

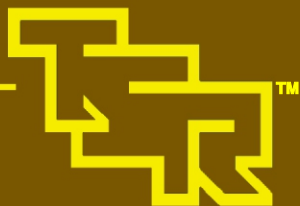
MARVEL SUPER HEROES™

WEAPON X

by NECROMANCER



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HISTORY OF THE WEAPON X PROGRAM

Weapon Plus

Weapon Plus Program's origins dated back to 1945, when Truett Hudson, a civilian advisor to the U.S. Army nicknamed Professor Thorton, discovered Dr. Nathaniel Essex's hidden laboratory under a liberated concentration camp. Funded by the U.S. Government, Thorton formed Weapon Plus, a program devoted to create super soldiers based on U.S. Army's Project: Rebirth, which birthed the hero Captain America, retroactively considered to be Weapon I.

The first nine installments of Weapon Plus had been partially successful, including Weapon III, which resulted in the creation of the Skinless Man, and Project Homegrown, a.k.a. Weapon VII, which produced the cyborg Nuke.

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

To prevent subsidiary programs from going rogue, Weapon Plus directly oversaw the creation of the last living weapons operating in the clandestine facilities of the world employing Bolivar Trask's Sentinel technology.

Throughout the decades, Weapon Plus has used increasingly more extreme methods to create its super soldiers. Weapon X employed genetic alteration, brainwashing and memory implants. The latest creations were bred specifically to become mutant hunting weapons much deadlier than the Sentinels.

Weapon X

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

The original Weapon X program started in the United States in the 1960's by Professor Thorton under Romulus' influence. Sponsored by American Central Intelligence

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

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

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

Meanwhile, criminal mastermind Romulus eventually decided to revamp a new iteration of Weapon X, again formed by Truett Hudson, a.k.a. Professor Thorton, F.B.I. scientist Dr. Abraham Cornelius and former N.A.S.A. operative Carol Hines. This installment, code named Experiment X, operated in a Department K facility located near Roanoke in Alberta, Canada. Agent Logan was selected by Romulus as the first Experiment X's subject; he was captured by Weapon X agents and taken to the Facility; where Hudson and Experiment X's staff bonded Adamantium with Logan's skeleton; under Weapon X's

Becoming insane from his pain, Logan managed to break free and escape from the facility, killing several project members as he did so, including Dr. Dale Rice and nearly killed Malcom Colcord, the head of security.

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

Many years later, Logan now the X-Man known as Wolverine, started remembering events from his past, eventually leading him to the Weapon X facility in Alberta. At the same time, Silver Fox, now a powerful leader of Hydra, had started secretly following U.S. Department of Agriculture's activities, searching for the Professor so that she could kill him for the treatment she had received during her time at the Weapon X Program. Meanwhile, former Dr. Cornelius assistant Hines contacted the Professor at the Agriculture Department, informing him that Logan had discovered something about his past at Weapon X. After having read N.S.A. files provided by S.H.I.E.L.D. Director Nick Fury and Logan searched for the Professor in Washington D.C.'s Agriculture Department's Building; after Logan's visit, he decided to reach former Weapon X memory implants set in Windsor, Ontario, since he knew which could have been Logan's next place to visit. He then activated the S.H.I.V.A. Protocol, a security program comprised of several robot units used by Weapon X to capture agents which had escaped their control; Logan destroyed the first Shiva units and reached the control room, where he found Hines and the corpse of the Professor, who had been successfully killed by Silver Fox only minutes before.

Sabretooth was successfully found by a survivor S.H.I.V.A. unit in a wrestling club in New York City; he was helped by his former Team X teammate John Wraith who also gathered Logan, Mastodon, Silver Fox and Carol Hines to reform the old Team X for their last mission: to find the man who was behind their implanted memories: Aldo Ferro. They arrived in Ferro's private island in Seattle, Washington, where they met their former teammate Maverick who was employed by the Weapon X Program to be Ferro's bodyguard. After Ferro revealed that, during his time at Weapon X, had implanted false memories in all of their minds, Maverick rejoined Team X and together, they fought Ferro who killed Hines when she revealed he was an alien called Psi-Borg, then he vanished, taking Silver Fox with him. He then appeared revealing his true form as the Psi-Borg, and creating an illusion which was a replica of Logan's and

Silver Fox's time together at their cabin in Yukon; then he mentally controlled Sabretooth into killing Silver Fox for a second time, finally disappearing with Creed. He would later be helped by Sabretooth in escaping from the United States.

