration:* MN ability to create hyperkinetic vibrations in matter causing any solid object to explode.
- *Thick Skin:* GD body armor
- *Resistance to Cold:* IN
- *Enhanced Metabolism:* IN resistance to drugs or alcohol.

Talents: Student

Contacts: Members of the Monarchy of M, Members of the Resistance.



THE RED GUARD



SEBASTIAN SHAW

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

Health: 100
Karma: 70
Resources: RM (30)
Popularity: 30



Magic, Mental, Cold and Heat based attacks. If Shaw is at his maximum of 400 Health he is in danger of overloading. If attacked at this level he must make an Endurance FEAT. If he fails, he must roll a second Endurance FEAT and check the Kill table. At this point, he is at risk of death or may spend 50 Karma points and go comatose for 5d10 weeks.

Talents: Business, Defense and Armament Design, Espionage, Military, Leadership.

Contacts: Members of the House of M, SHIELD.

BACKGROUND

Real Name: Sebastian Shaw
Occupation: Director of SHIELD
Identity: Public
Legal Status: Citizen of Monarchy of M with no criminal record
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Group Affiliation: SHIELD
Base of Operations: Monarchy of M

KNOWN POWERS

Kinetic Absorption: Shaw can absorb kinetic energy and convert it to physical Strength, Agility, and Health. Whenever he is attacked by physical or energy attacks, the damage is added to his Health, not deducted, and not to exceed 400. For every 50 points over 100 Health that he gains, his Strength and Agility shift +1CS. This energy dissipates after 10 rounds by increments of 100 Health until he is back to normal. He is vulnerable to

WOLVERINE

F IN (40)
A RM (30)
S EX (20)
E RM (30)
R GD (10)
I MN (75)
P IN (40)

Health: 120
Karma: 125
Resources: RM (30)
Popularity: 30

BACKGROUND

Real Name: James "Logan" Howlett
Occupation: Commander of the Red Guard
Identity: Public
Legal Status: Citizen of Monarchy of M with no criminal record



Other Known Aliases: Logan
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Group Affiliation: SHIELD Red Guard
Base of Operations: Monarchy of M

KNOWN POWERS

Adamantium Skeleton: EX body armor vs. blunt attacks, TY protection vs. edged attacks. +1CS to punches and kicks to determine damage. Opponents attacking Wolverine with bare fists take TY damage. His bones are essentially made of UN material and cannot be broken.
Claws: Up to MN edged damage.
Regeneration: Regains 10 Health points per hour. UN Endurance vs. poison, gasses, and drugs.
Animal Empathy: AM with carnivores.
Heightened Senses: MN smell, IN hearing.
Berserker: Ignores Stun results, UN resistance of mind control. Yellow FEAT to come out of this state.

Talents: Guns, Thrown Weapons, Sharp Weapons, Oriental Weapons, Martial Arts A, B, E, Tumbling, Ninjitsu (hide in shadows IN, Night Vision at RM) Japanese, Russian.

Contacts: Members of the House of M, SHIELD.

MAGMA

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

Health: 76

Karma: 50

Resources: EX (20)

Popularity: 5



BACKGROUND

Real Name: Amara Aquila

Occupation: Agent of SHIELD

Identity: Public

Legal Status: Citizen of Monarchy of M with no criminal record

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: SHIELD Red Guard

Base of Operations: Monarchy of M

KNOWN POWERS

Earth Control: MN ability to create earthquakes and volcanoes in a 4 area radius. Can melt and shape stone into any desired form.

Body Armor: GD vs. Physical and UN vs. Heat or Fire. Gives off EX intensity Light and GD intensity Heat.

Lava Blasts: MN heat damage with a 3 area range.

Hyper-Digging: 2 areas per round.

Healing: She regains her endurance

rank in Health every 10 rounds. If brought to 0 Health while touching the earth, she will fall unconscious for 1-10 rounds but with a successful Endurance FEAT will awaken with full Health.

Weakness:

Earthbound: If not in contact with the earth, her powers weaken. For every 10 rounds, she loses -1CS to all her powers to a maximum of -3CS.

Talents: Sword, Resist Domination, Computer, Jungle Survival, Espionage, Military, Leadership.

Contacts: SHIELD

MYSTIQUE

F IN (40)
A RM (30)
S EX (20)
E RM (30)
R GD (10)
I MN (75)
P IN (40)

Health: 120

Karma: 125

Resources: RM (30)

Popularity: 20



BACKGROUND

Real Name: Raven Darkholme

Occupation: Agent of SHIELD

Identity: Public

Legal Status: Citizen of Monarchy of

M with no criminal record

Other Known Aliases: Many

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: SHIELD Red Guard

Base of Operations: Monarchy of M

KNOWN POWERS

Shape-Shifting: UN. Mystique can increase her physical stats up to +1CS and has developed the following power stunts:

Night Vision: UN

Claws: AM Edged damage

Regeneration: RM ability to heal surface tissue damage

Body Resistance: IN

Longevity: She can suppress her natural aging process. It is believed that she is over 80 years old.

Mental Resistance: AM. Her constantly changing brain makes her hard to attack or read her mind

Blending: UN

Metabolic Resistance: IN. Mystique can reboot her genetic template to withstand many pathogens and poisons.

Equipment:

Blaster: IN Force damage, 10 area range.

Knife: IN material strength, RM Edged damage

Hand Gun: RM Shooting damage, 7 area range

Psionic Scrambler: MN resistance vs. psionics

Mechanical Scramblers: AM ability to scramble computers and battle armors.

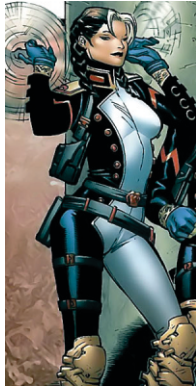
Talents: Leadership, Resist Domination, Artist: (Acting), Martial Arts A, B, C, Pilot, Detective, Espionage, Marksmanship, Weapons Master, Multi-Lingual: (English, German, Portuguese, Spanish, Swedish, plus 6 more unrevealed languages), Climbing, Sleight of Hand

Contacts: SHIELD



ROGUE

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



Health: 120
Karma: 30
Resources: EX (20)
Popularity: 20

BACKGROUND

Real Name: Anna Marie Raven
Occupation: Agent of SHIELD
Identity: Public
Legal Status: Citizen of Monarchy of M with no criminal record
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Group Affiliation: SHIELD Red Guard
Base of Operations: Monarchy of M

KNOWN POWERS

Power Absorption: UN ability to duplicate any naturally occurring superpower of a living sentient being on physical contact. If Rogue has contact with her target for a round, she gains the targets' memories, powers, abilities and talents for 6-60 rounds and the target falls unconscious. If the target's possesses ranks SHY or higher, she must make an Endurance FEAT or be knocked out for 1-10 rounds. If any absorbed abilities are Mn or higher, she must make a Psyche FEAT to avoid being overcome by that individual's personality. If Rogue is in contact with her target for more than 1 round, she must make a Psyche FEAT or risk permanently absorbing the victim's powers and suffer a permanent loss of 1 rank in Psyche.
Flight: EX (10 areas/round)
Body Armor: IN vs. Physical and Energy attacks
Metabolic Resistance: AM resistance to drugs and disease.
Combat Sense: IN ability to sense oncoming danger. Rolled by the GM.

Equipment:

Hand Gun: RM Shooting damage, 7 area range

Talents: Martial Arts A, B, C, Aerial Combat, Resist Domination, Multi-Lingual (English, Russian and Japanese), Detective, Espionage, Guns, Katana, Shurikens and other traditional Japanese Weapons.

Contacts: SHIELD

NIGHTCRAWLER

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



Health: 120
Karma: 50
Resources: EX (20)
Popularity: 20

BACKGROUND

Real Name: Kurt Wagner
Occupation: Agent of SHIELD
Identity: Public
Legal Status: Citizen of Monarchy of M with no criminal record
Other Known Aliases: None
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Group Affiliation: SHIELD Red Guard
Base of Operations: Monarchy of M

KNOWN POWERS

Teleportation: AM ability to teleport up to 3 miles. This process produces a loud "BAMF" sound and is accompanied by the smell of sulfur. Nightcrawler can perform the following power stunts:

- He may exceed his normal range by 2 miles by making an Endurance FEAT or be disoriented for 1-10 rounds.

- Teleport 1 or 2 passengers. Passengers must make an Endurance FEAT or be knocked out for 1-10 rounds.

- Teleport part of an object or victim, causing AM damage (or a possible kill result).

- Nightcrawler can triple the amount of normal attacks per round by teleporting multiple times. When attempting to hit Nightcrawler, the

attacker must have initiative or succeed in a MN Intuition FEAT, otherwise Nightcrawler will have teleported away.

Prehensile Tail: Use as additional arm, an extra attack with GD Fighting.

Wall-Crawling: AM (3 areas/turn). He cannot adhere to frictionless or slippery surfaces.

Talents: Leadership, First Aid, Electronics, Mechanical Repair, Pilot, Martial Arts B, Acrobatics, Weapon Specialist: Sword, Religion (Catholicism).

Contacts: SHIELD.

SASQUATCH

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



Health: 185
Karma: 70
Resources: EX (20)
Popularity: 20

BACKGROUND

Real Name: Walter Langkowski
Occupation: Agent of SHIELD
Identity: Public
Legal Status: Citizen of Monarchy of M with no criminal record
Other Known Aliases: None
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Group Affiliation: SHIELD Red Guard
Base of Operations: Monarchy of M

KNOWN POWERS

Body Armor: RM vs. Physical and EX vs. Cold.

Leaping: 3 areas per round.

Claws: RM Edged damage.

Talents: Physics, Radiation Studies, Football.

Contacts: SHIELD

TOAD

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

Health: 130

Karma: 22

Resources: EX (20)

Popularity: 10



BACKGROUND

Real Name: Mortimer Toynbee

Occupation: Agent of SHIELD

Identity: Public

Legal Status: Citizen of Monarchy of M with no criminal record

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: SHIELD Red Guard

Base of Operations: Monarchy of M

KNOWN POWERS

Leaping: IN (5 areas/round). Toad may move another 5 areas with a successful Endurance FEAT. He may use this as a single attack doing RM Blunt damage.

Hopping Multiple Attack: Used against a group of targets in the same area, his legs can deliver a blow causing EX damage to the each target. This attack uses the Charge column. The maximum number of targets is 9 in one round. If he misses one, he must make an Agility FEAT to regain his balance and loses all other attacks.

Wall-Crawling: IN

Prehensile Tongue: Treat as an additional arm adding an extra attack with GD Fighting. The tongue comes with the following abilities:

AM Entanglement

Toxin: EX strength toxin

Slime: RM strength glue like residue that hinders movement by -3CS.

Talents: Acrobatics

Contacts: SHIELD

SENTINELS

F RM (30)
A EX (20)
S AM (50)
E SHX (150)
R TY (10)
I TY (10)
P PR (4)

Health: 250

Karma: N/A

Resources: N/A

Popularity: N/A

KNOWN POWERS

Flight: EX Airspeed (10 areas/round).

Mutant Detection: 2 mile range.

Body Armor: IN vs. Physical and Energy attacks.

Energy Beam: IN Force or Energy. Emitted from hands or eyes with a 2 area range.

Plasma Jets: RM strength Heat damage.

While each Sentinel is autonomous, it can also be directly controlled by a pilot. Within it's skull structure there is enough space to comfortably seat eight passengers. Sentinels are approximately 40 feet tall and when walking can move at 1 area per round.



THE HUMAN RESISTANCE MOVEMENT

HAWKEYE

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

Health: 80

Karma: 22

Resources: PR (4)

Popularity: 0

BACKGROUND

Real Name: Clint Barton

Occupation: Freedom fighter

Identity: Public

Legal Status: Citizen of Monarchy of M with a criminal record

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: Human Resistance Movement

Base of Operations: Monarchy of M

KNOWN POWERS

Enhanced Vision: RM ability that allows Clint to target up to 1 mile away without additional aid. He can pinpoint the slightest variation in movement or color and as a power stunt can use this power as a form of danger sense, as though his enemy is telegraphing his

next move.

Equipment:

Bow: 3 arrows/round at 7 areas range.

Arrows: Hawkeye has the following types of arrows that he uses in combat:

- Aerated Polymer:** Create fall cushions that absorb up to 1n damage
- Acid:** MN damage (3 area range)
- Anesthetic:** RM Stun ability
- Bola:** RM entangling attack
- Boomerang:** (may be added to other arrows)

- Cable:** 2 areas long, IN material, can be used to ensnare or to swing by.

- Electrical:** AM Electrical damage, 5 area range

- Explosive:** AM damage to 1 area

- Flare:** GD Illumination, RM heat damage

- Magnetic:** IN Adherence, may carry cable or other arrowheads.

- Net:** IN Entanglement

- Putty:** RM Adherence to rough surfaces

- Rockets:** Boosts range by +10 areas

- Scrambler:** Shuts down electrical devices that it hits for 6 minutes.

- Smoke:** 1 area, EX Intensity

- Sonic:** EX Sonic damage, victim must make an Endurance FEAT or be stunned for 1-10 rounds.

- Suction Cup:** RM adherence to smooth surfaces.



- Tear Gas:** IN Intensity, 1 area

- Thermal:** RM heat damage

- Vibration:** EX damage

Talents: Leadership, Survival, Marksmanship, Thrown Weapons, Weapon Specialist: (Bow), Arrow-Head Design (EX Reason)

Contacts: Other members of the Human Resistance Movement.

Base of Operations: Monarchy of M

KNOWN POWERS

Bionic Right Arm: Made of RM material, granting IN Strength for Fighting, Holding, etc., but cannot lift more than her natural arm due to the fact that only her arm is bionic and there is nothing for it to brace against for lifting.

Equipment:

Body Armor: Ex vs. Physical and Shooting

Hand Gun: Ex material, Ex Shooting, 5 areas

Talents: Law Enforcement, Guns, Detective/Espionage, Marksmanship, Martial Arts A & E.

Contacts: Other members of the Human Resistance Movement.



MISTY KNIGHT

F GD (10)

A EX (20)

S TY (6)

E GD (10)

R GD (10)

I IN (40)

P TY (6)

Health: 46

Karma: 56

Resources: PR (4)

Popularity: 0

BACKGROUND

Real Name: Misty Knight

Occupation: Freedom Fighter

Identity: Public

Legal Status: Citizen of Monarchy of M with a criminal record

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: Human Resistance Movement



BLACK CAT

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

Health: 120

Karma: 30

Resources: PR (4)

Popularity: 0

BACKGROUND

Real Name: Felicia Hardy

Occupation: Freedom Fighter, Burglar

Identity: Public

Legal Status: Citizen of Monarchy of M with a criminal record

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: Human Resistance Movement

Base of Operations: Monarchy of M

KNOWN POWERS

Stealth: Ex

Equipment:

Claws: EX Edged Damage. Gives her RM Wall-crawling ability as well.

Jump-Line: AM material, used for transportation, with a 3 area reach.

Contact Lenses: TY material, allows Black Cat to see in the dark and gives her EX Enhanced Vision.

Talents: Stealth, Thief, Martial Arts B

Contacts: Other members of the Human Resistance Movement.

DEATH LOCKET

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

Health: 44

Karma: 46

Resources: PR (4)

Popularity: 0

BACKGROUND

Real Name: Rebecca Ryker

Occupation: Freedom fighter

Identity: Public

Legal Status: Citizen of Monarchy of M with a criminal record

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: Human Resistance Movement

Base of Operations: Monarchy of M

KNOWN POWERS

Weaponized Prosthetic Left Arm: Death Locket's left arm was replaced with an adaptable weaponized prosthetic. The arm gives her RM Strength with that appendage and is capable of performing the following feats:

-**Pyrokinesis:** RM Blasts of Fire

-**Concussive Blasts:** EX Concussive



Force damage.

-**Melee Weaponry:** Ryker has shown she can morph her limbs into simple close range armaments that do EX Edged damage.

Nanite Technology: Provides the following abilities:

-**Self-Repair and Adaptability:** Creates robotic antibodies that attack internal intruding factors granting IN Regeneration abilities.

Cyberpathy: The cybernetics in her brain make her a living wi-fi data hub that enables her to implement withheld information stored on her memory drive. This feature also enables her to remotely hack and commandeer any form of communications and information based networking's imaginable with IN ability.

Talents: Repair/Tinkering, Invention, Mechanic, Computers and Technology, Hacking.

Contacts: Other members of the Human Resistance Movement.

STATISTICS

F AM (50)
A RM (30)
S UN (100)
E SHX (150)
R PR (4)
I EX (20)
P MN (75)

Health: 330

Karma: 99

Resources: SH0

Popularity: -75

BACKGROUND

Real Name: Fin Fang Foom

Occupation: Menace

Identity: Secret

Legal Status: Prisoner of the House of Magnus

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: None

Base of Operations: Monarchy of M



KNOWN POWERS

Growth: SHZ 150ft tall +4CS to be hit. It is believed that this power is unattainable as a prisoner of Magneto's fortress, as he exhibited a maximum height of approximately 20 feet after being released. It is assumed that if he were to escape, Fin Fang Foom would regain this ability at its' fullest.

Claws: UN Edged damage

True Flight: TY (90MPH)

Armor: SHX vs. Blunt; UN vs. Edged, Shooting, Fire, Disease and Acid; MN vs. Energy and Magic, AM vs. Darkforce, Cosmic and other unnatural energies.

Tail: Allows a secondary Blunt attack at no cost at the AM level.

Telepathy: Can detect lies and communicate with mortals with a successful Psyche FEAT.

