



SCRIPT BOOK

SEASON 6

COMMENTARY

This episode/adventure outline was the original, 2-part adventure I put together for my home group. The one we played on the Rachel & Miles X-Plain the X-Men Giant-Size Summer Special was an abbreviated version, so you'll see a few more scenes and branching paths in this one. This adventure can be adapted to other systems, but the mechanics are based on the Marvel Super Heroes Adventure Game from 1998. This episode picks up where the previous season left off, though it's low on continuity.

—Logan Bonner

DOWN UNDER, PART ONE

EPISODE 6-1, SCRIPT #77

SYNOPSIS

After hearing a report that the unstoppable Juggernaut is attacking the Sydney opera house, the X-Men go on high alert. As they travel, however, the Blackbird crashes in the Australian outback under mysterious circumstances. The X-Men must discover how to return their airplane to functionality, but they aren't alone! The dangerous Reavers have a base nearby. Could they be behind the attack?

PREVIOUSLY ON X-MEN

Professor Xavier was on death's door. With help from Magneto, the X-Men sent a message to Lilandra of the Shi'ar, who healed him but took him with them. He vows to continue to communicate telepathically with the X-Men, but he must remain on the Shi'ar homeworld to heal. Meanwhile, Morph is back in the fold at the School for Gifted Youngsters and the X-Men are on better terms with Magneto... for now.

PRINCIPAL CAST

Beast, Gambit, Jubilee, Rogue, Wolverine

SCENE 1: THE MANSION

The X-Men are socializing at the mansion. Brief scene of what everyone is doing while we intro, decided by the players. **SUDDENLY**, there's a flashing light! This means somebody should turn on a monitor, revealing that the unstoppable JUGGERNAUT is attacking the opera house in SYDNEY, AUSTRALIA.

The Blackbird is fired up and ready for the X-Men. As they depart, we ZOOM IN on a FLASHING RED LIGHT on the exterior of the plane at the first commercial break!

—COMMERCIAL BREAK!—

SCENE 2: PLANE PROBLEMS

As the X-Men near Australia, the Blackbird begins to shudder. SPARKS fly off the controls, and the plane begins to shake. The plane is going to go down. Keeping it flying is an impossible **Intellect** action. However, keeping the damage to a minimum is important too. The X-Men will automatically have to collect 2 repair points to fix the plane (i.e. the ship is damaged 2, and it takes collecting supplies to repair it). Failing at evasive action makes it require more repair points. This can involve:

- Keeping the engines from exploding: daunting **Intellect**, 2 repair points
- Piloting through dangerous canyons: desperate **Agility (Piloting)**, 1 repair points
- Keeping the panels from flying off the chassis: superhuman **Strength**, 3 repair points
- Making a soft landing: desperate **Agility (Piloting)**, 2 repair points

The plane comes down, and pieces go flying everywhere. The X-Men will have to repair the damage, but they're in THE MIDDLE OF NOWHERE with no supplies nearby!

SCENE 3: (NPC) FORESHADOW... THE REAVERS!

We see the SHADOWY OUTLINE of a cybernetically enhanced mercenary, standing before a screen that shows the X-Men on it. He's in a technologically advanced base. He talks to someone offscreen about bringing the X-Men down successfully. The other one steps out of the shadows, saying, "It's time to take the fight to these X-Men. And to... DESTROY them." He looks like a man, but has cybernetic parts and wears a black mask with a red skull over the face.

SCENE 4: INTO THE WILD

The X-Men need to go find SUPPLIES, like jet fuel, scrap metal, tools, etc. so they can repair the Blackbird and get back on course. They can start wandering off (aura draw to see if they make progress) or can restart the Blackbird's nav computer to get a map of the surrounding area (a daunting **Intellect** action).

In the interest of time, the X-Men can SPLIT UP.

BRANCHING SCENE NORTH: LOST IN THE WILDERNESS

These X-Men end up wandering the outback, and get set on by a bunch of KANGAROOS and other strange desert creatures. Especially if it's Wolverine. He must fight some kangaroos.

Kangaroo: **5D/2X/IX/IX/IE/HI7/Boxing**

—COMMERCIAL BREAK!—

BRANCHING SCENE SOUTH: THE LOCAL WATERING HOLE

There's a nearby town called "Little Billabong." The following locations are there:

- The landing strip, a small airfield where the X-Men can get supplies worth 3 repair points. The owner, JOSIE, is at...
- The Outback Bar, which Josie also owns. The local ROWDIES are tough and overprotective. Josie won't give up fuel unless she sees some CASH.
- The local rowdies are pretty tough.