After this incarnation of the Weapon X Program failed, Weapon Plus Director John Sublime contacted former Weapon X's head of security Malcom Colcord, who had nearly been killed by Logan when he escaped after the Experiment X, asking him to be the New Director of the Weapon X Program.

He gave the project two additional goals: to monitor mutants in the general population and to set up concentration camps where they would be recruited, held for study or executed. Colcord brought in Brent Jackson, a former agent of S.H.I.E.L.D. as well as Sabretooth, Deadpool, Copycat and Mauvais.

The new Weapon X teams first success was to psionically gain control of Wolverine and direct him to track down the alumni of previous Weapon X projects. They were forced to detain him, though, when he regained his own volition.



The Shiver Man freed Wolverine upon which Colcord and the others fled. Colcord next brought in Box to build a concentration camp called Neverland. The Weapon X project had reached the height of its power. They recruited Aurora, Sauron, Mesmero, Marrow, Wild Child, Washout, Garrison Kane and many more mutants. Some joined willingly, most did not.

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

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

A new Weapon X project, whose staff included Dr. Martin Sutter, Dr. Sarah Kinney, and Dr. Zander Rice (son of Dale Rice) followed. They produced Native who was rescued by Wolverine and Sabretooth, and a female clone of Wolverine, X-23, who escaped after killing Rice and Kinney.

Later Colcord and Jackson appeared to be running separate, competing Weapon X projects. Also, Nathaniel Essex (Mr. Sinister), was still working with the project using the name Dr. Robert Windsor. Sinister's journal, chronicling his experiments in a Nazi death camp, inspired Thorton to work on one of the original projects; the full extent of Mr. Sinister's influence on the Weapon X program is still unknown.

Under the direction of Reverend William Stryker, a new Weapon X program emerged, which focused on the creation of undetectable killer cyborgs that could eventually eradicate mutant kind. These cyborgs were created from normal humans which Stryker had lured to his cause. As part of the process to refine their cyborgs, Weapon X targeted several mutants with special abilities of their interest, namely Logan, Sabretooth, Warpath, Domino, and Lady Deathstrike.

Once Weapon X captured Lady Deathstrike and harvested genetic material for their cyborgs, they sent their robots after the remaining four targets. While they failed to capture Logan and Sabretooth, they acquired tissue samples. Meanwhile, Warpath was successfully apprehended. By the time Weapon X's cyborgs attacked

Domino, Logan and Sabretooth had joined forces to investigate their attackers, and managed to rescue her. In order to improve the resistance of the and strength of their cyborgs, Weapon X set their sights on the Hulk.

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

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



WEAPON PLUS INCARNATIONS

Weapon I

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

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

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

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

Weapon II

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

Weapon III

Weapon III also reportedly experimented on animals. Contrary to this, a mutant barrister named Harry Pizer during

the Cold War with elastic and multi-sensory skin has his powers aumented by Weapon Plus, and he became Weapon III.

Weapon IV - VI

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

Weapon VII

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

Weapon VIII - IX

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

Weapon X

Weapon X was started by Professor Thorton under Romulus' orders, Weapon X operated both in Canada and the United States through an agreement between the C.I.A. and the Canadian Government. It operated through the C.I.A.'s Team X, and Canadian Department K, both employing and empowering mutants whose memories were often altered or deleted via several methods, including elaborated sets, and psychic implants provided by Aldo Ferro. Weapon X was going to be shut down by Weapon Plus Director John Sublime due to it's failures when Experiment X escaped from the Weapon X facility, but Thorton decided to break all of the ties the Program had with Weapon Plus, keeping Weapon X active. After the break off, Weapon X was only funded by the U.S. Department of Agriculture, in which Thorton worked as the Director.