Charm: Eye Contact with Fin Fang Foom can result in hypnotism by Fin Fang Foom. Anyone who does so must make a Psyche FEAT against this MN ability.

Weakness:

Vulnerability: Fin Fang Foom is acutely vulnerable to certain poisonous herbs and potions. A character with Occult Lore, Mystic Background, or Chinese Mythology combined with the Biology Talent may be able to recognize the parts to make up a potion to subdue Fin Fang Foom with a Reason FEAT and the ability to collect the ingredients to concoct the poison. Effects range from inducing sleep to paralysis but none have been able to kill Fin Fang Foom. When under the effects of any potion, Fin Fang Foom's health is reduced to 33.

Talents: None

Contacts: None

HISTORY

Little is known about how Fin Fang Foom came to be the captive of Magneto in the Monarchy of M or how long he had been held captive in Magneto's Study. It seems the two would spend their days throwing barbs at one another and playing chess.

An attack on Magneto's Castle inadvertently freed Fin Fang Foom who turned on his captor, but was distracted in battle by the Human Resistance Movement who were already in battle with Magneto and Polaris. Chaos continued with an unexpected attack by Namor and the Atlanteans and in the ensuing battle it is believed Fin Fang Foom was washed away by the tides.

His whereabouts before the fall of Battleworld are unknown.

ADDITIONAL NOTES



STATISTICS

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

Health: 185

Karma: 76

Resources: AM

Popularity: -20 (80 IN Atlantis)

BACKGROUND

Real Name: Namor

Occupation: Monarch of Atlantis

Identity: Public

Legal Status: Monarch of Atlantis

Other Known Aliases: Submariner

Place of Birth: Atlantis

Marital Status: Single

Known Relatives: Dorma, Namora, Namorita (cousins)

Group Affiliation: None

Base of Operations: Off the Coast of the Monarchy of M

KNOWN POWERS

Water Freedom: Namor is completely adapted for life underwater and has EX resistance to Cold.

Water Breathing: Namor is amphibious.

Hyper-Swimming: TY (45MPH).

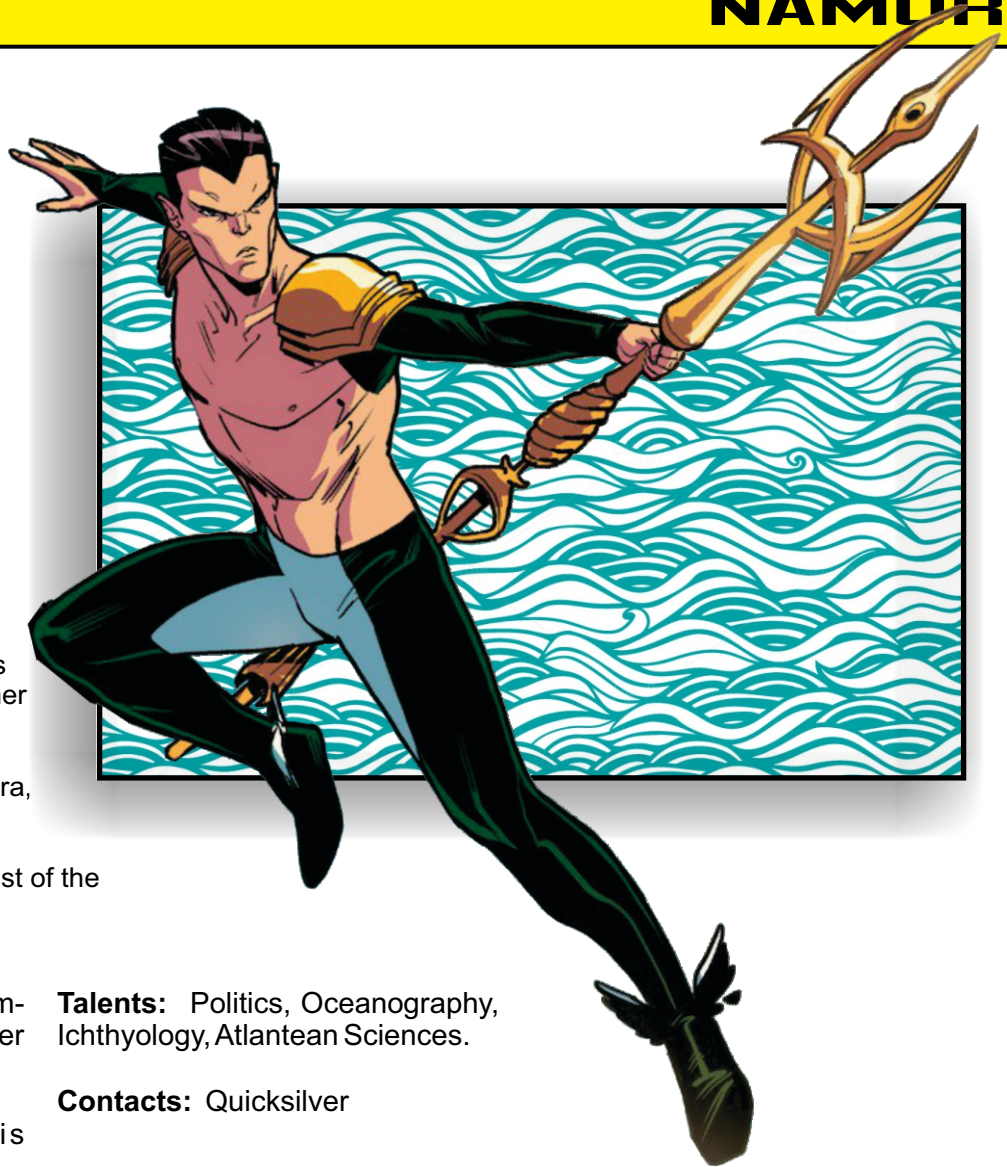
Winged Flight: PR (40MPH).

Weapons:

Trident: UN Material, MN edged damage.

Weakness:

Finite Limit: If Namor is out of contact with water for an extended period he begins to suffer ill effects. For every hour he is away from the water his Fighting, Strength and Endurance drop -1CS until they reach TY. This decrease does not effect his Health, however, he suffers 30 points of damage each day he is not totally immersed in water and cannot recover Health lost through other means.



Talents: Politics, Oceanography, Ichthyology, Atlantean Sciences.

Contacts: Quicksilver

HISTORY

Namor was the ruler of the underwater kingdom of Atlantis, and a mutant. He was approached by Magneto of the Monarchy of M with the prospect of an alliance in their struggle against humanity. Despite Magneto's pleas, Namor rejected his request, telling him that unless their conflict affects his kingdom, Magneto's mission was beneath his notice.

Little did Magnus know that his own son, Prince Pietro had allied himself with Namor to one day wage war on the House of Magnus.

Pietro and Namor chose a moment of weakness and confusion to wage their attack on Magneto. During a coup on the Royal Castle by a small group of Human Resistance fighters, Magneto was depowered and his captive, Fin Fang Foom was released. Namor and Pietro, along with the Atlantean Army prevailed and believed Magneto to be dead after the battle, but in actuality, he and Lorna had gone into hiding with the Human Resistance Movement.

Eventually, with the help of the Humans, Magneto attempted to retake his castle, but was struck down by Namor, who quickly turned on Pietro, claiming he could no longer endure his arrogance. Magneto demanded Namor to put Pietro down, so he could deal with him himself, and tried to fight against the Atlantean king. Speed and Wiccan arrived just in time to save Magneto before

he could be killed by Namor.

Magneto shattered Namor's Trident and used the shards to pierce through his enemy, sending him to a gruesome death.

ADDITIONAL NOTES

The following stats are for minor cameo characters not found in any of the Gamer's Handbooks or other publications produced by the original TSR Marvel Super Heroes RPG system. Some of these stats are taken directly from <http://www.angelfire.com/comics/benriely/>

HULKLING

Teddy Altman

F	RM	30
A	GD	10
S	MN	75
E	MN	75
R	TY	6
I	TY	6
P	GD	10

Health: 190 Karma: 22
Resources: FE Pop: 0

Known Powers:

Shape-Shifting: MN. Hulkling is a shape-shifter, but usually retains his 'Hulkling' form, has the following power stunts:

-*Body Armor:* RM protection vs. Physical, EX protection vs. Energy

-*Regeneration:* AM. 5 points/round

-*Recovery:* RM

-*Night Vision:* UN

-*Claws:* AM Edged

-*Body Resistance:* IN

-*Blending:* UN

-*Metabolic Resistance:* IN. He can reboot his genetic template to withstand many pathogens and poisons

Talents: Student

Contacts: Young Avengers

MARROW

Sarah (Last Name Unknown)

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

Health: 110 Karma: 26
Resources: TY Pop: 5

Known Powers:

Bone Growth: RM ability to control the shape and toughness of her bone structure.

Durability: RM Body Armor vs Blunt Damage and Falling.

Limited Healing Factor: Any damage she would normally take from her bone growth is immediately healed. She has become numb to pain and has RM Iron Will.

Dual Hearts: Sarah possesses two hearts, one on the left, one on the right. It has been proven that she can survive after the removal of one or the other, and probable that she can regenerate the missing organ with her Healing Factor.

Talents: Martial Arts B, Thrown Weapons, Edged Weapons

Contacts: Red Guard

MISS AMERICA

America Chavez

F	GD	10
A	GD	10
S	AM	50
E	AM	50
R	TY	6
I	GD	10
P	GD	10

Health: 120 Karma: 26
Resources: FE Pop: 0

Known Powers:

True Flight: RM

Hyper-Running: EX

Invulnerability: IN resistance to physical, RM vs. Fire and Heat. Can survive in a vacuum.

Talents: Student

Contacts: Young Avengers

STATURE

Cassandra "Cassie" Lang

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

Health: 42 Karma: 36
Resources: PR Pop: 0

Known Powers:

Adjustable Growth: When obvious mobility keeps her from growing to full size, Cassie grows "not-quite-so-large" in these stages:

-Stage 1: 10 feet tall, S) GD E) GD, TY Body Armor and Health: 32

-Stage 2: 15 feet tall, S) EX E)

MONARCHY OF M APPENDIX

GD, GD Body Armor and Health:
42 (+1CS to attack)

-Stage 3: 20 feet tall, S) RM E)
EX, EX Body Armor and Health:
62 (+1CS to attack, -1CS to
dodge)

-Stage 4: 25 feet tall, S) RM E)
RM, RM Body Armor and Health:
72 (+2CS to attack, -1CS to
dodge) *Shrinking*: IN. Down to
1/2 inch. tall. While small, she is
+2cs to fight larger opponents
and is -2cs to be hit by them.

Talents: Student, Martial Arts B

Contacts: Young Avengers

WHITE TIGER

Ava Ayala Angela del Toro

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

Health: 46/120 Karma: 40

Resources: PR Pop: 0

Known Powers:

Augmented Physical Abilities:
The Tiger Amulets worn by the
White Tiger enhance her physical
abilities to the higher rankings
depicted above.

Talents: Martial Arts A, B, C, D,
E, Law Enforcement, Detective.

Contacts: Human Resistance
Movement



X-Topia was one of the domains of Battleworld. Its Baroness was Rachel Grey and its capital was X-City.

The X-Topia Province was apparently kept hidden from the rest of the Domains on Battleworld due to a particular region known as Genosha. Genosha was an island nation within the X-Topia Province that in recent history had suffered for many years under the yoke of an anti-mutant government and a plague that threatened the lives of all mutants on Battleworld. Genosha's mutants were suffering from a fatal epidemic known as the Extinction Virus.

The Baroness of X-Topia, Rachel Grey could theoretically help the people of Genosha, but the risk of infection was considered to be too high and her government was pushing the policy of quarantine. Desperate to find the people of Genosha a cure, Havok and a handful of other X-Men stayed behind in the quarantine zone to help form a new internalized and self sufficient government system.

As the plague continued to take more mutant lives, Havok and his few remaining X-Men had to

make a brash decision - break the quarantine and abduct one of their former teammates, the mutant with healing powers known as Triage from X-Topia's capital, X-City.

Havok's Press Gang took the X-Men of X-City by surprise, and they succeeded in abducting both Triage and Rogue and several others, while causing wanton destruction and injuring several X-Men in the process. Seeing this attack as an act of treachery, Baroness Grey prepared to wage war on Genosha. However, unbeknownst to Havok and his fellow X-Men, Dr. Aldus Kluge - the Genegineer - was secretly siphoning off Triage's power to resurrect Cameron Hodge, the leader of the anti-mutant government which once ruled Genosha.

Upon Hodge's resurrection, Kluge revealed to him that he was the one responsible for creating and spreading the Extinction Virus, and that his ultimate goal was to resurrect Hodge and merge him with an Adamantium Exoskeleton and the Transmode Virus, which he had acquired from the remains of the alien known as Warlock, so he could purge Genosha of its

mutant population.

Meanwhile, as Triage and Rogue were attempting to cure the mutant population of Genosha from the virus under the watchful eye of the Press Gang, Baroness Rachel Grey launched an attack on the island nation. She brought with her a handful of mutants who the Beast believed would survive the risk of the plague.

During the battle, Wolfsbane was launched in the air by Storm and Bulletproof was forced to flee from his battle against Thunderbird to save her, ending up crashing into Kluge's lab discovering the Genegineer's scheme in full progress. During this same scuffle, Bulletproof was accidentally merged with part of the Transmode Virus and turned on Kluge, killing him in a berserker rage for his betrayal of the people of Genosha.

With Kluge dead, the X-Men had a new problem at hand: a fully resurrected Cameron Hodge who had also merged with what remained of the Transmode Virus.

With the threat of Hodge growing as he learned how to use his newfound powers, both the X-

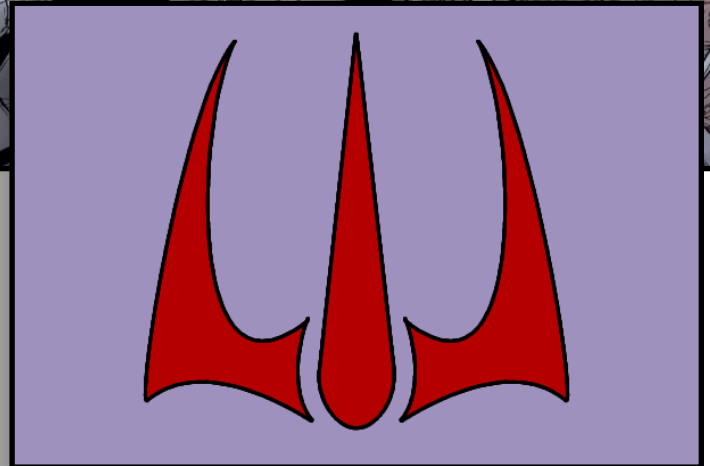
X-TOPIA

Men of Genosha and X-City called a truce and allied with each other to take down Hodge. Despite the newly formed alliance, Hodge proved to be too powerful to be defeated by their combined effort. Numerous of the X-Men from both sides lost their lives in battle. Seeing no other options, Wolfsbane devised a plan to stop him and used Mystique disguised as Archangel (one of Hodge's terrible missteps) as a distraction to buy her enough time to get to their airplane along with Havok and Bombshell. Wolfsbane and Havok revealed their last ditch plan to Rogue who was tasked with evacuating the battle area of potential civilian casualties. With their powers combined, Havok and Bombshell destroyed Genosha as Wolfsbane crash-landed into Hodge, leaving no trace of them behind.

Baroness Grey used her Phoenix powers to protect the surviving X-Men of Genosha and X-City from the final deadly blast, but Genosha the city was left in ruins. Baroness Grey vowed to rebuild Genosha in honor of the mutants who died defending it and to unite the fallen land with X-City, as it was meant to be from the beginning.

Meanwhile, what little remained of the Transmode Virus mysteriously rose from the island's ruins in the form of the long dead Warlock.

GENOSHA



GENOSHAN FLAG

PRESS GANG

HAVOK

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

Health: 70

Karma: 26

Resources: GD

Popularity: 10



BACKGROUND

Real Name: Alex Summers

Occupation: Leader of The Press Gang

Identity: Public

Legal Status: Citizen of Genosha

Marital Status: Single

Known Relatives: Scott Summers (brother, deceased)

Group Affiliation: Press Gang

Base of Operations: Genosha

KNOWN POWERS:

Plasma Generation: UN damage if focused up to 3 areas, MN damage to all in 2 areas.

Absorption: UN ability to absorb plasma energy and redirect it. Upon the expenditure of all his available energy, it takes Havok about 17 hours to recharge to peak level.

Selective Invulnerability: Havok is immune to Cyclops' Optic Blasts

EQUIPMENT:

Containment Suit: Havok displays some difficulty controlling his abilities, making him a potential danger to those around him. His containment suit provides him with the following:

-**Body Armor:** EX protection vs. Physical Damage.

-**Sensors:** Havok's containment suit is equipped with special sensors for measuring and controlling his power output. The circle on his chest is an indicator as how much energy he has left.

Talents: Student, Geophysics, Geology

Contacts: Press Gang, X-Men (estranged)

WOLFSBANE

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

Health: 110

Karma: 36

Resources: TY

Popularity: 10



BACKGROUND

Real Name: Rahne Sinclair

Occupation: Second in Command of The Press Gang

Identity: Public

Legal Status: Citizen of Genosha

Marital Status: Single

Known Relatives: None

Group Affiliation: Press Gang

Base of Operations: Genosha

KNOWN POWERS

Teeth and Claws: EX Edged Damage.

Tracking: RM

Enhanced Speed: GD ground speed (4 areas/round)

Leaping: GD (20' up/across, 30' down)

Heightened Vision: RM ability to see into the ultraviolet and infrared spectrum. With a FEAT roll, she can judge a person's emotional state.