Josie: **3X/4D/5A/6A/2E/H25/Piloting; Mechanics; Manipulation**

Rowdy: **5D/4D/2X/2X/IE/HI7/Brawling; Flinging**

BRANCHING SCENE WEST: ABANDONED BUS

An old, sun-baked, abandoned bus.

- The bus is made of scrap metal worth 2 repair points.
- The vehicle is triggered to collapse when someone enters. They can avoid the collapse with a desperate **Agility** action, or escape the collapsed metal with a superhuman **Strength** action.

- Underneath is a secret passage (detecting it is a daunting **Intellect** check). It leads to the Reaver base.

BRANCHING SCENE EAST: THE OLD TV STATION

This is an old, abandoned TV station called Koala Central:

- Many of the parts are missing, like this has already been LOOTED. A daunting **Intellect** check reveals that the missing parts are especially useful in CYBERNETICS.
- There is some useful telecommunications hardware that's worth 2 repair points.
- There's a TV receiver here. If they watch the news, the X-Men notice that Juggernaut's not actually attacking on any local news shows.
- If the X-Men turn on any machinery, it starts a timer for an EXPLOSIVE TRAP. Disarming it is a desperate **Intellect** action. Escaping the big blast is a superhuman **Agility** action.

—COMMERCIAL BREAK!—

SCENE 6: THE REAVERS' TRAP!

If the X-Men trigger any of the traps, or enter the Reaver tunnels, the Reavers go on alert and come out to attack. They are divided into three groups:

- The TV station is guarded by Cole and Reese. They're in a sand-concealed bunker nearby.
- The bus is watched by Bonebreaker and Skullbuster. They're a little way down the tunnel.
- The base is guarded by Pretty Boy. If the X-Men get enough materials to repair the Blackbird, he sends the other four to attack back at the aircraft's crash site.

Cole/Reese: 7X/7X/3X/3X/IE/HI7/Cyborg Body (Strength 8), Machine Guns +5

Bonebreaker: I2X/5C/3D/5D/IE/HI7/Marksmanship, Martial Arts, Criminology, Leadership; All-Terrain Treads 9, Body Armor +4, Cyborg Body (Strength 8), two Machine Pistols +4

Skullbuster: IIX/5X/6D/6X/2E/H25/Criminology; Body Armor +4, Cyborg Body (Strength 8), Portable Cannon +6

Prettyboy: IIX/6D/3D/6X/IE/HI7/ Martial Arts, Criminology; Body Armor +4, Cyborg Body (Strength 8), Claws +4 (retractable), Elongation 7, Mind Control 8 (Limit: Must first run fiber-optic cables into his victim's brain via claws)

If the X-Men take a Reaver to half health, the Reaver group RUNS AWAY, and the X-Men can pursue. They can also head down the tunnel. Either one will get them to the Reaver base.

SCENE 7: THE REAVER BASE

The X-Men reach an expansive underground base. There all kinds of metal corridors with TVs all through them. The Reavers come on the TV and reveal several things:

- The Reavers DIGITALLY CREATED the Juggernaut story.
- They have LADY DEATHSTRIKE in a REVITALIZATION TANK. They allude to a MYSTERIOUS ATTACK the other Reavers didn't witness. They Lady Deathstrike was changed, and they've kept her in stasis UNTIL NOW!

The Reavers open the cylinder, waking Lady Deathstrike up! She screams one word: "SINISTEEEEEEEEERRR!" As she steps out, her cybernetics turn red and she hulks out.

—END CREDITS—

DOWN UNDER, PART TWO

EPISODE 6-2, SCRIPT #78

SYNOPSIS

The situation in Australia escalates as Lady Deathstrike enters the play! She's been turned into an incubator for the Transmode Virus by Mister Sinister. The X-Men are trapped in the tunnels into the Reavers' base as defenses activate. They have to punch their way through to the sanctum.

PREVIOUSLY ON X-MEN (WRITE IN WHAT HAPPENED LAST SESSION)

SCENE 1: AWAKENING

The X-Men see the following on the closed-circuit TVs: LADY DEATHSTRIKE wakes up and breaks out of the bacta tank. Her cybernetics turn red and she hulks out. She says, "NOOO! Mister Sinister... he promised to improve me, but he has made me cruelly transformed!" She tears at the machines around her, and the power flickers in the tunnels.