Weapon XI

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

WEAPONS FROM THE WORLD

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

Weapon XII: The Huntsman

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

Weapon XIII: Fantomex

Weapon Plus created Weapon XIII, Fantomex, whose real name is Charlie Cluster-7, also at The World. However, Fantomex rebelled against his creators. Like in the case of Weapon XII, Fantomex's powers derive from nano-sentinel technology.

Weapon XIV: The Stepford Cuckoos

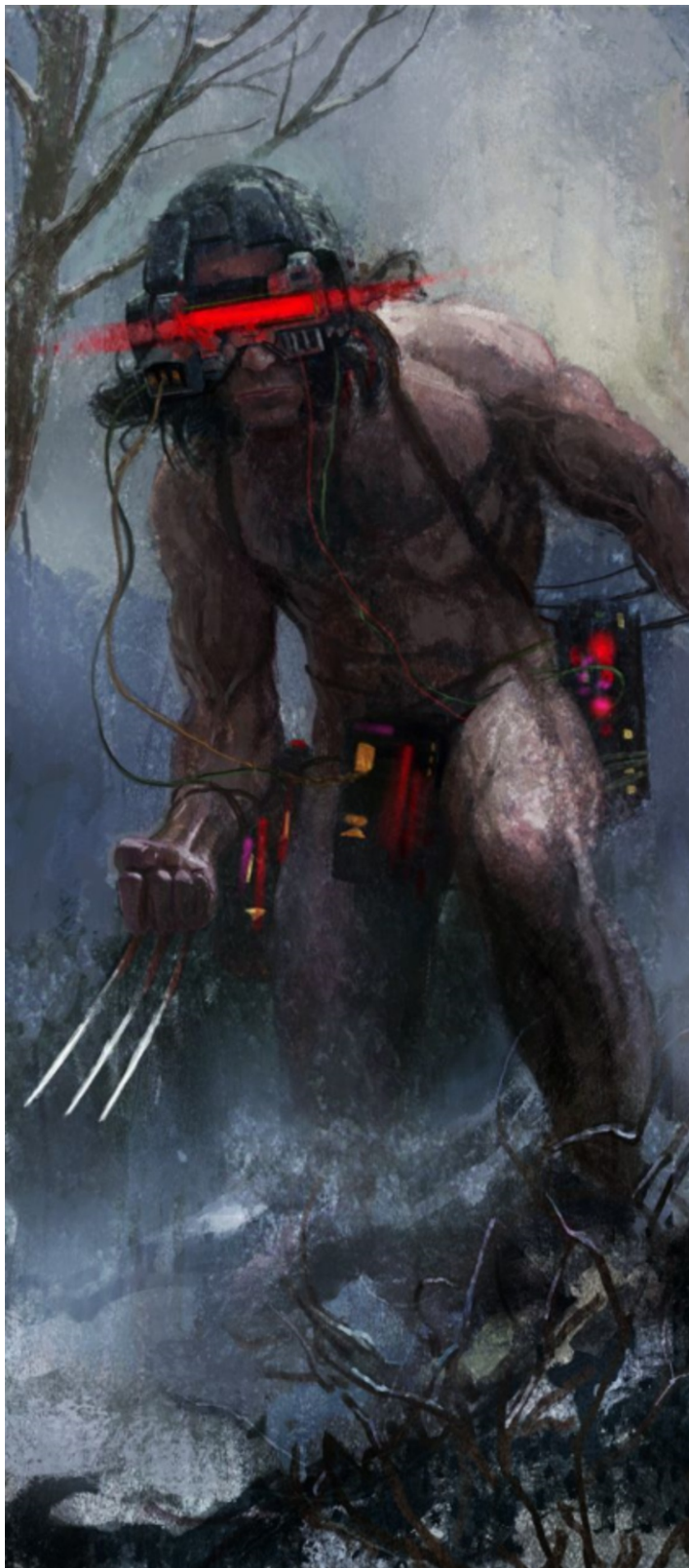
Weapon XIV was created in The World by John Sublime using ovaries stolen from Emma Frost to create daughters/clones the Stepford Cuckoos. Originally numbering in the thousands, only 5 were active and in the end only 3 remained. They were created to entrap the Phoenix Force in order to use it's power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

Weapon XV: Ultimaton

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

Weapon XVI: Allgod

Weapon XVI is a "living religion", a virus that attacks the



“faith reserves” and makes them subservient to The World’s sentence. In order for it to work one has to believe in some sort of god.