Heightened Hearing: AM ability. Any attempt at surprising her is at a -1CS.

Talents: Student, Survival

Contacts: Press Gang, X-Men (estranged)

CHIEF MAGISTRATE ANDERSON

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

Health: 46

Karma: 22

Resources: TY

Popularity: 5



BACKGROUND

Real Name: Tam Anderson

Occupation: Chief Magistrate

Identity: Public

Legal Status: Citizen of Genosha

Marital Status: Single

Known Relatives: Unknown

Group Affiliation: Press Gang

Base of Operations: Genosha

EQUIPMENT:

Battlesuit: Tam possesses a battlesuit designed for combating all manner of superpowered threats. Her suit grants the following abilities:

-**Body Armor:** EX vs. Physical and Energy Damage.

-**Enhanced Strength:** While wearing the suit, her strength increases to RM.

-**Resist Mental:** Her helmet protects her from all manner of mind control or probing with RM ability.

Pistols: EX Energy or GD Piercing Damage. 3 area range.

Rifle: RM Energy or EX Piercing Damage. 10 area range.

Talents: Military, Guns, Marksmanship, Martial Arts A, C, E.

Contacts: Press Gang

GENEENGINEER

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

Health: 22

Karma: 60

Resources: RM

Popularity: 0



BACKGROUND

Real Name: Dr. Alous Kluge

Occupation: Negengineer

Identity: Public

Legal Status: Citizen of Genosha

Marital Status: Single

Known Relatives: Unknown

Group Affiliation: Press Gang

Base of Operations: Genosha

KNOWN POWERS

None

Talents: Genealogy, Science and Technology, Physics, Chemistry, Repair/Tinkering, Robotics

Contacts: Press Gang, Cameron Hodge

MYSTIQUE

F IN (40)
A RM (30)
S EX (20)
E RM (30)
R GD (10)
I MN (75)
P IN (40)

Health: 120
Karma: 125
Resources: TY
Popularity: 0

BACKGROUND

Real Name: Raven Darkholme
Occupation: Spy
Identity: Secret
Legal Status: Citizen of Genosha
Other Known Aliases: Many
Marital Status: Single
Known Relatives: None
Group Affiliation: Press Gang
Base of Operations: Genosha

KNOWN POWERS

Shape-Shifting: UN. Mystique can increase her physical stats up to +1CS and has developed the following power stunts:

- Night Vision:* UN
- Claws:* AM Edged damage
- Regeneration:* RM ability to heal surface tissue damage
- Body Resistance:* IN
- Longevity:* She can suppress her natural aging process. It is believed that she is over 80 years old.
- Mental Resistance:* AM. Her constantly changing brain makes her hard to attack or read her mind
- Blending:* UN
- Metabolic Resistance:* IN. Mystique can reboot her genetic template to withstand many pathogens and poisons.

EQUIPMENT

Blaster: IN Force damage, 10 area range.
Knife: IN material strength, RM Edged damage
Hand Gun: RM Shooting damage, 7 area range
Psionic Scrambler: MN resistance vs. psionics
Mechanical Scramblers: AM ability to scramble computers and battle armors.
Talents: Leadership, Resist Domination, Artist: (Acting), Martial Arts
A, B, C, Pilot, Detective, Espionage,



Marksmanship, Weapons Master, Multi-Lingual: (English, German, Portuguese, Spanish, Swedish, plus 6 more unrevealed languages), Climbing, Sleight of Hand
Contacts: Press Gang

RICTOR

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

Health: 50
Karma: 26
Resources: TY
Popularity: 4

BACKGROUND

Real Name: Julio Rictor
Occupation: Revolutionary
Identity: Public
Legal Status: Citizen of Genosha
Marital Status: Single
Known Relatives: None
Group Affiliation: Press Gang
Base of Operations: Genosha

KNOWN POWERS

Vibrations: MN. Rictor is capable of performing the following power stunts:
-Earthquakes beginning at PR intensity and area range increasing +1CS per round until it reaches UN.
-Diminish Earthquakes
-Groundstrike attack of MN Blunt Damage
-Vibration attack: MN Damage
-Shake apart material on touch up to MN material strength on a Red FEAT.
Talents: Student, Streetwise
Contacts: Press Gang

BULLETPROOF/LOCKE

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

Health: 96
Karma: 18
Resources: TY
Popularity: 2

BACKGROUND

Real Name: Simon Locke
Occupation: Revolutionary



Identity: Public

Legal Status: Citizen of Genosha

Marital Status: Single

Known Relatives: Unknown

Group Affiliation: Press Gang

Base of Operations: Genosha

EQUIPMENT

Body Armor: IN protection against Physical, RM vs Energy

Transmode Virus: After being infected with the Transmode Virus, Bulletproof changed his moniker officially to Locke and gained the following abilities:

-*Shapeshifting:* UN ability to alter his shape. He can extend any portion of his body up to 2 areas and can form simple weapons out of his appendages that cause IN Edged or Blunt Damage. With more training it is possible that he might be able to create more complex weaponry.

-*Rocket Flight:* EX air speed, 10 areas per round.

Talents: Military

Contacts: Press Gang



BULLETPROOF AS LOCKE

KARMA

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

Health: 70

Karma: 26

Resources: TY

Popularity: 2



BACKGROUND

Real Name: X'ian Coy-Manh

Occupation: Revolutionary

Identity: Public

Legal Status: Citizen of Genosha

Marital Status: Single

Known Relatives: Unknown

Group Affiliation: Press Gang

Base of Operations: Genosha

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 vs. the power's rank to avoid succumbing. A similar FEAT is allowed every half-hour to shake the effects of a successful possession. Karma may perform the following power stunts:

- 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 roll. The intensity of the possession is reduced -1CS per additional target after the first.

- Sensory Link: X'ian may establish a partial possession to gain the feeling's and sensations of the target.

- If the possessed form is reduced to less than five Health, killed or rendered unconscious, Karma is driven back into her own body and can do nothing for 5-10 rounds due to the shock.

Telepathy: IN ability to read minds and communicate with the power of her mind.

Psi-Screen: UN ability to resist incoming mental attacks.

Talents: Bi-Lingual: (Vietnamese, English), Knives, Pistols, Survival, Administration, Finance, Leadership.

Contacts: Press Gang

WICKED

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

Health: 110

Karma: 36

Resources: TY

Popularity: 2



BACKGROUND

Real Name: Unknown

Occupation: Revolutionary

Identity: Public

Legal Status: Citizen of Genosha

Marital Status: Single

Known Relatives: None

Group Affiliation: Press Gang

Base of Operations: Genosha

KNOWN POWERS

Spirit Communication and Control: MN ability to summon and influence spirits of the dead.

Talents: Student

Contacts: Press Gang





PHOENIX

F GD (10)
A GD (10)
S GD (10)
E IN (40)
R GD (10)
I RM (30)
P MN (75)

Health: 70
Karma: 115
Resources: RM
Popularity: 30



BACKGROUND

Real Name: Rachel Grey
Occupation: Baroness of X-Topia
Identity: Public
Legal Status: Citizen of X-Topia
Marital Status: Single
Known Relatives: Scott Summers (father, deceased), Jean Grey (mother, deceased)
Group Affiliation: X-Men
Base of Operations: X-City

KNOWN POWERS:

Telekinesis: UN
Telepathy: UN
Mental Invisibility: MN
Power Detection: AM ability to detect mutants.

The Phoenix Force: Rachel possesses the power of the Phoenix Force. It is believed this cosmic force is held in check by God Doom and most of her powers are severely diminished on Battleworld. For all practical purposes, she limits herself to UN on most of her powers to avoid being taken over by the Phoenix Force entirely.

-Energy Absorption: CI1000
-Elemental Conversion: CI1000
-Flight: UN airspeed (600mph)
-Force Field: CL1000 vs Physical and Energy Attacks
-Kinetic Bolt: UN
-Regeneration: UN

Talents: Diplomacy, Politics, Acrobatics, Martial Arts C, E
Contacts: X-Men, God Doom

BEAST

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

Health: 130
Karma: 60



Resources: RM
Popularity: 20

BACKGROUND

Real Name: Henry "Hank" McCoy
Occupation: Biochemist, Geneticist, Advisor to the Baroness Rachel Grey
Identity: Public
Legal Status: Citizen of X-Topia
Marital Status: Single
Known Relatives: None
Group Affiliation: X-Men
Base of Operations: X-City

KNOWN POWERS

Feet and Hands: Beast can use his feet as a second set of hands giving him a +1CS when wrestling. Both are larger than normal human size.

Claws: RM edged damage.

Climbing: As long as he can get a hand or foothold on a vertical surface, Beast can climb with RM ability. He cannot "stick" to walls, however.

Balance: Can walk a tightrope automatically and a slack rope with an Agility FEAT roll. He can fall 30 feet without damage provided he lands on his feet.

Leaping: AM

Lightning Speed: EX land speed when sprinting

Talents: Biochemistry, Genetics, Electronics, Tumbling, Martial Arts C, French, Italian, Russian.

Contacts: The X-Men

ARMOR

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

Health: 32

Karma: 18

Resources: TY

Popularity: 0



BACKGROUND

Real Name: Hisako Ichiki
Occupation: Student
Identity: Public
Legal Status: Citizen of X-Topia
Marital Status: Single
Known Relatives: Unknown
Group Affiliation: X-Men
Base of Operations: X-City

KNOWN POWERS:

Exo-Skeleton: Armor possesses an exo-skeleton, which operates at UN Strength. She can use it for numerous power stunts:

-AM Blunt attack
-Grappling at AM strength
-Body Armor: UN protection vs. Physical, Energy, Heat and Cold
Talents: Student, Bi-Lingual: (English, Japanese)

Contacts: X-Men

BANSHEE

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

Health: 22

Karma: 60

Resources: RM

Popularity: 6



BACKGROUND

Real Name: Sean Cassidy
Occupation: Policeman
Identity: Public
Legal Status: Citizen of X-Topia
Marital Status: Single
Known Relatives: Unknown
Group Affiliation: X-Men
Base of Operations: X-City

KNOWN POWERS

Audiokinesis: UN ability to create powerful sonic waves with his voice with which he can achieve various effects. He has performed the following power stunts:

-Sonic Scream: UN ability to shatter solid objects with a sonic scream.
-Flight: TY airspeed (3 areas/round).
-Sonar: AM ability to use his sonic powers as a form of sonar.
-Sonic Shield: MN protection vs. Physical Damage.

-Vocal Disorientation: AM ability to affect a target's equilibrium.

-Vocal Trance: AM ability to subtly influence people's subconscious mind.

-Vocal Unconsciousness: AM ability to affect the fluid in someone's ear causing the person to fall unconscious.

-Sound Immunity: Banshee's hearing and equilibrium are unaffected by his power or other similar abilities.

EQUIPMENT:

Body Armor: EX protection vs. Physical and Energy Damage

Talents: Law Enforcement, Detective/Espionage, Handguns, Electronics, Mechanics, Martial Arts A, B

Contacts: X-Men

BISHOP

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

Health: 120

Karma: 70

Resources: GD

Popularity: 6



BACKGROUND

Real Name: Lucas Bishop

Occupation: Police Officer

Identity: Public

Legal Status: Citizen of X-Topia

Marital Status: Single

Known Relatives: Unknown

Group Affiliation: X-Men

Base of Operations: X-City

KNOWN POWERS:

Energy Absorption: AM ability to absorb energy and re-channel it into his energy blasts. He can absorb up to MN energy with yellow Endurance FEAT and UN with a Red Endurance FEAT.

Energy Blasts: RM up to UN depending on the amount of pre-absorbed energy.

EQUIPMENT:

Body Armor: EX protection vs. Physical and Shooting Damage.

Guns: IN Energy Damage, 10 area range.

Talents: Law Enforcement, Guns, Marksmanship

Contacts: X-Men

BOMBSHELL

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

Health: 36

Karma: 16

Resources: TY

Popularity: 0



BACKGROUND

Real Name: Tabitha "Tabby" Smith

Occupation: Student

Identity: Public

Legal Status: Citizen of X-Topia

Marital Status: Single

Known Relatives: None

Group Affiliation: X-Men

Base of Operations: X-City

KNOWN POWERS

Energy Bombs: Tabby can generate spheres of energy up to two feet in diameter that detonate up to 10 rounds from their creation. The maximum sized bomb causes AM damage in one area when it explodes. These bombs can be placed and set to blow at a time of her choosing (within her 10 round limit) or she can throw them up to two areas away.

Talents: Thrown Weapons

Contacts: X-Men

INK

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

Health: 46

Karma: 18

Resources: TY

Popularity: 0



BACKGROUND

Real Name: Unrevealed

Occupation: Former Criminal

Identity: Secret

Legal Status: Citizen of X-Topia

Marital Status: Single

Known Relatives: Unknown

Group Affiliation: X-Men

Base of Operations: X-City

KNOWN POWERS:

Tattoo Empowerment: Ink possesses a series of tattoos that he can transform at will to emulate nearly any power imaginable (with the exception of magical abilities) at up to AM intensity. The player must accurately describe the tattoo granting a particular power and must also be thoughtful of creating tattoos that would also protect Ink from damage from his own created powers.

Talents: Streetwise, Breaking and Entering, Criminology

Contacts: X-Men

LONGSHOT

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

Health: 100

Karma: 56

Resources: TY

Popularity: 0



BACKGROUND

Real Name: Unrevealed

Occupation: Entertainer, Former Criminal

Identity: Secret

Legal Status: Citizen of X-Topia

Marital Status: Single

Known Relatives: Unknown

Group Affiliation: X-Men

Base of Operations: X-City

KNOWN POWERS:

Probability Manipulation: Longshot can manipulate the probability fields to his advantage. Any percentile dice roll is read as the high die first. If the character makes a roll containing a 0 the judge should secretly roll a d10. The number rolled is the next die roll which will have bad luck, meaning the lowest number is read first. So should the Judge roll 4 the fourth roll after the FEAT with a 0 will be bad luck. This can also affect Longshot's companions. If Longshot would lose faith in his ability, his luck will run bad until he succeeds in a Red Psyche FEAT.

Aura Reading: IN ability to read thoughts and emotions imprinted on an object. He may sometimes even read future emotions or thoughts.

Hollow Bones: Longshot's bones are hollow as a bird. He receives -2CS penalty on rolls checking for slams but suffers -2CS damage from falls.

EQUIPMENT:

Throwing Blades: RM material, 30 knives which can do GD Edged Damage.

Talents: Acrobatics, Tumbling, Martial Arts A and E, Throwing Knives, Jetpacks.

Contacts: X-Men

MAGMA

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



Health: 76

Karma: 50

Resources: TY

Popularity: 0

BACKGROUND

Real Name: Amara Aquila

Occupation: Student

Identity: Public

Legal Status: Citizen of X-Topia

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: X-Men

Base of Operations: X-City

KNOWN POWERS

Earth Control: MN ability to create earthquakes and volcanoes in a 4 area radius. Can melt and shape stone into any desired form.

Body Armor: GD vs. Physical and UN vs. Heat or Fire. Gives off EX intensity Light and GD intensity Heat.

Lava Blasts: MN heat damage with a 3 area range.

Hyper-Digging: 2 areas per round.

Healing: She regains her endurance rank in Health every 10 rounds. If brought to 0 Health while touching the earth, she will fall unconscious for 1-10 rounds but with a successful Endurance FEAT will awaken with full Health.

Weakness:

Earthbound: If not in contact with the earth, her powers weaken. For every 10 rounds, she loses -1CS to all her powers to a maximum of -3CS.

Talents: Sword, Resist Domination, Computer, Jungle Survival, Espionage, Military, Leadership.

Contacts: X-Men

REYES, DOCTOR CECELIA

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



Health: 42

Karma: 50

Resources: RM

Popularity: 2

BACKGROUND

Real Name: Cecilia Reyes

Occupation: Physician

Identity: Public

Legal Status: Citizen of X-Topia

Marital Status: Single

Known Relatives: None

Group Affiliation: X-Men

Base of Operations: X-City

KNOWN POWERS

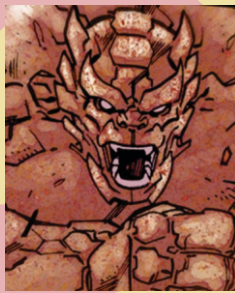
Psioplasmic Bio-Field: IN Force Field against all manner of attacks, excluding Magic. This force field extends 6 inches from her body and is always "on".

Talents: Biology, Medicine, First Aid.

Contacts: The X-Men

ROCKSLIDE

F EX (20)
A TY (6)
S IN (40)
E IN (40)
R TY (6)
I TY (6)
P TY (6)



Health: 106

Karma: 18

Resources: TY

Popularity: 0

BACKGROUND

Real Name: Santo Vaccarro

Occupation: Student

Identity: Public

Legal Status: Citizen of X-Topia

Marital Status: Single

Known Relatives: Unknown

Group Affiliation: X-Men

Base of Operations: X-City

KNOWN POWERS:

Body Armor: IN protection vs. Physical Damage, EX protection vs. Energy Damage.

Resistance to Fire: IN

Protected Senses: RM protection vs.

sonic attacks.

Body Control: Rockslide is able to project the rocks from his body up to 2 areas away. However, he cannot control his body parts when they are detached. Rockslide has the following power stunts:

-Power Punch: RM Strength punch separating his fist from his body and "throwing" it at his opponent.

-Life Support: When parts of his body are severed, he can reattach them by holding them in place.

