E 002.00

MUTANTS & MASTERMINDS™ ROLEPLAYING GAME

"I'm Here, and Here, and here,

and here, and here and here, and and here and here and he

MULTTPIF MAN



CHARACTERISTICS

Real Name: James Arthur "Jamie" Madrox
Height: 5' 11"
Weight: 155 lb.
Eyes: Blue
Hair: Brown
Birthplace: Los Alamos, New Mexico
Group Affiliation: None
Headquarters: Muir Island, off coast of Scotland
Relatives: Daniel (father, deceased), Joan (mother, deceased)
Other Aliases: None
Marital Status: Single
First Appeared: GIANT size Fantastic Four #4

HISTORY

James Madrox was the only son of two researchers working at the Los Alamos Research, Center in New Mexico. In the course of their work, his parents were exposed to enough specific radiation to produce subtle alterations in their genetic material. Thus their son was born a mutant. Moments after birth, Madrox's power became evident: when the doctor spanked him, the concussive force caused him to multiply into two identical physical beings. (The second self merged with the first in a few minutes.) Shaken by the bizarre phenomenon, on the advice of Professor Charles Xavier, the Madrox family moved to a farm on Kansas where they could raise the boy in privacy. Dr. Madrox created a special suit for his son which insulated the boy from kinetic forces over the critical threshold point which caused replication, and forced the boy to wear it constantly. As Madrox grew up, he was not aware of his mutant power, but only of the strangeness of his being forced always to wear the same clothes. When he was fifteen, his parents were killed by a tornado. Madrox spent the next few years of his life alone caring for his parents' farm. Then, malfunctioning control elements in the suit caused a power surge that released his inhibited power and caused the suit to begin absorbing ambient electrical energy. Confused and frightened, Madrox set out to find help, eventually arriving in New York City.

LITF		AIN		nd here and here here and here"
Power Level: 9	Concept: Self Dup	licating Hero Occupat	ion: Ex-Farmer, I	Lab Assistant
14 1	ex Con 3 16	Int Wis 16 14	Cha 12	Melee +4
+2 + DMG +3	1 +3 FORT RE +3 +3		+1 Speed 30	Atk Bonus Ranaed +3
Save SKILLS	Save Sa		Walking	Atk Bonus Initiative
Computer (Int) +	6, Medicine (Wis) +5, 9 (Int) +5, Science - 6	, Profession – Lab Assis Genetics (Int) +5	tant (Wis) +8,	+5 DEX
FEATS				Dma Bonus +2 s/L
All Out Attack,		itiative, Lightning Refle ofession, Takedown Att		Fists and Feet
POWERS				13/14 Flat Footed

Duplication +10, James has the ability to create duplicates of himself, including any devices that have been paid for with power points. All duplicates have the same abilities as he does, though no bonus or rank can be higher than his power rank and no duplicate has the duplication power. All duplicates are considered minions and have no hero points of their own, though may use his for their actions. James can create up 16 duplicates, though creating one is a half action. He may however reduce his duplication rank (thereby reducing maximum abilities of duplicates) in order to create more, one extra duplicate for each rank reduced in fact. Duplicates think and act just like the original and only disappear when James stops sustaining the power. If james is killed by making a duplication check DC30 one of his duplicates then becomes the "real" James and gains the Duplication power at the originals rank. [Extras: Horde (x4), Survival; Source: Mutation; Cost: 7 pp]

WEAKNESSES

Kinetic Duplication: James suffers from a problem whereby his duplication ability can be triggered by relatively slight physical impacts. Essentially any Stun or Lethal hits he takes cause his duplication to function as if it was creating duplicates over his limit by the amount caused. (So if he takes 3 stun hits then his duplication creates 3 duplicates with no rank or bonus above +7).

PERSONALITY

James is a heroic man, who often finds himself in situations beyond his control, he will on occasion turn to the x-men for help, but otherwise tends to struggle through his own dilemmas himself.

MORE HISTORY

There the Fantastic Four and Professor Xavier found him. Reed Richards of the Fantastic Four helped repair the uniform's components, and Xavier took him into custody for a short time to teach him how to control his replication powers. When asked to join Xavier's mutant adventurers, the X-Men, Madrox declined, preferring to accept <u>Dr. Moira MacTaggart</u>'s offer to be a lab assistant at her mutation research complex on Muir Isle off the coast of Scotland. Madrox remained on Muir Island for many years, leaving only once to join mutant heroine <u>Siryn</u> in looking for the missing X-Men protégé's <u>Sunspot</u> and Warlock on behalf of Professor X. This led them into a brief romance and joining with the mutant runaways calling themselves the Fallen Angels. Madrox returned to Muir Island after these brief adventures. During a brief time when the X-Men had disbanded, their villain the Shadow King managed to take mental control over all the mutants and researchers living at Muir Island. Madrox helped the reforming X-Men to defeat the villain and agreed to join <u>Havok</u> and <u>Polaris</u> who formed the government-sponsored mutant team \underline{X} -Factor, having by this time gained enough control over his powers to avoid wearing his protective suit. Madrox remained a member of X-Factor for many months, until a mission into the mutant-apartheid country Genosha led him to contract the deadly Legacy Virus. Madrox apparently died at the hands of the self-proclaimed mutant healer Haven when she attempted to cure Madrox of the disease. It was later revealed that the infected Madrox had split into duplicates prior to contracting the disease, and Madrox is survived by a duplicate. Madrox helped X-Factor on several missions but never really rejoined the team. After X-Factor later disbanded, Madrox was later seen working with Forge, keeping surveillance on Magneto, then-leader of the nation Genosha, on behalf of the wishes of Professor Xavier. During a civil war that broke out shortly after Magneto assumed power, Madrox intercepted the X-Man $\underline{Wolverine}$ on a reconnaissance mission to locate and rescue both Madrox and Forge. Together they rescued Forge, a captive of Exodus who was masquerading as Magneto in his absen Presumably, Madrox returned to field work in Genosha.

	VEHICLE									
Vehicle Type: Armour Bonus:	Cost:	Size: Features:	Movement:	Hardness:						
ORE POWERS										

DEVICES

Armour (Kinetic Absorption Suit) +5, Madrox's costume is designed to absorb kinetic energy so that he will not create duplicates through accidental impacts. It could also absorb intense heat. As an armour suit it reduces an attack's damage by its rank before the damage save is made. [*Power Stunt:* Immunity - Kinetic Duplication, heat; *Source:* Super Science; *Cost:* 1 pp]

MAP						MAP FEATURES		HEADQUARTERS	
]	1			
						3 4	Ш		
						5	Ш		
						7 8	Ш		
						9 10	Ш		
						11 12	Ш		
						13 14 15	Ш		
						16 17	Ш		
						18 19	Ш		
]	20			
10								HERO POINTS	

4