American Kaiju

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

CHECKS AND BALANCES

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

Known Examples:

Total Elimination of Super Soldiers

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

Doctor Mindbubble

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

PARAPHANELIA

EQUIPMENT: State of the art and sophisticated equipment.

TRANSPORTATION: Various

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



1. Main Entrance
2. Reception
3. Security Rooms
4. Command Center
5. Adamantium Bonding Vat
6. Weapons Storage
7. Security Room
8. Guard Post
9. Records Room
10. Alumni Sleeping Quarters
11. Cybernetic Implantation Room
12. Director's Office
13. Main Research Laboratory
14. Genetic Manipulation Laboratory
15. Guard Area
16. Gamma Irradiation Projector
17. Generators
18. Security Quarters



Arctic Research Station



19. Garage
20. Recreation Room
21. Prisoner Holding Area
22. Greenhouse
23. Mental Conditioning Area
24. Memory Implantation Area
25. Courtyard
26. Water Boilers
27. Maintenance Closet
28. Subterranean Passage
29. Detention Cell
30. Head of Security
31. Rest Room
32. Back up Generators
33. Side Entrances



1 square = 5 feet

WEST

WEAPON X FACILITY

Included herein is a fully functional Weapon X facility complete with map for the entrepreneurial Judge to tailor and drop into his campaign or to have a home base for a beginning Weapon X type of campaign. Included are the Weapon X alumni and security forces. This Weapon X facility is disguised as an Arctic Research Observatory, far away from prying eyes and could serve for a beginning campaign.

Weapon X generally recruits it's subjects from normal humans or low level mutants, something a Judge should be aware of. Normally, subjects are selected from long C.I.A., Military or Special Agent backgrounds to help produce the types of Super Soldiers the Weapon X Program seeks to create to wage war against mutants. Very few test subjects manage to escape the Weapon X facility and if the Player Characters do manage to flee, they can be sure that the Weapon X Program will try to reacquire them in the future.

WEAPON X FACULTY



Chief Scientist Abraham Cornelius

F	PR (4)	Health:	20
A	PR (4)	Karma:	46
S	PR (4)	Resources:	EX (20)
E	TY (6)	Popularity:	-5
R	RM (30)		
I	TY (6)		
P	GD (10)		

Talents: Medicine, Biology, Genetiics

Contacts: Weapon X Program

Background: Professor Abraham Cornelius is the head of the Weapon X facility. He firmly believes in his work and will go to any means to accomplish his goals of creating the ultimate Super Soldier, believe himself to important to be expendable, he will retreat at any sign of trouble and call in security forces. Professor Cornelius has staged his death two times so far to escape rogue Weapon X subjects.



Dr. Jack Mackie

F	PR (4)	Health:	22
A	PR (4)	Karma:	32
S	PR (4)	Resources:	EX (20)
E	GD (10)	Popularity:	-10
R	EX (20)		
I	TY (6)		
P	TY (6)		

Talents: Medicine, Genetics, Radiologist

Contacts: Weapon X Program

Background: Dr. Jack Mackie assists Chief Scientist Cornelius at the Weapon X facility and he is a master in the

radiation. Dr. Mackie enjoys his work at the Weapon X facility and takes an almost sadistic glee in causing his subjects great pain during the Weapon X Process. A coward at heart, Dr. Mackie will retreat and call for security forces at the first sign of trouble.



Dr. Linda Graves

F	PR (4)	Health:	24
A	GD (10)	Karma:	32
S	PR (4)	Resources:	EX (20)
E	TY (6)	Popularity:	0
R	EX (20)		
I	TY (6)		
P	TY (6)		

Talents: Medicine, Psychiatry, Genetics

Contacts: Weapon X Program

Background: Dr. Linda Graves is an assistant to Chief Scientist Profess Cornelius. She is responsible for installing the Memory Implants in the subjects and wiping their minds to help produce Weapons for the Weapon X Program. She is a ruthless individual who does her job to the best of her ability. She isn't overly evil however, and she may allow a subject to escape into the surrounding wilderness instead of immediately calling for security forces provided the subject poses no immediate threat to her health. She will retreat if forced to do so.