Talents: Student, Wrestling

Contacts: X-Men

ROGUE

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



Health: 120

Karma: 30

Resources: EX (20)

Popularity: 20

BACKGROUND

Real Name: Anna Marie Raven

Occupation: Police Officer

Identity: Public

Legal Status: Citizen of X-Topia

Marital Status: Single

Known Relatives: None

Group Affiliation: X-Men

Base of Operations: X-City

KNOWN POWERS

Power Absorption: UN ability to duplicate any naturally occurring superpower of a living sentient being on physical contact. If Rogue has contact with her target for a round, she gains the targets' memories, powers, abilities and talents for 6-60 rounds and the target falls unconscious. If the target's possesses ranks SHY or higher, she must make an Endurance FEAT or be knocked out for 1-10 rounds. If any absorbed abilities are Mn or higher, she must make a Psyche FEAT to avoid being overcome by that individual's personality. If Rogue is in contact with her target for more than 1 round, she must make a Psyche FEAT or risk permanently absorbing the victim's powers and suffer a permanent loss of 1 rank in Psyche.

Flight: EX (10 areas/round)
Body Armor: IN vs. Physical and Energy attacks
Metabolic Resistance: AM resistance to drugs and disease.
Combat Sense: IN ability to sense oncoming danger. Rolled by the GM.

Equipment:

Hand Gun: RM Shooting damage, 7 area range

Talents: Martial Arts A, B, C, Aerial Combat, Resist Domination, Multi-Lingual (English, Russian and Japanese), Detective, Espionage, Guns, Katana, Shurikens and other traditional Japanese Weapons.

STORM

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



Health: 106
Karma: 36
Resources: TY
Popularity: 10

BACKGROUND

Real Name: Ororo Munroe
Occupation: Instructor
Identity: Public
Legal Status: Citizen of X-Topia
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Group Affiliation: X-Men
Base of Operations: X-City

KNOWN POWERS

Weather Control: AM
Resistance to Weather: IN
Weather Prediction: AM
Flight: AM air speed (25 areas per round).
Talents: RM knowledge of Lockpicking, Pocket-Picking, Escapology, Thievery. EX use of a Knife or Pistol. Leadership, Aerial Combat, Martial Arts A & C, Kenyan, Russian.
Contacts: X-Men

STRONG GUY

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



Health: 130
Karma: 18
Resources: TY
Popularity: 6

BACKGROUND

Real Name: Guido Carossella
Occupation: Adventurer
Identity: Public
Legal Status: Citizen of X-Topia
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Group Affiliation: X-Men
Base of Operations: X-City

KNOWN POWERS

Kinetic Energy Absorption: Guido can absorb the energy of Blunt or Force attacks and use the energy to increase his Strength. He can absorb such attacks of up to UN intensity. The rank of the attack is added to his strength but he must expend the energy in the following turn or he suffers damage equal to the intensity of the absorbed damage.
Talents: Wrestling
Contacts: X-Men

SUNSPOT

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



Health: 110
Karma: 18
Resources: TY
Popularity: 6

BACKGROUND

Real Name: Roberto DaCosta
Occupation: Adventurer
Identity: Public
Legal Status: Citizen of X-Topia
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None

Group Affiliation: X-Men
Base of Operations: X-City

KNOWN POWERS

Solar Energy Absorption and Generation: MN and grants the following abilities:
-Plasma Blasts: MN Energy Damage with a 5 area range.
-Flight: EX air speed (10 areas per round)
-Body Armor: RM vs. Physical and Energy attacks.
Talents: Acrobatics, Portuguese.
Contacts: X-Men

TRIAGE

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



Health: 52
Karma: 36
Resources: TY
Popularity: 10

BACKGROUND

Real Name: Christopher Muse
Occupation: Student
Identity: Public
Legal Status: Citizen of X-Topia
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Group Affiliation: X-Men
Base of Operations: X-City

KNOWN POWERS

Healing: AM ability to heal wounds and disease.
Reanimation: AM ability to reanimate dead bodies after death by manipulating the life force energy within them. This ability cannot reverse the effects of decay and limits them to whatever state their body had been at the moment of death.
Immortality: AM
Weapons:
Wooden Staff: GD Blunt Damage
Talents: Student, Biology
Contacts: X-Men

WARPATH

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



Health: 150

Karma: 70

Resources: TY

Popularity: 6

BACKGROUND

Real Name: James Proudstar

Occupation: Police Officer

Identity: Public

Legal Status: Citizen of X-Topia

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: X-Men

Base of Operations: X-City

KNOWN POWERS

Body Resistance: RM protection against Physical and Energy attacks.

Tracking: RM

Heightened Senses: IN Auditory and Visual Enhancements.

Hyper-Running: IN ground speed (7 areas per round)

Weapons:

Vibranium Knives: MN material that do up to AM Edged Damage.

Talents: Tracking, Hunting, Survival, Apache, Indian History, Knives, Thrown Weapons.

Contacts: X-Men

WOLVERINE

F IN (40)
A RM (30)
S EX (20)
E RM (30)
R GD (10)
I MN (75)
P IN (40)



Health: 120

Karma: 125

Resources: EX (20)

Popularity: 20

BACKGROUND

Real Name: Logan

Occupation: Instructor

Identity: Public

Legal Status: Citizen of X-Topia

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: X-Men

Base of Operations: X-City

KNOWN POWERS

Adamantium Skeleton: EX body armor vs. blunt attacks, TY protection vs. edged attacks. +1CS to punches and kicks to determine damage. Opponents attacking Wolverine with bare fists take TY damage. His bones are essentially made of UN material and cannot be broken.

Claws: Up to MN edged damage.

Regeneration: Regains 10 Health points per hour. UN Endurance vs. poison, gasses, and drugs.

Animal Empathy: AM with carnivores.

Heightened Senses: MN smell, IN hearing.

Berserker: Ignores Stun results, UN resistance of mind control. Yellow FEAT to come out of this state.

Talents: Guns, Thrown Weapons, Sharp Weapons, Oriental Weapons, Martial Arts A, B, E, Tumbling, Ninjitsu (hide in shadows IN, Night Vision at RM) Japanese, Russian.

Contacts: X-Men



HODGE, CAMERON

STATISTICS

F EX (20)
A EX (20)
S MN (75)
E MN (75)
R PR (4)
I EX (20)
P EX (20)

Health: 190

Karma: 44

Resources: N/A

Popularity: -40

BACKGROUND

Real Name: Cameron Hodge

Occupation: Former Despot

Identity: Public

Legal Status: Deceased

Other Known Aliases: None

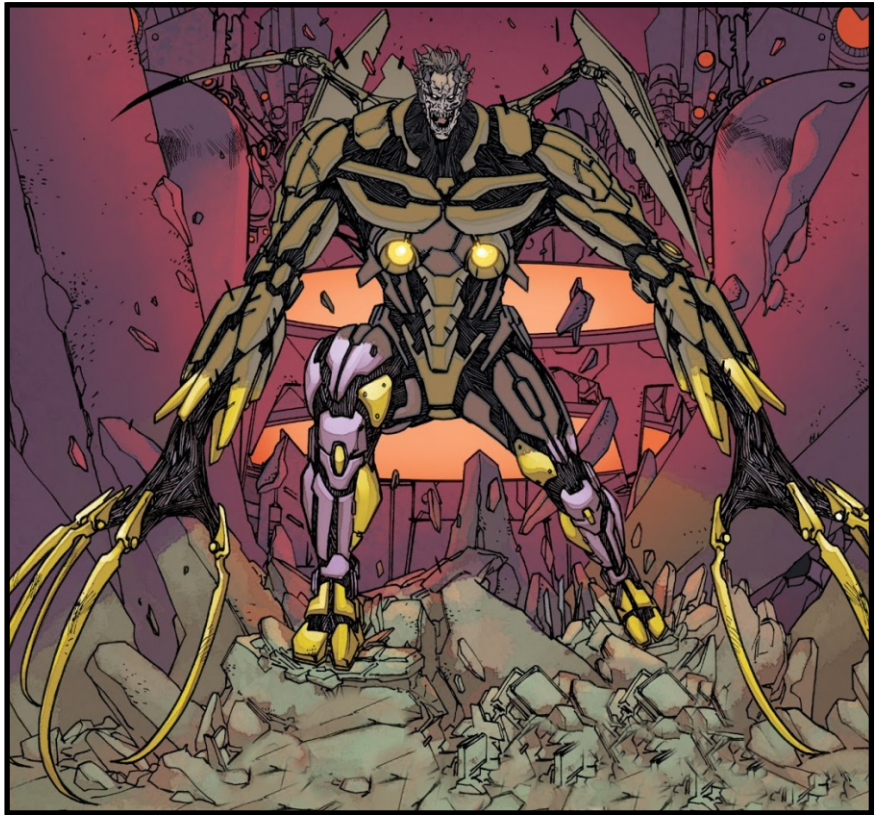
Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: None

Base of Operations: Genosha



KNOWN POWERS

Immortality: If reduced to 0 Health and 0 Endurance, as long as there is still a piece of him to regenerate, Cameron Hodge will return from death.

Psionic Reflection: Hodge is immune to Psionic attacks of any type and reflects those attacks back at the attacker with the same force.

Transmode Virus: After being infected with the Transmode Virus, Hodge gained the following abilities:

-Shapeshifting: UN ability to alter his shape. He can extend any portion of his body up to 2 areas and can form simple weapons out of his appendages that cause IN Edged or Blunt Damage. With more training it is possible that he might be able to create more complex weaponry.

-Rocket Flight: EX air speed, 10 areas per round.

-Body Armor: IN protection against Energy attacks, AM protection against Physical attacks.

-Computer Interface: RM ability to access computers by touch.

Regeneration/Self-Repair Systems: IN ability to regenerate health and lost limbs. 4 Health Points per round.

Weakness:

Finite Limit: If Namor is out of contact with water for an extended period he begins to suffer ill effects. For every hour he is away from the water his Fighting, Strength and Endurance drop -1CS until they reach TY. This decrease does not effect his Health, however, he suffers 30 points of damage each day he is not totally immersed in water and cannot recover Health lost through other means.

Talents: None

Contacts: Genengineer

HISTORY

Cameron Hodge was responsible for kidnaping members of the X-Men and New Mutants in order for them to undergo the mutate process in Genosha. He was defeated by the combined efforts of both teams. Rictor finished the confrontation when he brought the main citadel down on Hodge burying him for good.

Many years passed and the Genoshan government was rebuilt by the Press Gang as they dealt with a mutant plague ravaging their shores. But this virus was corrected by the Genegineer, Aldus Kluge who secretly coerced the Press Gang into entering X-City to kidnap the healer known as Triage so he could secretly resurrect Hodge, under the guise of healing the mutants of Genosha.

Hodge's remains were in Aldus's laboratory while he was running a test on an unconscious Triage. Learning how to wield the mutant's ability, Aldus connected a power cable into Hodge's robotic spine which transferred Triage's healing energies into the cyborg, bringing him back online.

Hodge awoke and began questioning Kluge about how he got there. Aldus explained to Hodge that he had been killed a long time ago and that he brought him back to help eradicate what was left of the mutant population. During the fight between the X-Men and the Press Gang in the streets above Hammer Bay, Bulletproof dropped through

the Genegineer's ceiling along with Wolfsbane. Bulletproof fell right into Cameron Hodge who was in the process of merging with the Transmode Virus. Bulletproof interrupted the process with his sudden appearance and also became infected with the Transmode Virus. As Bulletproof turned on and killed Kluge, a newly reformed Hodge appeared in front of the mutants for a showdown.

After a long and dragged out confrontation Hodge was finally destroyed when Bombshell, Wolfsbane and Havok sacrificed their lives to put an end to the reanimated cyborg.

ADDITIONAL NOTES

STATISTICS

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

Health: 100

Karma: 60

Resources: N/A

Popularity: 0

BACKGROUND

Real Name: Warlock

Occupation: None

Identity: Public

Legal Status: Deceased

Other Known Aliases: None

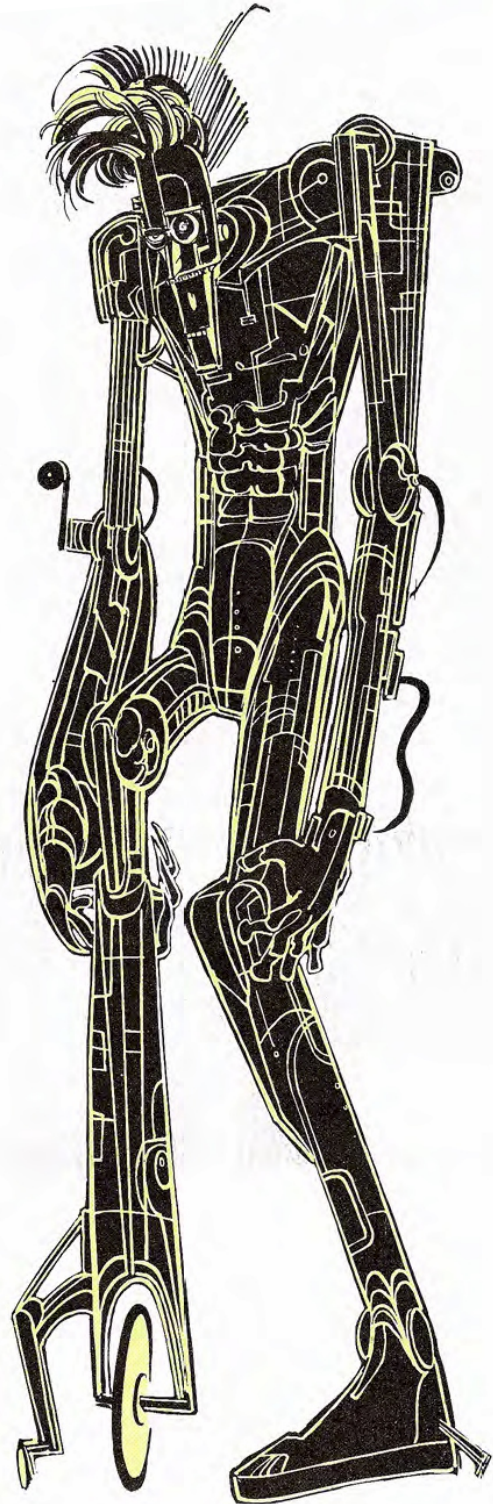
Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: None

Base of Operations: Genosha



KNOWN POWERS

Shapechanging: UN ability to change his shape and assume any form he desires. He can extend any portion of his body 2 areas away. He Can imitate the form of any humanoid with EX ability.

Regeneration: IN (4 Health points per round).

Lifeforce Drain: Warlock can inflict MN damage upon touch to any living object or being. This process turns the living being into a husk if drained of all their health, and Warlock gains the health he drained from the victim. Warlock is very reluctant to use this power and will only use it with a failed Psyche FEAT when his health is reduced to 0. If his opponent is not drained entirely, he or she is susceptible to becoming infected with the Transmode Virus and developing powers like Warlock's.

Contacts: None

Talents: None

HISTORY

Warlock was killed by Cameron Hodge when the cyborg kidnapped members of the X-Men and New Mutants and brought them to Genosha to undergo the mutate process. After Hodge's defeat, some of Warlock's ashes were brought back to X-Topia for a proper burial.

Some years later, the new Genegineer, Dr. Aldus Kluge found some leftover remains of Warlock spread on the grave of his former friend Cypher and decided to use it to revive Hodge. He created a plague that targeted the X-Gene in mutants, which caused a nationwide epidemic among the island's residents. This led the Press Gang to go to X-Topia to kidnap the healer Triage allowing the doctor to use his healing abilities to regenerate Warlock's remains so Hodge could be reborn again.

The X-Men attacked the island in order to rescue their teammates but found out that Hodge was back. A long battle ensued with the X-Men defeating Hodge once and for all. As they mourned their losses, a strange occurrence happened in Kluge's laboratory. The Transmode Virus began to regenerate due to the nature of Triage's powers, which resulted in Warlock being restored to life.

ADDITIONAL NOTES



Mutopia is one of the many domains of Battleworld. It is a land where mutants have finally become the dominant species. Humans are officially in decline, mutants have become celebrities and the core of society-at-large, and the X-Men are the most popular group in the mutant community.

The catalyst for change in Mutopia began with the suicide of Professor X, who killed himself to stop Cassandra Nova from using Cerebra to erase all mutantkind from existence. The psychic feedback Xavier's death caused knocked Jean Grey (who was in mental contact with Xavier at that time) into a coma and encased her inside a Phoenix Egg.