"But he has made me capable of destroying the X-Men! Get them, Reavers! And bring the one known as Wolverine... to ME!"

Pretty Boy activates a panel, turning on the defenses! Lasers, buzzsaws, etc. activate. The lights flicker and go out in many places. If the X-Men aren't split up already, the hallway they're in shakes apart and moves them to different areas with a horizontal elevator thing.

Lady Deathstrike remains at the center of the compound. She can be found with a desperate **Willpower (Tracking)** check. Otherwise, the X-Men have to guess their way to her. If they track her successfully, they must go through one tunnel danger (Scene 2), but the tracking group skips fighting their assortment of Reavers (Scene 3).

—COMMERCIAL BREAK!—

SCENE 2: TUNNEL DANGERS

The X-Men face different defenses depending on where they are. Use an aura draw:

Positive: Buzzsaws and cyberhammers. There are 6, which function like the zappers, but require a desperate check. Each one not destroyed attacks with a 10 (**Strength trump**) Intensity. If someone's hit, it was by a hammer, not a buzzsaw.

Neutral: Zappers shooting pink laser stun beams. There are 12 pods. Destroying each pod requires a challenging check of any appropriate type. Every difficulty category reached above challenging, or certain multi-target attacks, destroys another pod beyond the first. Each one not destroyed fires, with a 12 (**Intellect trump**) Intensity. Attacks are spread between as many X-Men as possible.

Negative: Group of 4 Robo-drones: **8X/5X/2X/1X/IE/HI7/Whips**; **Body Armor +5**; **Electrical Control 10**

(Non-Conductive) (can be damaged with **Intellect (Electronics or Robotics)** defended against by **Agility**.)

Whichever group defeats this section first goes to the Reaver attack (the next scene) first.

SCENE 3: REAVER ATTACK!

Reavers go after the X-Men in relatively equal-sized groups, fighting till defeated. Whoever defeats Reavers first goes to Lady Deathstrike first.

—COMMERCIAL BREAK!—

SCENE 4: LADY DEATHSTRIKE

When they reach Deathstrike, she gives her villain speech, mostly about revenge and how she was betrayed, blah blah. She's very upset if someone other than Wolverine faces her.

Anyone up against her who makes a challenging **Intellect** check notices her disease is similar to the Phalanx's techno-organic virus, and also realizes it's not exactly trying to take her over. She's more like an incubator! She's on a timer, and will blow in 5 minutes. Her systems must be shut down carefully, and in a specific order. If she's knocked out early in the fight, it can be done while she's unconscious. Otherwise, each check is one difficulty level harder.

- Disrupt genetic encoding: desperate **Intellect (Biochemistry or Genetics)**
- Isolate the infection: daunting **Intellect (Medicine or Robotics)**
- Purge the invader: superhuman **Intellect (Medicine)** or Electrical powers

The virus boosts Lady Deathstrike's statistics. If you need her non-boosted stats, use the ones in the X-Men Roster Book.

Lady Deathstrike: **I3B/I2D/5D/7C/IE/HI7/Brawling, Knives, Martial Arts Weapons, Martial Arts, Lore (Japanese), Intimidation, Art (Origami); Body Armor +5, Cyborg Claws +7**

SCENE 5: AFTERMATH

If the X-Men cure her, Lady Deathstrike agrees to let them leave and settle her REVENGE later. They can also salvage parts for the plane. She infodumps the following.

- Sinister had her attacked by some purple fiend-looking creature he had in isolation. It had a cigar.
- He suggested the Reavers could DESTROY the other X-Men if they left Summers and Grey to him!
- He said that all the world would burn and be reborn, though a great... INFERNO!

—END CREDITS—

X-MEN

THE ANIMATED SAGA

CYCLOPS

SCOTT SUMMERS

QUOTES

"Jean, fight it! Use the powers of your mind!"

"You know we must help a mutant if he's in trouble."

"Hey, tough guy."

"I don't like your attitude!"

"Jean!"

"Can someone please tell me what just happened?"



SKILLS

Boxing; Martial Arts, Piloting, Ricochet; Leadership

POWERS

Energy Blast 14 ("Optic Blasts")
Momentum ("Pressor Beam"),
Ricochet, Wide-Angle Beam
Limit: Uncontrolled without visor
Invulnerability to his own Energy Blasts
and Havok's Cosmic Energy

EQUIPMENT

Visor

Allows power stunts, stops beam from firing

6D Strength

Intellect 6X

3 Edge • Hand Size 5(30)

6B Agility

Willpower 8D

CALLING

Idealist

X-MEN

THE ANIMATED SAGA

JEAN GREY

JEAN GREY-SUMMERS

QUOTES

"Uuuuh..." [faints]

"Maybe I can read its mind."