WEAPON X SECURITY FORCES



Weapon X Security Guard

F	EX (20)	Health:	60
A	GD (10)	Karma:	32
S	GD (10)	Resources:	EX (20)
E	EX (20)	Popularity:	0
R	TY (6)		
I	EX (20)		
P	TY (6)		

Equipment:

- Body Armor with GD (10) rank protection versus physical damage
- Machine Gun capable of a 5 round burst and firing armor piercing rounds with GD (10) Shooting damage
- Amazing (50) knock out gas canisters
- Pistol capable of inflicting TY (6) Shooting damage
- Knife capable of GD (10) Hack and Slash damage

Talents: Guns, Military

Contacts: Weapon X Program

Background: Most all Weapon X security guards are ex-military or some sort of government special agent.



Head of Security
Mark Cord

F	EX (20)	Health:	70
A	GD (10)	Karma:	32
S	EX (20)	Resources:	EX (20)
E	EX (20)	Popularity:	-5
R	TY (6)		
I	EX (20)		
P	TY (6)		

Known Powers:

- PR (4) Regeneration
- EX (20) Hyper Endurance
- Body Armor with GD (10) rank protection versus physical damage
- Machine Gun capable of a 5 round burst and firing armor piercing rounds with GD (10) Shooting damage
- Amazing (50) knock gas cannisters
- Pistol capable of inflicting TY (6) Shooting damage
- Knife capable of GD (10) Hack and Slash damage

Talents: Edged Weapons, Guns, Military

Contacts: The Weapon X Program

Background: Mark Cord is head of security at the Weapon X Arctic Research Station, he is a seasoned ex-military personnel and an excellent fighter. Mark has undergone the Weapon X program and has regeneration and hyper endurance powers.

SPECIAL AGENTS



Special Agent Lady X

F	EX (20)	Health:	70
A	EX (20)	Karma:	36
S	GD (10)	Resources:	EX (20)
E	EX (20)	Popularity:	-5
R	TY (6)		
I	EX (20)		
P	GD (10)		

Known Powers:

- Lady X has retractable cybernetic claws which inflict 10 points of Hack and Slash damage.
- Lady X has Poor (4) regeneration
- Lady X has Remarkable (30) enhanced vision, hearing and smell allowing her to track her target with Remarkable ability
- Body Armor with GD (10) rank protection versus physical damage
- Machine Gun capable of a 5 round burst and firing armor piercing rounds with GD (10) Shooting damage
- Amazing (50) knock gas cannisters
- Pistol capable of inflicting TY (6) Shooting damage
- Knife capable of GD (10) Hack and Slash damage

Talents: Guns, Military, Edged Weapons

Contacts: Hydra, Weapon X Program

Background: Lady X is a special agent at the Arctic

Research Facility, where she is a member of security charged with hunting down rogue subjects. Unknown to her Weapon X masters, she is secretly a Hydra agent sent in to infiltrate the organization and steal the Weapon X Program data for her real Hydra masters. She is a ruthless individual willing to go to any lengths to accomplish her mission.



Special Agent Sabretooth

F	IN (40)	Health:	110
A	EX (20)	Karma:	62
S	EX (20)	Resources:	EX (20)
E	RM (30)	Popularity:	62
R	TY (6)		
I	AM (50)		
P	TY (6)		

- Remarkable (30) Infravision allowing him to see in the dark
- Heightened Senses of Amazing (50) rank allowing him to track his pray with ease
- Claws which inflict Remarkable (30) damage
- Regeneration

Talents: Stealth

Contacts: Weapon X Program

Background: Special Agent Sabretooth is tasked with hunting down rogue agents of the Weapon X Program. He is

ruthless in this endeavor and is a product of the Weapon X Program himself.