Magneto took over the mantle of leader of mutantkind after Xavier's death, placed the Phoenix Egg inside a machine in

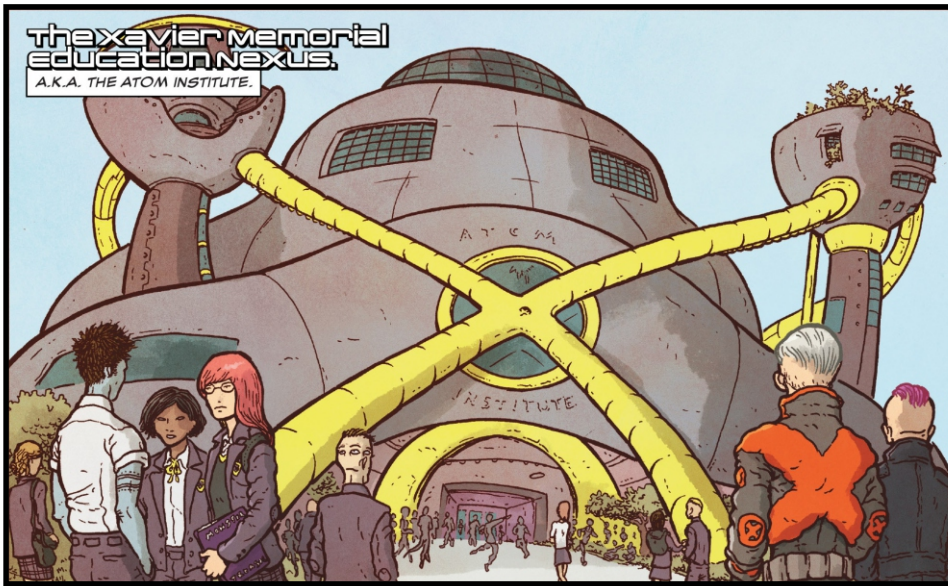
the basement of the Atom Institute, and secretly was using it to pump the student body with Mutant Growth Hormones (MGH) and to inhibit the powers of the older X-Men, filling them with weakness and doubt. In addition, Magneto was hoping to use Quentin Quire and Esme Cuckoo as psychic parents to prematurely hatch the Phoenix Egg, and release what was left of the Phoenix Force from within it, so he could control its power. Unbeknownst to him, Cyclops had an informant inside Magneto's ranks and discovered the Phoenix Egg's Existence. In an effort to save Jean, Cyclops assembled the old X-Men, Emma Frost and Wolverine and released Xorn from his prison for and convinced the former prisoner to help them in their quest.

Cyclops' X-Men invaded the Atom Institute and engaged in battle against the new X-Men

while Quentin Quire, who was Cyclops' secret informant, confronted Magneto in the basement. Enraged with their treachery, Magneto created a tendril of metal with his magnetic powers and impaled Quentin with it, killing him. However, Quentin had already bonded himself with the egg and initiated the hatching process. Xorn then emerged in order to destroy the Egg but was attacked by Magneto in response. With his helmet destroyed, revealing the miniature star in his head, Xorn battled Magneto, ravaging the entire Institute, but vanished when he realized that Jean Grey was not alone inside the egg. Afterwards, the Phoenix Egg went dormant and fell on Magneto, killing him.

Meanwhile, Beast was investigating an unknown viral strain (which had killed a human version of himself he found on

MUTOPIA



his doorstep) that was being drawn to the Atom Institute. While inspecting the Phoenix Egg, he believed there to be no great powers to be derived from the orb and that Magneto's impression of such was incorrect. However, shortly thereafter, an army of alternate versions of Beast appeared, with one of them saying that Magneto was indeed correct.

The old and new generations of the X-Men, as well as the Atom Institute students, united forces in order to prevent the Beast army from getting the Phoenix Egg, which started to hatch once more while they battled. Emma Frost, who had combined her powers with the Stepford Cuckoos to become the Six-In-One, started to shut the Beasts down one by one before turning her attention to their leader. Reading his mind, Frost discovered that the real threat was Sublime; a sentient bacterial life-form which laid hidden inside the Phoenix Egg until it was discovered and used by Magneto. Tired

of being used, Sublime managed to spread his spores all over Battleworld, infecting and assembling all the versions of the Beast (its perfect host) it could find to take control of the Phoenix Force inside the egg. Shortly thereafter, Sublime took control over Mutoxia's Hank McCoy and used him to kill Esme, breaking the link between the Six-In-One.

With this act, Sublime won the upper hand over the X-Men. As all hope seemed lost, the disembodied mind of Professor X possessed Quentin Quire's corpse, reanimating it, and used his powers to finally destroy Sublime, ending his threat once and for all. But the battle wasn't over yet, as Cassandra Nova emerged from the Phoenix Egg in possession of Jean Grey's body and the Phoenix Force.

Cyclops tried to reach Jean, but failed in his attempt and was killed by Phoenix/Nova who had also taken mental control of most of the mutants present.

Professor X managed to protect a select few to help him defeat her, but through the manipulations of Phoenix/Nova, many of the X-Men had already lost the will to fight and were easily defeated. However, Logan devised a plan to defeat Nova, which he revealed to Professor X by opening his mind to him. Having no other option, Professor X possessed Logan's body and, with his help, managed to reach Jean and defeat Nova on the psychic realm as Logan and Jean killed themselves. The Phoenix's death caused a huge explosion that destroyed everything and everyone in its range.

Later, Xorn, now the new host of the Phoenix Force, reappeared and contemplated the balance which had been restored.



CLASSIC X-MEN

CYCLOPS

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

Health: 56

Karma: 70

Resources: EX

Popularity: 10



BACKGROUND

Real Name: Scott "Slim" Summers

Occupation: Adventurer, Leader of Classic X-Men

Identity: Public

Legal Status: Citizen of Mutopia with no criminal record

Marital Status: Married

Known Relatives: Emma Frost (wife), Jean Grey (ex-wife, deceased)

Group Affiliation: Classic X-Men

Base of Operations: Mutopia

KNOWN POWERS:

Optic Blasts: AM damage with a 3 area range (in his weakened state caused by the Phoenix Egg this ability takes nearly a day to recharge to full power. He can make several lesser powered shots until he depleted his energy). He fires his beam with IN Agility.

-Power Stunt: Can strike up to 8 targets with a reflection shot off of reflective surfaces with an IN Agility FEAT roll.

Weakness: In his weakened form inflicted upon him by the Phoenix Egg, Scott's Powers are at a -1CS.

Talents: Pilot (Reason and Agility at RM), Spatial Geometry (AM Reason), Leadership, Martial Arts A and C, Russian, Japanese.

Contacts: Classic X-Men

EMMA FROST

F GD (10)
A GD (10)
S TY (6)
E IN (40)
R RM (30)
I IN (40)
P *MN (75)

Health: 66

Karma: 145

Resources: RM

Popularity: 6



BACKGROUND

Real Name: Emma Frost

Occupation: Adventurer

Identity: Public

Legal Status: Citizen of Mutopia

Marital Status: Married

Known Relatives: Scott Summers (husband)

Group Affiliation: Classic X-Men

Base of Operations: Mutopia

KNOWN POWERS

Telepathy: MN. Emma Frost is able to perform the following power stunts:

-Read Minds: MN

-Project Illusions in a target's mind: AM

-Mental Bolts: MN, 4 areas, no body armor

-MN ability to sense astral beings

-Psi-Screen: MN

-Psionic Rapport: MN

-Psionic Control: MN

-Generate Pain on touch: MN

Organic Diamond Form: As a result of undergoing a body-wide secondary mutation, Frost now possesses the ability to transform her body into a flexible organic diamond form. In many ways, this is similar to Colossus' organic steel form. She must transform all parts of her body, rather than selectively transforming certain areas and can remain in this form for an indetermined amount of time. If she is rendered unconscious, Frost's body will automatically transform into its normal state. This transformation also alters Frost's personality, causing her to become rather cold hearted and to lose her empathy for others. She gains the following abilities:

-Alter Ego: In her diamond form, Frost's Strength becomes IN and Endurance becomes MN, her Health changes to 135

-Body Armor: Un protection vs. Physical, Energy, Heat and Cold, Am protection vs. Electrical and Corrosives.

-Self-Sustenance: Frost is also self contained while transformed, requiring no food, water or oxygen.

Weakness: *In her weakened form inflicted upon her by the Phoenix Egg, Emma's Psyche and Powers are at a -1CS.

Talents: Administration, Business/Finance, Education, Electronics

Contacts: Classic X-Men

WOLVERINE

F IN (40)
A RM (30)
S EX (20)
E RM (30)
R GD (10)
I MN (75)
P IN (40)

Health: 120

Karma: 125

Resources: EX

Popularity: 20



BACKGROUND

Real Name: Logan, James Howlett

Occupation: Adventurer

Identity: Public

Legal Status: Citizen of Mutopia

Marital Status: Single

Known Relatives: None

Group Affiliation: Classic X-Men

Base of Operations: Mutopia

KNOWN POWERS

Bone Claws: Up to RM edged damage.

Regeneration: Regains 10 Health points per hour. UN Endurance vs. poison, gasses, and drugs.

Animal Empathy: AM with carnivores.

Heightened Senses: MN smell, IN hearing.

Berserker: Ignores Stun results, UN resistance of mind control. Yellow FEAT to come out of this state.

Weakness: In his weakened form inflicted upon him by the Phoenix Egg, Logan's Powers are at a -1CS and his healing factor only regains 10 points per day.

Talents: Guns, Thrown Weapons, Sharp Weapons, Oriental Weapons, Martial Arts A, B, E, Tumbling, Ninjitsu (hide in shadows IN, Night Vision at RM) Japanese, Russian.

Contacts: Classic X-Men

BEAST

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

Health: 110

Karma: 60

Resources: RM

Popularity: 20



BACKGROUND

Real Name: Henry "Hank" McCoy

Occupation: Biochemist, Geneticist

Identity: Public

Legal Status: Citizen of Mutopia

Marital Status: Single

Known Relatives: None

Group Affiliation: Classic X-Men

Base of Operations: Mutopia

KNOWN POWERS

Feet and Hands: Beast can use his feet as a second set of hands giving him a +1CS when wrestling. Both are larger than normal human size.

Claws: RM edged damage.

Climbing: As long as he can get a hand or foothold on a vertical surface, Beast can climb with RM ability. He cannot "stick" to walls, however.

Balance: Can walk a tightrope automatically and a slack rope with an Agility FEAT roll. He can fall 30 feet without damage provided he lands on his feet.

Leaping: AM

Lightning Speed: EX land speed when sprinting

Weakness: In his weakened form inflicted upon him by the Phoenix Egg, Hank's Powers are at a -1CS.

Talents: Biochemistry, Genetics, Electronics, Tumbling, Martial Arts C, French, Italian, Russian.

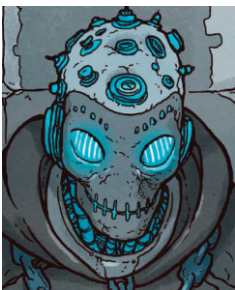
Contacts: Classic X-Men

XORN

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

Health: 56

Karma: 100



Resources: FE

Popularity: 0

BACKGROUND

Real Name: Kuan-Yin Xorn

Occupation: Prisoner

Identity: Secret

Legal Status: Citizen of Mutopia with a criminal record

Marital Status: Single

Known Relatives: None

Group Affiliation: Classic X-Men

Base of Operations: Mutopia

KNOWN POWERS

Star Brain: CL1000, Xorn's mind acts as a Star. When his helmet is on, the effects of the Star does not work. Has the following power stunts:

-**Energy Blast:** AM

-**Blinding:** IN

-**Gravity Manipulation:** UN ability to affect sound waves with gravity to talk, as he has no mouth

-**Star Collapse:** Xorn is able to collapse his star's natural state. Kuan-Yin can change his star into a Black Hole and back. Kuan-Yin has the following powers with his Black Hole Brain:

--**Energy Blast:** AM

--**Gravity Manipulation:** UN ability to affect sound waves with gravity to talk, as he has no mouth

Empathy: IN

Gravitational Senses: MN. Xorn is able to manipulate energy to perform the following power stunts:

-**Warping Gravity Fields:** AM

-**Death Sense:** AM ability to sense when a death has occurred in his vicinity.

-**Comprehend Language:** AM. by shaking gravitational particles in the air around them allows them to comprehend and speak other languages.

-**Healing:** AM ability to heal up to 50 points of damage per person per day. To use this power, he must be in contact with the target. This costs him 1 point of Health for every 10 points he heals.

-**Revival:** GD. Xorn is able to raise the newly dead. Will only work on subjects that have been dead less than an hour.

Self-Sustenance: Does not need to eat, sleep or breathe.

Talents: Chinese, English, Resist Domination

Contacts: Classic X-Men

PROFESSOR XAVIER

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

Health: 120

Karma: 125

Resources: EX (20)

Popularity: 20



BACKGROUND

Real Name: Charles Xavier

Occupation: Former Professor and Leader of the Mutant Race

Identity: Public

Legal Status: Deceased Citizen of Mutopia

Marital Status: Single

Known Relatives: None

Group Affiliation: Classic X-Men

Base of Operations: Mutopia

KNOWN POWERS

Telepathy: Sh-X, Professor X is the most powerful telepath in the world. He is able to perform the following power stunts:

-**Mind Probe:** UN

-**Possession:** UN

-**Project Thoughts:** UN

-**Mental Command:** MN

-**Mental Bolts:** UN

-**Psionic Detection:** UN

-**Mind Wipe:** MN

-**Mental Invisibility:** UN

-**Mental Illusions:** UN

-**Power Detection:** EX, Automatically detect any super being within 4 areas

-**Mind Link:** UN, Professor X is able to link up telepathically with up to 8 other people. Should Professor X use another telepathic FEAT, this effect dropped by -2CS.

Weakness: *Disembodied Spirit:* Professor X laid dormant within the Phoenix Egg and was released when Quire inadvertently freed Sublime. He can only interact physically by possessing another human form.

Talents: Business/Finance, Resist Domination, Computers, Physics, Genetics, Leadership

Contacts: Classic X-Men

MAGNETO

F GD (10)
A EX (20)
S TY (6)
E AM (50)
R IN (40)
I EX (20)
P AM (50)

Health: 86
Karma: 110
Resources: IN
Popularity: 40



BACKGROUND

Real Name: Erik Magnus
Occupation: Baron of Mutopia
Identity: Public
Legal Status: Citizen of Mutopia with no criminal record
Marital Status: Single
Known Relatives: (Presumed deceased) Pietro (son), Wanda (daughter), Lorna (daughter).
Group Affiliation: New X-Men
Base of Operations: Mutopia

KNOWN POWERS

Magnetic Control: UN ability to manipulate iron and iron alloys.
Force Field: UN personal shield. The rank is reduced by one for each additional area covered. He has developed a power stunt with this shield to protect him from psionic attacks as well.
Flight: RM air speed (15 areas/round).
Energy Control: AM
Magnetic Detection: UN ability to sense movement within the magnetic lines of force. It is nearly impossible to sneak up on him.

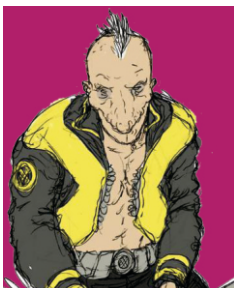
Talents: Amazing reason in all matters of genetic manipulation and engineering. Electronics, Robotics, Engineering, Computers, Multi-Lingual, Diplomacy, Politics.

Contacts: New X-Men.

BEAK

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

Health: 56
Karma: 18
Resources: EX
Popularity: 30



BACKGROUND

Real Name: Barnell Bohusk
Occupation: Adventurer
Identity: Public
Legal Status: Citizen of Mutopia
Marital Status: Divorced
Known Relatives: Angel Salvadore (ex-wife), Tito (son), Axel (son), Kara (daughter)
Group Affiliation: New X-Men
Base of Operations: Mutopia

KNOWN POWERS

Gliding: PR (1 area per round)
Talons: GD Edged Damage. Located on both hands and feet.
Enhanced Vision: IN Telescopic Vision that allows him to see up to 2 miles away. He also possesses Circular Vision and cannot be snuck up on from behind.

Weapons: Bat: GD Blunt Damage.

Talents: Blunt Weapons.

Contacts: Classic X-Men

ANGEL SALVADORE

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

Health: 90
Karma: 18
Resources: EX
Popularity: 20



BACKGROUND

Real Name: Angel Salvadore
Occupation: Adventurer
Identity: Public
Legal Status: Citizen of Mutopia
Marital Status: Divorced
Known Relatives: Barnell Bohusk (ex-wife), Tito (son), Axel (son), Kara (daughter)
Group Affiliation: New X-Men
Base of Operations: Mutopia

KNOWN POWERS

Winged Flight: PR (4 areas per round)
Sonic Vibration: RM Ultrasonic Sound generation from her wings. Endurance FEAT to resist.
Enhanced Reproductive System: AM ability to conceive progeny via the laying of eggs and a 5 day gestation

period.

External Digestive System: IN acidic vomit to dissolve food and to cause damage to others. She must normally be within reaching distance of her target, but can projectile vomit with an agility FEAT up to 1 area away.

Talents: Areal Combat, Leadership

Contacts: New X-Men

QUENTIN QUIRE

F TY (6)
A TY (6)
S TY (6)
E EX (20)
R IN (40)
I AM (50)
P MN (75)

Health: 38
Karma: 165
Resources: EX
Popularity: 20



BACKGROUND

Real Name: Quentin Quire
Occupation: Adventurer
Identity: Public
Legal Status: Citizen of Mutopia
Marital Status: Single
Known Relatives: None
Group Affiliation: New X-Men
Base of Operations: Mutopia

KNOWN POWERS

Telepathy: UN ability to organize and construct his thoughts at accelerated rates with the following power stunts:
-Mind Control: UN
-Mental Shields: UN ability to resist mind probes, and disable other forms of psychic manipulation.
-Telepathic Tracking: UN ability to detect and track other sentient beings by their unique psionic emanations
-Telepathic Cloak: UN ability to mask his presence from being detected by others.
-Telepathic Illusions: UN ability to create illusions, fake invisibility, or "shapechange".
-Mental Paralysis: UN
-Mental Amnesia: UN ability to erase any awareness of particular memories or cause total amnesia.
-Astral Projection: UN ability to project his astral form from his body onto astral planes or the physical planes. In the physical plane, he can only travel in astral form over short distances. In the

astral plane, he can mentally create psionic objects and manipulate the aspects of his environment.
-*Psionic Shotgun*: MN Mental Bolts
-*Telekinesis*: Quire generated massive amounts of telekinetic energy at UN ability, that allows him to perform the following:

-*Kinetic Bolt*: AM

-*Matter Reconstruction*: AM ability to restructure matter.

-*Flight*: AM airspeed (25 areas per round)

Talents: Engineering, Electronics, Repair/Tinkering, Resist Domination

Contacts: New X-Men, Classic X-Men

DUST

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

Health: 52

Karma: 22

Resources: GD

Popularity: 20



BACKGROUND

Real Name: Sooraya Qadir

Occupation: Adventurer

Identity: Public

Legal Status: Citizen of Mutopia with no criminal record

Marital Status: Single

Known Relatives: None

Group Affiliation: New X-Men

Base of Operations: Mutopia

KNOWN POWERS

Mineral Body: AM ability to transform her body into sand-like particles under her direct control.

Topology: AM ability to reform her body at will, allowing the following power stunts:

-Seep through openings with RM ease

-Dust Cloud: Dust becomes a giant cloud of dust that causes RM Edged within a 2 area radius.

Talents: Bi-Lingual (English/Arabic)

Contacts: New X-Men.

GLOB HERMAN

F EX (20)

A EX (20)

S IN (40)

E IN (40)

R TY (6)

I TY (6)

P TY (6)

Health: 120

Karma: 18

Resources: EX

Popularity: 6



BACKGROUND

Real Name: Herman Garner

Occupation: Adventurer

Identity: Public

Legal Status: Citizen of Mutopia

Marital Status: Single

Known Relatives: None

Group Affiliation: New X-Men

Base of Operations: Mutopia

KNOWN POWERS

Bio-Paraffin Body: Glob Herman's body is composed almost entirely of bio-paraffin (living wax), with his skeleton and major organs floating inside. This gives him the following power stunts:

-*Body Armor*: EX protection vs. Physical and Energy Damage

-*Resistance to Heat and Flame*: AM

-Glob Herman can throw pieces of his body up to 2 areas, doing EX Blunt Damage

-*Enhanced Senses*: GD Sight, Hearing and Smell

Talents: None

Contacts: Classic X-Men

BASILISK

F GD (10)

A TY (6)

S RM (30)

E RM (30)

R PR (4)

I PR (4)

P TY (6)

Health: 76

Karma: 14

Resources: EX

Popularity: 20



BACKGROUND

Real Name: Mike Columbus

Occupation: Adventurer

Identity: Public

Legal Status: Citizen of Mutopia

Marital Status: Single

Known Relatives: None

Group Affiliation: New X-Men

Base of Operations: Mutopia

KNOWN POWERS

Photokinesis: In his eye socket rests a camera-like device that allows Basilisk to control his superhuman mutant ability to emit a pulse of high-frequency strobe light at IN intensity directly from his brain. This light completely paralyzes any sentient being that looks at it that fails a Red Psyche FEAT, causing them to fall into a rigid fascinated state akin to a deer caught in the headlights of a car. The length of this effect varies depending upon the strength of will of whomever Basilisk stares at. 10 rounds for those with a Psyche under RM; 1-10 rounds RM-IN Psyche; 1 round AM Psyche or better.

Optic Blast: Basilisk can focus his strobe into an optic blast similar to Cyclops' eye beam for IN Force Damage. His aim is -1CS to his agility, however as he has not been able to hone this skill.

Talents: None

Contacts: New X-Men

MARTHA JOHANSSON

F FE (2)

A FE (2)

S FE (2)

E PR (4)

R EX (20)

I IN (40)

P AM (50)

Health: 10

Karma: 110

Resources: EX

Popularity: 20



BACKGROUND

Real Name: Martha Johansson

Occupation: Adventurer

Identity: Public

Legal Status: Citizen of Mutopia

Marital Status: Single

Known Relatives: None

Group Affiliation: New X-Men

Base of Operations: Mutopia

KNOWN POWERS

Telepathy: AM

Psycho-Chaff: AM ability to broadcast psionic signals over a 5 area range to inhibit concentration. A Green result causes a -1CS to all actions, a Yellow

Psycho-Chaff: AM ability to broadcast psionic signals over a 5 area range to inhibit concentration. A Green result causes a -1CS to all actions, a Yellow result causes a -2CS to all actions, and a Red result causes -3CS to all actions. Only a Red result or a successful physical or mental interruption inflicted on Martha can counteract this attack.

Possession: AM ability to overwhelm another's consciousness.

Power Negation: AM ability to negate or block the use of other's mutant abilities.

Equipment: *Glass Tank Housing:* IN Body Armor, FE air speed (2 areas per round).

Weakness: *Disembodied Brain:* Requires daily injections of medical fluids for survival.

Talents: Resist Domination

Contacts: New X-Men

ERNST

F GD (10)
A PR (4)
S IN (40)
E TY (6)
R TY (6)
I TY (6)
P GD (10)

Health: 60

Karma: 22

Resources: EX

Popularity: 20



BACKGROUND

Real Name: Ernst

Occupation: Adventurer

Identity: Public

Legal Status: Citizen of Mutopia

Marital Status: Single

Known Relatives: None

Group Affiliation: New X-Men

Base of Operations: Mutopia

KNOWN POWERS

Aside from her superhuman strength, Ernst shows no signs of any other powers.

Talents: Martial Arts B

Contacts: New X-Men.

THE STEPFORD CUCKOOS

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

Health: 28

Karma: 90

Resources: EX

Popularity: 20



BACKGROUND

Real Names: Celeste, Esme, Mindee, Phoebe, Sophie

Occupation: Adventurers

Identity: Public

Legal Status: Citizens of Mutopia

Marital Status: Single

Known Relatives: The five girls are younger clones of Emma Frost.

Group Affiliation: New X-Men

Base of Operations: Mutopia

KNOWN POWERS

Telepathy: RM

Puppetry: EX

Mental Probe: RM

Psi-Screen: RM

"Five in One" Mental Gestalt: UN. When melding their minds, the Stepford Cuckoos mental stats are as follows:

R AM (50)

I MN (75)

P UN (100)

They also gain the following abilities:

-*Telepathy:* UN

-*Sensory Link:* AM

-*Puppetry:* AM

-*Mind Blast:* MN

-*Psi-Screen:* UN

-*Mental Probe:* MN

-*Hallucinations:* UN

Talents: Resist Domination, Piano, Seduction

Contacts: Classic X-Men

SIX-IN-ONE

F GD (10)

A GD (10)

S TY (6)

E IN (40)

R AM (50)

I UN (100)

P SHX (150)

Health: 66

Karma: 300

BACKGROUND

The Six-In-One is a physical gestalt between the Stepford Cuckoos and Emma Frost brought together to combat Sublime and the Beast Army.

KNOWN POWERS

-*Telepathy:* SHX

-*Sensory Link:* UN

-*Puppetry:* UN

-*Mind Blast:* SHX

-*Psi-Screen:* SHX

-*Mental Probe:* SHX

-*Hallucinations:* SHX



NOVA, CASSANDRA

STATISTICS

F GD (10)
A GD (10)
S TY (6)
E UN (100)
R IN (40)
I RM (30)
P UN (100)

Health: 126

Karma: 170

Resources: N/A

Popularity: 0



BACKGROUND

Real Name: Cassandra Nova

Occupation: Terrorist

Identity: Public

Legal Status: Deceased

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: Charles Xavier (brother)

Group Affiliation: None

Base of Operations: Mutopia

KNOWN POWERS

DNA Duplication: She has the UN ability to copy the DNA of sentient beings and use it to reconstruct physical bodies for themselves.

DNA Manipulation: She can manipulate the DNA of others, breaking it down at the molecular level at the UN rank.

Jumpstart: After analyzing the DNA of another superhuman mutant, Cassandra is able to selectively evolve their existing genetic traits as well as catalyze the untapped genetic potential of latent mutants. Once begun, the procedure is irreversible and can often result in unpredictable side effects.

Phasing: IN ability to pass through solid objects.

Regeneration: AM ability to heal even fatal injuries at the rate of 30 points for every round she is uninjured.

Astral Form Projection: She has the UN ability to release her astral form, which she uses to focus her telepathy and telekinesis.

Telepathy: She can read minds

and project her thoughts into other minds within UN ability.

Telepathic Cloak: She can mask her presence with UN ability from being detected by others. She can extend this defense to others around her as well.

Mind Control: She has the UN ability to control the minds of others upon mere concentration.

Possession: She has the UN ability to possess the mind of another, and use that beings body as her own.

Psionic Shield: She has the ability to erect a UN psychic shield for protection of herself and of others' minds.

Telepathic Illusions: She has the UN ability to create illusions to make herself seem to be invisible, look like someone else, or make others experience events that are not truly happening.

Mental Paralysis: She has the AM ability to induce temporary mental or physical paralysis

Mental Amnesia: She can erase any awareness of particular memories or cause total amnesia

with AM ability.

Psionic Blasts: She can project MN psionic force bolts which have no physical effects but which can affect a victim's mind so as to cause the victim pain or unconsciousness.

Mind Transferral: UN ability to transfer both her mind and powers into other host bodies should her own physical body be somehow killed.

Telekinesis: She possesses MN telekinetic abilities enabling her to levitate and manipulate living beings, inanimate objects, and in rare occasions (a Red FEAT) energies.

The Phoenix Force: In her physical form of Jean Grey's body, Cassandra possesses the power of the Phoenix Force.

-Energy Absorption: CI1000

-Elemental Conversion: CI1000

-Flight: UN airspeed (600mph)

-Force Field: CL1000 vs Physical and Energy Attacks

-Kinetic Bolt: UN

-Regeneration: UN

Talents: Resist Domination, Military, Leadership, Physics, Genetics

Contacts: None

HISTORY

Cassandra Nova Xavier was the twin sister of Professor X and had become a Mummudrai, what the Shi-ar race call a spirit that is the equal and opposite of an individual. She was determined to wipe out Mutantkind and attempted to use Xavier's Cerebra to carry out this task. She was stopped by Professor X's suicide and Jean Grey, who was linked to the Professor at the moment of his death, was turned into a Phoenix Egg by the psychic backlash.

Nova secretly took possession of Jean Grey's body and patiently waited for the Phoenix Egg to hatch so she could finish her goal of destroying Mutantkind. The Phoenix Egg was fought over by the Classic X-men and Magneto's New X-Men, but the two teams later joined forces to prevent the virus within the Phoenix Egg known as Sublime and its' army of Beasts from gaining control of it. After Sublime was defeated, the Phoenix Egg finally hatched, and Jean Grey emerged possessed by Nova and bonded with the Phoenix Force.

With the power of the Phoenix, Nova overwhelmed the teams of X-Men. Her brother, Professor X, took control of Wolverine and used him to get through to Jean and defeated Nova while Wolverine and Jean killed themselves, effectively eradicating her from existence.

ADDITIONAL NOTES

STATISTICS

F Sh0 (0)
A SH0 (0)
S SH0 (0)
E SHZ (500)
R AM (50)
I AM (50)
P SHX (150)
Health: 500
Karma: 250
Resources: N/A
Popularity: 0

BACKGROUND

Real Name: Sublime
Occupation: Virus
Identity: Secret
Legal Status: N/A
Other Known Aliases: None
Place of Birth: Phoenix Egg
Marital Status: N/A
Known Relatives: N/A
Group Affiliation: None
Base of Operations: Mutopia

KNOWN POWERS

Spores: SHX ability to infect a host. Once infection is complete, the host becomes a part of Sublime's Hive Mind. The Beast (in all his forms across Battleworld) is particularly vulnerable to rapid infection by Sublime, and is considered Sublime's perfect host body.

Possession: SHX ability to possess the minds of sentient beings around him. They must be infected by his spores for more than 1 hour before he can exert control over them. Possession begins at the FE level and increases 1CS per hour to the maximum of SHX. He is unable to assert control over a host body until his level of possession exceeds the victim's Psyche. The victim can still roll a Psyche FEAT to resist until the possession rank is more than 3CS above their Psyche.

Telepathy: SHX ability to communicate through thought.



Hive Mind: All those actively possessed by Sublime can communicate to one another telepathically and can see through each others' eyes at the UN level.

ADDITIONAL NOTES

SUBLIME'S BEAST ARMY



The Sentinel Territories are one of the domains of Battleworld. The Baron of this district is President Robert Kelly.

The Sentinel Territories consists of a alternate version of the United States of America, called United Doomstates. One time Senator, Robert Kelly rose to power as the President and passed the Mutant Control Act which led to the internment of mutants and other super humans. These unfortunate citizens were sterilized and used as subjects of horrible and often fatal experiments. The streets of the United Doomstates are constantly patrolled and policed by Sentinels.

After many years of little hope for the mutant race, there were two children born to mutant parents: Chrissie Pryde, daughter of Katherine Pryde and Colossus; and Cameron Logan, son of Wolverine and an unrevealed mother.

An appeal was eventually raised to reform the Mutant Control Act. In an effort to sway the vote in favor of letting the Act stand,

President Kelly coerced and released Mystique and the Blob to cause the citizens of the United Doomstates to remind them of the dangers mutants present to mankind. The two mutants engaged the X-Men in combat, who had recently escaped the South Bronx Mutant Internment Center. The X-Men and Mystique escaped underground after Cameron arrived on the scene, surprised

and killed the Blob. The X-Men subsequently traveled to Centrum, an underground refuge for mutants.

After inspecting a recently downed Sentinel, the X-Men discovered that President Kelly had created a techno-virus to affect one Sentinel and fabricate an attack on himself so he could continue the illusion of the evils of mutants among humanity. A

few moments after this discovery, a group of Doom Sentinels pierced through the ceiling, having found Centrum by following the weak signal of the downed Sentinel. To counter the assault, Kate Pryde reached out to Centrum's final defense, her giant-sized Lockheed the Dragon.

After waking up Lockheed, Kate, Cameron, and Chrissie helped the rest of the X-Men evacuate Centrum. During the evacuation, Kate accidentally let slip a revelation regarding Cameron's parentage. Cameron apparently wasn't the son of Wolverine, but was in actuality the son of Kate and Colossus. Wolverine had taken Cameron



SENTINEL TERRITORIES



under his wing as a baby after Kate and Piotr had been captured by Sentinels. Kate took her two children to the Doom Cathedral in Coney Island, a sacred place run by Nightcrawler they could use as a refuge.

After Chrissie and Cameron let this revelation soak in, Kurt and Kate showed them to a mutant camp in front of the church, revealing that they could free its inhabitants and protect them with the laws of the sanctuary. Cameron showed disapproval of freeing them at that moment, but he was forced to act when Chrissie jumped into action. When the four mutants finally broke in, they found Pyro, Avalanche, and Destiny lying in wait.

While the rest of the X-Men escaped from the ruins of Centrum, Chrissie was able to convince the refugees at the mutant camp to join their battle against the remnants of the Brotherhood. After Avalanche was killed and Pyro was subdued, Destiny and Kelly's forces were finally defeated when the X-Men arrived with

Magneto controlling the downed Sentinel from Centrum as a weapon. Cameron discovered the old Sentinel from Centrum had three DNA sequences programmed into it. While one was Kelly's, the other two were Chrissie's and Cameron's. It was revealed Magneto had actually reprogrammed the Sentinel with Rachel Summers to attack Chrissie and Cameron to become martyrs, and they had used the rest of the X-Men to execute their plan.

While he was being confronted with his betrayal, Magneto captured Chrissie and flew away with the Sentinel. Cameron snuck into the robot, and killed Magneto, causing the Sentinel to fall to the ground. Chrissie confronted Cameron for killing Magneto, but he revealed his secret belief that mutants didn't deserve to exist, as they had caused the dystopia they now lived in. Cameron revealed his plan to kill President Kelly and cause an ultimate mutant extinction, so that the Sentinel Territories could finally return to a state of peace. Chrissie vehemently opposed him, and

the two siblings started fighting.

After a hard-fought battle, Cameron escaped, challenging Chrissie to meet him at the National Plaza, where the X-Men forced Air Force One to land. Cameron arrived brief moments later, and broke into Air Force One, taking President Kelly hostage. Chrissie arrived soon after, riding Lockheed with Logan and Kate. While the X-Men fended off Sentinels and Kelly's troops, Chrissie got to Kelly and helped get him to safety with Lockheed, and asked him to reconsider the mutant reform act. Using Lockheed's fire, Chrissie heated up her metal blades and confronted her brother for the last time, and was forced to kill him.

After the dust settled, the X-Men fled the scene and returned to Nightcrawler's church. Kelly's forces asked for permission to fire at them, but he ordered them to stand down. Once the mutants arrived at the church, they heard helicopters and sirens approaching, and were unsure whether they were ally or enemy forces.

PRYDE, CHRISTINA

STATISTICS

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

Health: 56

Karma: 30

Resources: PR

Popularity: 0

BACKGROUND

Real Name: Christina "Chrissie" Pryde

Occupation: Freedom Fighter

Identity: Secret

Legal Status: Citizen of United
Doomstates with a criminal record

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: Katherine Pryde
(mother), Peter Rasputin (father),
Cameron (brother)

Group Affiliation: X-Men

Base of Operations: Sentinel Territories



KNOWN POWERS

Ferrous Polymorph: Chrissie can reshape any part of her body into a malleable liquid metal with IN ability. She is able to stretch up to 1 area away and can turn to a pool of liquid metal allowing her to slip through the tiniest of cracks. This power grants her the following advantages:

- IN protection from physical attacks including ballistics and explosions
- AM protection against extreme temperatures.
- EX protection against corrosives
- RM protection against electrical damage
- Self-Sustenance: Chrissie has exhibited minimal need to breathe while in full armored state, although it is unlikely that she would be able to survive in a vacuum.

Contacts: X-Men

Talents: Martial Arts A, Survival,
Edged Weapons

HISTORY

After many years of little hope for the mutant race in the Sentinel Territories, there were finally two children born to mutant parents: Chrissie Pryde, daughter of Katherine Pryde and Colossus; and Cameron Logan, son of Wolverine and an unrevealed mother.