WEAPON X PROCEDURES

The Arctic Research Station focuses on creating enhanced super soldiers through the use of genetic manipulation, gamma irradiation and cybernetic implantations. All subjects can count on having their minds altered so that they will produce acceptable agents for the field. Generally the Weapon X program selects it's subjects from ex-military or government special agent personnel as these individuals have already been disciplined through their previous careers and tend to make excellent spies and assassins as well. A wise Judge using this material presented here in will start the Player Characters with no background or history so that they can properly represent the brainwashing and memory implants of the Weapon X program, after all its hard to get a player to suddenly forget his character's past endeavors and play a whole new personality.



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

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

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

CYBERNETIC IMPLANTATION

Dice Roll	Power
01-03	Ability Enhancement
04-06	Anatomical Separation
07-10	Attribute Rearrangement
11-13	Augmented Health
14-17	Berserker
18-19	Blending
20-21	Body Armor
22-23	Circular Vision
24-25	Claws
26-27	Climbing
28-29	Cloaking
30-31	Communicate with Cybernetics
32-33	Computer Links
34-35	Computer Transmission
36-37	Cybernetic Manipulation
38-39	Danger Sense
40-41	Electronic Counter Measures
42-43	Elongation
44-45	Energy Absorption
46-47	Energy Detection
48-49	Energy Touch
50-51	Enhanced Reflexes
52-53	Enhanced Senses
53-55	Extra Attacks
56-57	Extra Body Parts
58-59	Hyper Hearing
60-61	Hyper Endurance
62-63	Hyper Olfactory
64-65	Invisibility
66-67	Life Detection
68-69	Life Support
70-71	Lightening Speed
72-73	Linguistics
74-75	Microscopic Vision
76-77	Missile Creation
78-79	Multitasking

80-84	Mutant Detection
85-86	Protected Senses
87-88	Psi-Screen
89-90	Radar Sense
91-92	Rocket
93-95	Sense Artificial Intelligence
96-97	Stealth
98-99	Strength Boost
00	Total Memory

GENETIC MANIPULATION

Dice Roll	Power
01-04	Animal Empathy
05-08	Animal Mimicry
09-12	Assimilation
13-15	Berserker
16-18	Bio-Vampirism
19-20	Blending
21-22	Claws
23-24	Climbing
25-26	Combat Sense
27-28	Communicate with Animals
29-30	Death Field
31-32	Drain Health Touch
33-34	Enhanced Senses
35-36	Extra Body Parts
37-38	Hypnotic Voice
39-40	Iron Will
41-42	Limit Break
43-44	Lung Adaptability
45-47	Natural Weaponry
48-50	Null Field
51-53	Pheromones
54-56	Postcognition
57-58	Precognition
59-60	Photographic Reflexes
61-62	Plague Carrier
63-64	Raise Lowest Ability
65-66	Recovery
67-68	Regeneration
69-73	Resist: Disease
74-78	Resist: Toxins
79-85	Stealth
86-90	Thermal Vision
91-94	Tracking
95-97	UV Vision
98-00	Water Breathing

GAMMA IRRADIATION

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

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

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

ADAMANTIUM BONDING PROCESS

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

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

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

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



	Blunt Attacks	Edged Attacks	Shooting	Throwing Edged	Throwing Blunt	Energy	Force	Grappling	Grabbing	Escaping	Charging	Dodging	Evading	Blocking	Catching	Stun?	Slam?	Kill?
	BA	EA	Sh	TE	TB	En	Fo	Gp	Gb	Es	Ch	Do	Ev	BI	Ca	St	SI	KI
	Fighting	Fighting	Agility	Agility	Agility	Agility	Agility	Strength	Strength	Strength	Endurance	Agility	Fighting	Strength	Agility	Endurance	Endurance	Endurance
White	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	None	Autohit	-6 CS	Autohit	1-10	Gr. Slam	En. Loss
Green	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Miss	Take	Miss	Hit	-2 CS	Evasion	-4 CS	Miss	1	1 area	E/S
Yellow	Slam	Stun	Bullseye	Stun	Hit	Bullseye	Bullseye	Partial	Grab	Escape	Slam	-4 CS	+1 CS	-2 CS	Damage	No	Stagger	No
Red	Stun	Kill	Kill	Kill	Stun	Kill	Stun	Hold	Break	Reverse	Stun	-6 CS	+2 CS	+1 CS	Catch	No	No	No

[illegible]