United Doomstate's President Robert Kelly coerced and released Mystique and the Blob to cause the citizens of the United Doomstates to remind them of the dangers mutants present to mankind. The two mutants engaged the X-Men in combat. The X-Men and Mystique escaped underground after Cameron arrived on the scene, surprised and killed the Blob. The X-Men subsequently traveled to Centrum, an underground refuge for mutants.

The X-Men discovered that President Kelly had created a techno-virus to affect one Sentinel and fabricate an attack on himself so he could continue the illusion of the evils of mutants among humanity. A few moments after this discovery, a group of Doom Sentinels pierced through the ceiling, having found Centrum by following the weak signal of the downed Sentinel.

Kate, Cameron, and Chrissie helped the rest of the X-Men evacuate Centrum. During the evacuation, Kate accidentally let slip a revelation regarding Cameron's parentage. Cameron apparently wasn't the son of Wolverine, but was in

actuality the son of Kate and Colossus. Wolverine had taken Cameron under his wing as a baby after Kate and Piotr had been captured by Sentinels. Kate took her two children to the Doom Cathedral in Coney Island, a sacred place run by Nightcrawler they could use as a refuge.

After Chrissie and Cameron let this revelation soak in, Kurt and Kate showed them to a mutant camp in front of the church, revealing that they could free its inhabitants and protect them in the sanctuary. Cameron showed disapproval of freeing them at that moment, but he was forced to act when Chrissie jumped into action. When the four mutants finally broke in, they found Pyro, Avalanche, and Destiny lying in wait.

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away with the Sentinel. Cameron snuck into the robot, and killed Magneto. Chrissie confronted Cameron, but he revealed his secret belief that mutants didn't deserve to exist, as they had caused the dystopia they now lived in. Cameron revealed his plan to kill President Kelly and cause an ultimate mutant extinction, so that the Sentinel Territories could finally return to a state of peace. Chrissie vehemently opposed him, and the two siblings started fighting.

After a hard-fought battle, Cameron escaped, challenging Chrissie to meet him at the National Plaza, where the X-Men forced Air Force One to land. Cameron arrived brief moments later, and broke into Air Force One, taking President Kelly hostage. Chrissie arrived soon after, riding Lockheed with Logan and Kate. While the X-Men fended off Sentinels and Kelly's troops, Chrissie got to Kelly and helped get him to safety with Lockheed, and asked him to reconsider the mutant reform act. Using Lockheed's fire, Chrissie heated up her metal blades and confronted her brother for the last time, and was forced to kill him.

ADDITIONAL NOTES

PRYDE, CAMERON

STATISTICS

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

Health: 56

Karma: 30

Resources: PR

Popularity: 0

BACKGROUND

Real Name: Cameron Pryde

Occupation: Freedom Fighter

Identity: Secret

Legal Status: Citizen of United
Doomstates with a criminal record

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: Katherine Pryde
(mother), Peter Rasputin (father),
Chrissie (sister)

Group Affiliation: X-Men

Base of Operations: Sentinel Territories

KNOWN POWERS

Merging: Cameron possesses a unique version of the Phasing power. He is able to enter solid objects on contact, flowing passively through their molecular structure, and then exiting from any contiguous point of the object. This allows him to travel or relocate rapidly through uniform structures. This power allows the following power stunts:

-*Phasing* at MN ability

-*Flight* at PR speed

-*Mist Form:* While phasing, his body takes on a gaseous form.

-He has exhibited the ability to merge another living being into a solid object with only minor damage to the being or the object. The living being can still move any body parts outside the solid object and as long as their mouth is exposed can still converse. It is unknown whether or not Cameron can reverse this process.



Talents: Martial Arts A, B, E,
Tracking, Edged Weapons.

Contacts: X-Men

HISTORY

The son of Kate Pryde and Peter Rasputin, Cameron was born shortly before the Mutant Control Act led to all surviving mutants being interned in camps under the order of Baron Robert Kelly. As Kate was taken away by Sentinels, Logan (aka Wolverine) got Cameron to safety and raised him as his own son. Logan never told Cameron the truth about his parents, and remained ambiguous about his mother. Cameron was trained as a hunter by Logan, growing up in the wilds of the Sentinel Territories.

When he was roughly 17, Cameron and Logan met the surviving X-Men after they led a successful escape from the camps. Cameron grew close to his younger sister, Chrissie Pryde, although they didn't know of their relationship at the time. It wasn't until Sentinels attacked Angel's Centrum that Kate let it slip who Cameron's real parents were.

The X-Men's mission upon their escape was ironically to save the life of Baron Kelly. Rachel Summers had uncovered information that a Sentinel had been infected with a virus that would cause it to run amok and target Kelly. The X-Men hoped that a public showing of the new generation of mutants, Cameron and Chrissie, fighting to save Kelly's life despite his politics would lead to reform and the end of the Mutant Control Act. Even after evidence made it appear that Kelly was deliberately targeting himself in order to blame mutant kind, the plan remained

the same.

Not all X-Men were on the same page, however. They soon learned that Magneto and Rachel had modified the Sentinel's virus to also target Chrissie and Cameron. They intended to martyr the young mutants as a rallying point against the Mutant Control Act. By this point, Cameron had seen enough of mutant politics. He believed mutants were an evolutionary dead end that had plagued humanity and needed to be pruned from the gene pool. As the last generation of mutants, he thought that he and Chrissie needed to attack Kelly, making the final push necessary to eradicate mutant kind.

Cameron attacked Kelly on Air Force One, but Chrissie remained an idealist and attacked her brother. As Lockheed spirited Kelly to safety, Chrissie made the sacrifice of killing Cameron in the hopes that "good" mutants standing up against "evil" mutants would make their point for the greater good.

ADDITIONAL NOTES

KATE PRYDE

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



Health: 66
Karma: 70
Resources: PR
Popularity: 2

BACKGROUND

Real Name: Katherine "Kate" Pryde
Occupation: Resistance fighter
Identity: Public
Legal Status: Citizen of Sentinel Territories with a criminal record
Other Known Aliases: Shadowcat, Kitty, Sprite
Place of Birth: Unrevealed
Marital Status: Married
Known Relatives: Colossus (husband), Chrissie Pryde (daughter), Cameron Pryde (son)
Group Affiliation: X-Men
Base of Operations: Sentinel Territories, United Doomstates

KNOWN POWERS

Phasing: AM ability with the following power stunts:
 -Pass through force fields with a power FEAT.
 -Walk on air as though it were solid ground
 -Disrupt machinery (sentient machinery must make an Endurance FEAT or be knocked out for 1-10 rounds and suffer AM damage)
 -Render other people or objects out of phase while in contact
 -Solidify objects inside of others for material strength damage upon release
 -Astral Sight

Talents: Electronics, Computer Hardware Design, Software Design, Resist Domination, Russian, Martial Arts A, B, C, D, E, Ninjitsu

Contacts: X-Men

COLOSSUS

F EX/EX (20/20)
A GD/GD (10/10)
S UN/EX (100/20)
E AM/EX (50/20)
R TY (6)
I TY (6)
P EX (20)



Health: 180/70
Karma: 32
Resources: PR
Popularity: 2

BACKGROUND

Real Name: Piotr Nikolaievitch Rasputin
Occupation: Resistance Fighter
Identity: Public
Legal Status: Citizen of Sentinel Territories with a criminal record
Other Known Aliases: None
Place of Birth: Unrevealed
Marital Status: Married
Known Relatives: Kate Pryde (wife), Chrissie Pryde (daughter), Cameron Pryde (son)
Group Affiliation: X-Men
Base of Operations: Sentinel Territories, United Doomstates

KNOWN POWERS

Organic Steel Form: AM Body Armor VS Energy and Physical Damage; MN Body Armor VS Heat and Cold; RM protection VS Electrical; EX protection VS Corrosives.
Self Sustenance: Does not need to eat or breathe while in metal form.

Talents: Artist, Pilot, Martial Arts A, English, Russian.

Contacts: X-Men

WOLVERINE

F IN (40)
A RM (30)
S EX (20)
E RM (30)
R GD (10)
I MN (75)
P IN (40)



Health: 120
Karma: 125
Resources: RM (30)
Popularity: 6

BACKGROUND

Real Name: Logan
Occupation: Resistance Fighter
Identity: Public
Legal Status: Citizen of Sentinel Territories with a criminal record
Other Known Aliases: None
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: Cameron Pryde (adopted son)
Group Affiliation: X-Men
Base of Operations: Sentinel Territories, United Doomstates

KNOWN POWERS

Adamantium Skeleton: EX body armor vs. blunt attacks, TY protection vs. edged attacks. +1CS to punches and kicks to determine damage. Opponents attacking Wolverine with bare fists take TY damage. His bones are essentially made of UN material and cannot be broken.
Claws: Up to MN edged damage.
Regeneration: Regains 10 Health points per hour. UN Endurance vs. poison, gasses, and drugs.
Animal Empathy: AM with carnivores.
Heightened Senses: MN smell, IN hearing.
Berserker: Ignores Stun results, UN resistance of mind control. Yellow FEAT to come out of this state.

Talents: Guns, Thrown Weapons, Sharp Weapons, Oriental Weapons, Martial Arts A, B, E, Tumbling, Ninjitsu (hide in shadows IN, Night Vision at RM) Japanese, Russian.

Contacts: X-Men



NIGHTCRAWLER

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



Health: 120
Karma: 50
Resources: EX (20)
Popularity: 2

BACKGROUND

Real Name: Kurt Wagner
Occupation: Priest
Identity: Public
Legal Status: Citizen of Sentinel Territories with a criminal record
Other Known Aliases: None
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Group Affiliation: X-Men
Base of Operations: Sentinel Territories, United Doomstates

KNOWN POWERS

Teleportation: AM ability to teleport up to 3 miles. This process produces a loud "BAMF" sound and is accompanied by the smell of sulfur. Nightcrawler can perform the following power stunts:

- He may exceed his normal range by 2 miles by making an Endurance FEAT or be disoriented for 1-10 rounds.

- Teleport 1 or 2 passengers. Passengers must make an Endurance FEAT or be knocked out for 1-10 rounds.

- Teleport part of an object or victim, causing AM damage (or a possible kill result).

- Nightcrawler can triple the amount of normal attacks per round by teleporting multiple times. When attempting to hit Nightcrawler, the attacker must have initiative or succeed in a MN Intuition FEAT, otherwise Nightcrawler will have teleported away.

Prehensile Tail: Use as additional arm, an extra attack with GD Fighting.

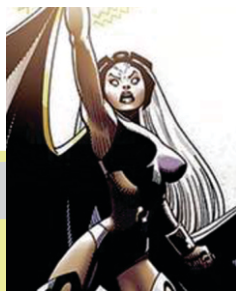
Wall-Crawling: AM (3 areas/turn). He cannot adhere to frictionless or slippery surfaces.

Talents: Leadership, First Aid, Electronics, Mechanical Repair, Pilot, Martial Arts B, Acrobatics, Weapon Specialist: Sword, Religion (Catholicism).

Contacts: X-Men

STORM

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



Health: 106
Karma: 36
Resources: TY
Popularity: 2

BACKGROUND

Real Name: Ororo Munroe
Occupation: Instructor
Identity: Public
Legal Status: Citizen of Sentinel Territories with a criminal record
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Group Affiliation: X-Men
Base of Operations: Sentinel Territories, United Doomstates

KNOWN POWERS

Weather Control: AM
Resistance to Weather: IN
Weather Prediction: AM
Flight: AM air speed (25 areas per round).

Talents: RM knowledge of Lockpicking, Pocket-Picking, Escapology, Thievery. EX use of a Knife or Pistol. Leadership, Aerial Combat, Martial Arts A & C, Kenyan, Russian.

Contacts: X-Men

LOCKHEED

F GD (10)
A RM (30)
S UN (100)
E AM (50)
R EX (20)
I EX (20)
P EX (20)

Health: 190
Karma: 60
Resources: SH0
Popularity: 0

BACKGROUND

Real Name: Lockheed
Occupation: None
Identity: Secret
Legal Status: N/A
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Group Affiliation: X-Men
Base of Operations: Sentinel Territories, United Doomstates

KNOWN POWERS

Fire Breath: AM
Winged Flight: TY Airspeed (6 areas per round)
Psi-Screen: CI1000
Gigantic Size: Lockheed takes up an entire area and is approximately 50 feet in length and weighs nearly 3 tons.

Talents: None

Contacts: X-Men



BROTHERHOOD OF EVIL MUTANTS

AVALANCHE

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



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

BACKGROUND

Real Name: Dominic Petros
Occupation: Terrorist
Identity: Public
Legal Status: Citizen of Sentinel Territories with a criminal record
Other Known Aliases: None
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Group Affiliation: Brotherhood of Evil Mutants
Base of Operations: Sentinel Territories, United Doomstates

KNOWN POWERS

Disruption: AM. His powers only affect non-living matter and his own body.
Matter Animation: RM
Vibrations: MN. Avalanche is able to use vibrations to perform the following power stunts:
-Earthquake beginning at PR effect and area increasing +1cs per round until it reaches UN.
-Diminish Earthquakes
-Groundstrike Attack: MN damage
-Vibration Attack: MN damage
-Shake apart material on touch up to MN material strength on a Red FEAT.

Equipment:

Body Armor: GD protection from Physical damage.

Talents: Crime, Bi-Lingual (English, Greek)

Contacts: Brotherhood of Evil Mutants

BLOB

F RM (30)
A PR (4)
S RM (30)
E MN (75)
R PR (4)
I GD (10)
P RM (30)



Health: 139
Karma: 34
Resources: PR
Popularity: -15

BACKGROUND

Real Name: Fred J. Dukes
Occupation: Terrorist
Identity: Public
Legal Status: Citizen of Sentinel Territories with a criminal record
Other Known Aliases: None
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Group Affiliation: Brotherhood of Evil Mutants
Base of Operations: Sentinel Territories, United Doomstates

KNOWN POWERS

Bodily Expansion: Blob can flex his fat and break through restraints of up to EX material
Body Armor: UN vs. physical attacks, AM vs. Energy attacks
Entrapment: Blob can hold an opponent with the equivalent of MN Strength in the folds of his skin on a Green Psyche FEAT
Immovability: Using some form of personal gravity control, Blob is able to plant himself onto the ground. This takes 1 turn and then he can only be moved on a Red FEAT using UN Strength.
Gravity Smash: A leap attack that enables him to strike an opponent as if he had MN strength.

Talents: None

Contacts: Brotherhood of Evil Mutants

DESTINY

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



Health: 34
Karma: 185
Resources: PR (4)
Popularity: -5

BACKGROUND

Real Name: Irene Adler
Occupation: Terrorist
Identity: Public
Legal Status: Citizen of Sentinel Territories with a criminal record
Other Known Aliases: None
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Group Affiliation: Brotherhood of Evil Mutants
Base of Operations: Sentinel Territories, United Doomstates

KNOWN POWERS

Precognition: Destiny has the UN ability to scan multiple timelines in a single instant and select the one most likely to occur. She has a 97% chance of predicting the correct timeline for the next round of game play, but loses 10% of her accuracy for every round following the initial one.
-As long as Destiny can clearly communicate with her comrades, her team will always immediately gain surprise (their initiative die roll is always considered 11). All of Destiny's teammates must be within three unobstructed areas of her for this power to work. If Destiny is rendered unconscious, or is otherwise unable or unwilling to participate, all the advantages are lost.
-Destiny can use her Karma to help another character's actions (as she would normally help her own) if the other character is within three unobstructed areas of her.
-If Destiny attempts to make a long range prediction (more than 5 rounds in the future), the Judge should secretly make a Psyche FEAT roll for her. Predicting up to 15 minutes into

the future requires a green FEAT roll, up to 24 hours in the future is a yellow FEAT roll, and beyond that is a red FEAT roll. Any white failure means that she has completely failed and sees nothing or sees the wrong timeline and the Judge should present a misleading scenario. When she fails, all surprise and initiative advantages, and the ability to confer them on others, are lost for the next 1-10 rounds

Equipment:

Crossbow: Ty material, Gd Shooting, 7 areas range, can be fired once every 2 rounds, can be fired one-handed at -2cs

Limitations:

Blindness: Destiny is blind and usually carries a cane in her normal identity. When in battle, she wears a full face mask. Her powers allow her to see the most probable objects characters, etc., that are present. She is immune to effects of holograms and other non-damaging optical attacks

Talents: Bows, Multi-Lingual: (German and English)

Contacts: Brotherhood of Evil Mutants

MYSTIQUE

F IN (40)
A RM (30)
S EX (20)
E RM (30)
R GD (10)
I MN (75)
P IN (40)



Health: 120
Karma: 125
Resources: PR
Popularity: -15

BACKGROUND

Real Name: Raven Darkholme
Occupation: Terrorist
Identity: Public
Legal Status: Citizen of Sentinel Territories with a criminal record
Other Known Aliases: None
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Group Affiliation: Brotherhood of Evil

Mutants

Base of Operations: Sentinel Territories, United Doomstates

KNOWN POWERS

Shape-Shifting: UN. Mystique can increase her physical stats up to +1CS and has developed the following power stunts:

-Night Vision: UN
-Claws: AM Edged damage
-Regeneration: RM ability to heal surface tissue damage
-Body Resistance: IN
-Longevity: She can suppress her natural aging process. It is believed that she is over 80 years old.
-Mental Resistance: AM. Her constantly changing brain makes her hard to attack or read her mind
-Blending: UN
-Metabolic Resistance: IN. Mystique can reboot her genetic template to withstand many pathogens and poisons.

EQUIPMENT

Blaster: IN Force damage, 10 area range.
Knife: IN material strength, RM Edged damage
Hand Gun: RM Shooting damage, 7 area range

Talents: Leadership, Resist Domination, Artist: (Acting), Martial Arts A, B, C, Pilot, Detective, Espionage, Marksmanship, Weapons Master, Multi-Lingual: (English, German, Portuguese, Spanish, Swedish, plus 6 more unrevealed languages), Climbing, Sleight of Hand

Contacts: Brotherhood of Evil Mutants

PYRO

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

Health: 56
Karma: 26
Resources: PR
Popularity: -15



BACKGROUND

Real Name: St. John Allerdyce
Occupation: Terrorist
Identity: Public
Legal Status: Citizen of Sentinel Territories with a criminal record
Other Known Aliases: None
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Group Affiliation: Brotherhood of Evil Mutants
Base of Operations: Sentinel Territories, United Doomstates

KNOWN POWERS

Fire Control: IN ability to control (but not create) flame. He can perform the following stunts:

-Form rings, prison, and other restraining devices of up to 1n intensity.
-Fire jets of flame at a range of 4 areas with IN damage.
-Create Flame Creatures: IN F,A,S,E scores. Such creatures inflict MN damage to flammable targets, and GD damage to non-flammable targets.
-Dampen Flames: IN ability.
Fire Resistance: CL1000 resistance to fire under his control, but no resistance to flames not under his control or controlled by others.

EQUIPMENT

Costume: AM protection vs. Flame and Heat.
Flamethrower: RM Fire damage with a range of 2 areas.

Talents: Journalism, Writing

Contacts: Brotherhood of Evil Mutants

MARK IV SENTINEL

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

Health: 165
Karma: 0
Resources: 0
Popularity: 0

KNOWN POWERS

Flight: GD (9 areas per round)
Mutant Detection: RM (1 Mile Radius)
Body Armor: RM
Energy Beam: IN damage of varying types of energies to suit their opponent.
Gas Jets: RM potency (knockout, tear, smoke, etc.), 1 area range.
Catch-Web Cables: RM strength steel cables for entrapment. 2 area range.
Search Lights: TY light projection.
Customization: Mark IV Sentinels can add on equipment in the field in 1-10 rounds.

MARK V SENTINEL

F EX (20)
A EX (20)
S AM (50)
E UN (100)
R GD (10)
I TY (6)
P TY (6)

Health: 190
Karma: 0
Resources: 0
Popularity: 0

KNOWN POWERS

Flight: GD (10 areas per round)
Mutant Detection: RM (1 Mile Radius)
Body Armor: RM
Computer Link: Contains detailed information on all known mutants and keeps all Mark V Sentinels in contact with one another.
Energy Beam: AM damage of varying types of energies to suit their opponent.
Cold Beams: EX Cold damage, potential Stun effect, and can encase target in ice of GD material strength.
Gas Jets: RM potency (knockout, tear,

smoke, etc.), 2 Area range.
Catch-Web Cables: RM strength steel cables for entrapment. 2 area range.
Search Lights: TY light projection.
Customization: Mark IV Sentinels can add on equipment in the field in 1-10 rounds.

MARK VI SENTINEL

F RM (30)
A EX (20)
S AM (50)
E SHX (150)
R GD (10)
I GD (10)
P TY (6)

Health: 250
Karma: 0
Resources: 0
Popularity: 0

KNOWN POWERS

Flight: GD (10 areas per round)
Mutant Detection: RM (2 Mile Radius)
Body Armor: RM
Computer Link: Contains detailed information on all known mutants and keeps all Mark VI Sentinels in contact with one another.
Energy Beam: AM damage of varying types of energies to suit their opponent.
Cold Beams: EX Cold damage, potential Stun effect, and can encase target in ice of GD material strength.
Gas Jets: RM potency (knockout, tear, smoke, etc.), 2 Area range.
Catch-Web Cables: RM strength steel cables for entrapment. 2 area range.
Search Lights: TY light projection.
Customization: Mark IV Sentinels can add on equipment in the field in 1-10 rounds.

DOOM SENTINEL

F AM (50)
A IN (40)
S AM (50)
E SHX (150)
R EX (20)
I GD (10)
P GD (10)

Health: 290
Karma: 0
Resources: 0
Popularity: 0



KNOWN POWERS

Flight: GD (12 areas per round)
Mutant Detection: RM (10 Mile Radius)
Body Armor: RM
Computer Link: Contains detailed information on all known mutants and keeps all Doom Sentinels in contact with one another.
Energy Beam: AM damage of varying types of energies to suit their opponent.
Electrical Insulation: EX resistance to Electrical attacks.
Gas Jets: RM potency (knockout, tear, smoke, etc.), 2 Area range.
Catch-Web Cables: RM strength steel cables for entrapment. 2 area range.
Darts: 10 javelin sized steel darts. EX damage with a 3 area range.
Search Lights: TY light projection.
Customization: Mark IV Sentinels can add on equipment in the field in 1-10 rounds.





Adaptor's Note: *The Wastelands are not heavily featured in any of the Secret Wars titles. Old Man Logan is briefly shown residing in the Domain at the beginning of his story, but very little of the action in the Old Man Logan Secret Wars title actually takes place in the Wastelands. It is the Adaptor's intention to create a full Wastelands Compendium at a future date based on the original Mark Millar Mini-Series. For your convenience, Old Man Logan's stats can be found after the Wastelands entry along with Night Nurse.*

Serving as another domain on Battleworld, the Wastelands are a recreation of Earth-807128, courtesy of God Emperor Doom. After having declared to set his world right, the man known as Old Man Logan disrupted a poker game between the Gladiator and his Flying Devils, and ended their human trafficking ring by killing them, freeing those imprisoned.

While on the way back to meet with Danielle Cage, Logan witnessed a decapitated head of an Ultron Sentinel fall from the skies above. Wishing to investigate further, he brought it along with him back home, where the last surviving of the Hulk Clan, Hulk Jr. and Danielle were also residing. After explaining this new development to Danielle, he carried on to investigate the head's origins. Thanks to a visit to Hammer Falls and meeting with the dying Emma Frost, he found out that it had come from beyond the Wastelands, and made the decision to venture beyond his domain - an act forbidden by the Laws of Doom.

When Logan trespassed upon neighboring borders, he was approached by a Thor of the Thor Corps, and was attacked by her with a lightning bolt for breaking Doom's laws, falling into the Domain of Apocalypse in the process. Already healed from the burns caused by the Thor's attack, Logan was attacked by Creed, who was one of the

Horsemen of Apocalypse, and his Infinite Soldiers, but was rescued by the X-Men and taken to their hideout, where they were in turn attacked by Apocalypse himself and more of his Horsemen.

The battle that ensued was intervened by the Thor who had attacked Logan earlier who became entangled in an argument with Apocalypse, allowing Logan to slip away. The Thor then demanded to know to where he had run, attacked the X-Men and the Horsemen of Apocalypse with a lightning bolt (which made Apocalypse furious) and then went looking for Logan through the domain. When she neared the domain's walls, Logan attacked her from behind. Enraged, the Thor retaliated with another lightning bolt which cast Logan into the neighboring domain of Technopolis.

In Technopolis, Logan was taken to Stark Tower by Baron Stark and Grand Marshal James

WASTELANDS

Rhodes, the Thor of that domain. After healing his wounds, Logan woke up and engaged Rhodes in battle, but was defeated and sent to the Deadlands as punishment for breaking Doom's laws.

Thanks to his healing factor, Logan managed to fight through the hordes of zombies of the Deadlands, taking shelter inside a cave, where he found an uninfected She-Hulk. He was trying to convince her to throw him out of the Deadlands when the zombies who were pursuing Logan found them. In a desperate attempt to save Logan's life, She-Hulk caught him and jumped as high as she could to throw him out of the Deadlands as he had suggested, ultimately sacrificing her own life to do so. Afterwards, Logan found himself in the Kingdom of Manhattan.

While wandering the city, Logan met this domain's Jean Grey and Emma Frost, and was taken to meet the rest of the X-Men, as well as the son of one of the Wolverines of the domain, Jimmy Hudson. Ultimately, Old Man Logan assisted the superhero population of the Kingdom of Manhattan in a rebellion against God Doom, and miraculously found himself in a new world.



OLD MAN LOGAN

STATISTICS

F IN (40)
A RM (30)
S GD (10)
E RM (30)
R GD (10)
I MN (75)
P IN (40)

Health: 110

Karma: 125

Resources: PR

Popularity: 0

BACKGROUND

Real Name: James "Logan" Howlett

Occupation: Farmer

Identity: Public

Legal Status: Citizen The Wastelands with a criminal record

Other Known Aliases: Wolverine

Place of Birth: Unrevealed

Marital Status: Widowed

Known Relatives: Maureen Logan (wife, deceased); Scotty Logan (son, deceased); Jade Logan (daughter, deceased); Bruce Banner, Jr. (adopted son);

Group Affiliation: None

Base of Operations: Wastelands

KNOWN POWERS

Adamantium Skeleton: Logan's skeleton has been laced with Adamantium, giving them CL1000 material strength. This provides the following benefits:

-EX protection vs. Blunt and Force damage.

-Ty protection vs. Edge and Energy damage.

-Fists are capable of doing Ex Blunt damage.

Claws: CL1000 material, Logan can extend his retractable claws, causing up to MN Edged damage.

Animal Empathy: AM ability with mammalian carnivores.

Heightened Senses: MN Smell, IN Hearing

Tracking: AM

Regeneration: AM. Regains 10 Health/hour or 1 point every six minutes.

Resistance to Poison, Gases, Drugs and Disease: UN

Recovery: UN



Berserker Rage: Though less in evidence these days than in the past, Logan still flies into a rage, losing Karma and "going berserk." Logan must make a Yellow Psyche FEAT must be made to come out of it. While in a rage, he gains the following power stunts:

-**Mental Resistance:** UN resistance to mind control and other mental attacks.

-All Stun results are ignored

-All attacks are +1cs to hit

Talents: Guns, Thrown Weapons, Edged Weapons, Oriental Weapons Master, Weapon Specialist: (Claws), All Martial Arts, Wrestling, Acrobatics, Tumbling, Military, Detective/Espionage, Criminology, Resist Domination, Escape Artist, Motorcycle, Streetwise, Survival, Multi-Lingual: (English, Japanese, Russian)

Contacts: None

When the Multiverse was destroyed and reborn in the form of Battleworld, Logan ended up in the domain known as the Wastelands, a recreation of his native reality.

After making the decision to set his world right, Logan disrupted a poker game between the Gladiator and his Flying Devils, and ended their human trafficking ring by killing them and freeing those imprisoned. While on the way back to meet with Danielle Cage, Logan witnessed a decapitated head of an Ultron Sentinel fall from above. Wishing to investigate further, he brought it along with him back home to Carson City, where Hulk Jr. and Danielle were also residing. After explaining this new development to Danielle, Logan carried on to investigate the head's origins. Thanks to a visit to Hammer Falls and meeting with the dying Emma Frost, he found out that it had come from beyond the Wastelands, and decided to venture beyond his domain.

When Logan crossed the border into the next territory, he was confronted by a member of the Thor Corps for breaking God Emperor Doom's laws. During the battle, Logan fell into the Domain of Apocalypse. There, Logan was attacked by Creed, one of the Horsemen of Apocalypse, and his Infinite soldiers, but was rescued by the X-Men and taken to their hideout, where they were in turn attacked by Apocalypse himself and his other Horsemen.

The battle that ensued was intervened by the Thor who attacked Logan earlier, and as

she argued with Apocalypse, Logan fled and hid himself. The Thor then demanded to know to where he had run, but no one answered. She attacked both the X-Men and the Horsemen of Apocalypse, and then went looking for Logan. When she was near the domain's walls, Logan climbed up and attacked her from behind. Enraged, the Thor attacked him with another lightning bolt and let him fall into the neighboring domain of Technopolis, as she was attacked by Apocalypse's Infinite soldiers.

Logan was taken to Stark Tower by Baron Stark and Grand Marshal James Rhodes, the Thor of that domain. After healing his wounds, Logan woke up and found out he was in a totally different domain from the one he expected. He ended up engaging Rhodes in battle, but was defeated and sent to the Deadlands as punishment for breaking Doom's laws.

Thanks to his healing factor, Logan managed to fight through the hordes of zombies of the Deadlands, taking shelter inside a cave, where he found an uninfected She-Hulk. He was trying to convince her to throw him out of the Deadlands when the zombies who were pursuing him found them. In a desperate attempt to save Logan's life, She-Hulk caught him and jumped as high as she could to throw him out of the Deadlands as he had suggested, ultimately sacrificing her own life to do so. Afterwards, Logan found himself in the Kingdom of Manhattan.

While wandering the city he

hadn't seen in years, Logan met this domain's Jean Grey and Emma Frost, and was taken to meet the rest of the X-Men, as well as the son of one of the Wolverines of that domain, a boy named Jimmy Hudson.

Later, after leading the superhero population of the Kingdom of Manhattan in a rebellion against God Emperor Doom, Logan found himself in a new world.

NIGHT NURSE

STATISTICS

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

Health: 66

Karma: 50

Resources: TY

Popularity: 0

BACKGROUND

Real Name: Linda Carter, RN

Occupation: Nurse

Identity: Public

Legal Status: Citizen The Wastelands
with a criminal record

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None Known

Group Affiliation: None

Base of Operations: Wastelands

KNOWN POWERS

None Known

Equipment:

Ectoplasmic Needle Gun: Causes IN Energy damage to unholy beings, and EX piercing damage to mortals. 4 area range.


Holy Shotgun: Causes IN Angelic Energy damage to unholy beings with a 1 area range. Causes only EX damage if used against mortals.

Holy Water Syringes: IN burning damage to unholy beings when injected. Must make a Fighting FEAT to inject.

Talents: Guns, Thrown Weapons, Edged Weapons, Acrobatics, Medicine, First Aid.

Contacts: None





Linda Carter is one of the rare individuals who is allowed travel between the Domains of Battleworld. Her mission is to combat various infections and viruses across Battleworld that endanger the lives of its inhabitants. It is believed she was sent on this task by Sheriff Strange.

She most recently found herself in the Wastelands combating trespassers from Limbo who were spreading a demonic techno-virus amongst the inhabitants of the Wastelands.

Unfortunately, after saving a small town from a demon horde, she was shot and killed by a young child who had mistaken her for a monster.

STORY SEEDS

Limbo Rock

The Characters are members of a famous rock band that survived the Limbo holocaust and are hiding on the streets of Limbo when they see potential salvation: Colossus and his team of X-Cops on their yearly mission to save his sister.

Demon Nights

The characters are servants of either the Goblin Queen or Darkchild and have been tasked with thinning out their rivals camp.

Escape from Limbo

The characters are prisoners of the Goblin Queen and have succeeded in escaping her prison. Where do they go from here?

House of Cards

The characters are members of the Resistance who have infiltrated the House of M, masquerading as Mutants to overthrow the Monarchy from within.

Round 'em up!

The characters are trainees of The Red Guard in the Monarchy of M and have been tasked with capturing members of the Human Resistance.

Race for the Cure

There's a rumor floating around that a neighboring Domain holds a cure for the Extinction Virus. The characters risk spreading the infection across Battleworld in search for a cure that may not even exist.

New New Mutants

The characters are a young band of students at the Atom Institute in Mutoxia, being trained by members of the New X-Men. Rumor has it there is a traitor in the midst. Will their loyalty be to each other, to Magneto, or to the mystery traitor?



Judgement Day

The characters are a small band of merry mutants holing up in a bunker in the Sentinel Territories. They have remained undetected for years, but the mutant who has been shielding their existence from the Sentinels just turned up dead, and now they must fight for their lives as they are hunted by the machines they have spent their entire lives in fear of.

Olympus has Fallen

The characters have been called upon to take down the White House and President Kelly along with it.

Ronin

The characters are a small group of super-powered survivors wandering the Wastelands. Can they survive in the harsh outback?

Ultra-Sentinels

The Ultron Horde has invaded the Sentinel Territories and are merging with the Sentinel Technologies. Can anything defeat these insanely powerful monstrosities?

Mojo Rising

Mojo has his cameras circling a group of survivors in the X-Topia Province, taking advantage of the poor unfortunate souls infected with the Extinction Virus and pitting them against each other in cage fights. The characters must figure out a way to end these battles without drawing the wrath of the Thor Corps or Baron Grey.

A Deal With the Devil

Now that the Goblin Queen has regained control over Limbo, she's looking for a few bad souls to expand her territory. Perhaps the characters will fit the bill.

CREDITS

The Adaptor pulled information from the following publications
and websites to compile this Compendium:

Marvel Unlimited Membership

Marvel.com

marvel.wikia.com

www.classicmarvelforever.com

<http://www.angelfire.com/comics/benriely/>

wikipedia.com

The Official Handbook of the Marvel Universe - Multiple Issues

The Gamer's Handbook of the Marvel Universe Vols. 1-4

and 1989-1992 Updates

Inferno #1-5

X-Tinction Agenda #1-4

E is for Extinction #1-4

House of M #1-4

Years of Future Past #1-5

Old Man Logan #1-5

Secret Wars Journal #5

The Adaptor highly recommends the Marvel Unlimited membership and application.

This is the best tool for running any game in the Marvel Universe.

This is simply the adaptor's opinion and is given completely of his free will.

He does not work for nor is endorsed by Marvel Comics or the Disney Corp.

He's just a big Marvel Phile and prefers to pay for a subscription rather than pirate issues illegally.

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