*"You're tangling with the
wrong X-Man."*

*"It's just television... electronic
images created by machines."*

"Mommy, who are these bad people?"

*"I... have to go... Cyclops
is waiting for me."*



SKILLS

Martial Arts, Piloting; Meditation,
Mental Control, Trance

POWERS

Telekinesis 13

Forceflight, Force Bolt, Force Field,
Passengers

Telepathy 11

Life Detection, Mental Probe

4X Strength

Intellect **6X**

2 Edge • Hand Size **4(25)**

6C Agility

Willpower **10B**

CALLING

Guardian

X-MEN

THE ANIMATED SAGA

STORM

ORORO MUNROE

QUOTES

"Storm, mistress of the elements, commands you to release that child!"

"Wind and water, whirl and rage!"

"Hail... fill the sky with rocks of ice!"

"Beeee goooooone!"

"Ice, snow, vent your fyoory!"

"Lightning! Deliver this place from darkness!"

"I shall meet you at the monorail!"



SKILLS

Knives, Spears; Aerial Combat, Escape Artistry, Martial Arts, Thievery; Energy Control; Leadership, Survival

POWERS

Air Control 13

Downdraft, Flight, Pressure Control, Tornado

Weather Control 13

Cold Control, Fog Cloud, Heat Control, Lightning Bolts, Resistance to Weather

5C Strength

Intellect **6D**

2 Edge • Hand Size **4(25)**

7A Agility

Willpower **8C**

CALLING

Protector

HINDRANCE

Phobic—Claustrophobia (0 in all abilities when trapped in small, enclosed spaces)

X-MEN

THE ANIMATED SAGA

JUBILEE

JUBILATION LEE

QUOTES

"Let's go kick some butt!"

"Ooooh, I hate you!"

"I'll show you, you overgrown trashcan!"

"Boy, talk about your soap operas!"

"What is this weird place?"



SKILLS

Acrobatics, Flinging, Martial Arts,
Skating; Taunting

POWERS

Light Control I2
Lightshow, Fireworks

4X Strength

Intellect **4X**

I Edge • Hand Size **3(17)**

6A Agility

Willpower **4D**

CALLING

Youthful Exuberance

X-MEN

THE ANIMATED SAGA

WOLVERINE

LOGAN

QUOTES

"It's adamantium tasting time, boys!"

*"You always were second best!
And in this business, Bub,
second best don't cut it!"*

"Check, please!"

"rrrrRRRRRAaaaaoo!"

*"I don't care which spirit ladies
do what to which Cajuns. I'm
here to stop a wedding."*

"I'll penetrate his recesses."



SKILLS

Brawling, Knives, Natural Weapons, Swords; Contingent Action, Fast Exit, Marksmanship, Martial Arts; Espionage, Lore (Japanese); Animal Handling, Intimidation, Survival, Tracking

POWERS

Claws (Adamantium) +5
Unbreakable
Empathy 14 (Carnivorous Animals only)
Enhanced Senses (All) 16
Regeneration 15
Resistance +12 to Poison and Disease

8A Strength

Intellect **6C**

3 Edge • Hand Size **5(30)**

10A Agility

Willpower **10A**

CALLING

Animal Nature

HINDRANCE

Frenzied

X-MEN

THE ANIMATED SAGA

BEAST

HENRY "HANK" MCCOY

QUOTES

"That is why I must stand trial; They must see that we are not a threat to mankind, but are a part of it."

"It appears fighting metal with flesh is poor tactics!"

"The capsule appears to have lost its watertight integrity.."

"My name is Mr. McCoy, madam, not Blue Boy!"

"Yes. We are only human... for lack of a better expression."



SKILLS

Brawling, Climbing, Wrestling;
Acrobatics, Fast Exit, Martial Arts,
Ricochet; Biochemistry, Chemistry,
Electronics, Physics; Leadership,
Taunting

POWERS

Leaping 7
Prehensile Feet 10 (see Prehensile
Hair)
Wall-Crawling 10

12B Strength

Intellect **9A**

2 Edge • Hand Size 4(25)

11A Agility

Willpower **8C**

CALLING

Investigator

X-MEN THE ANIMATED SAGA

GAMBIT

REMY LEBEAU

QUOTES

"Thea's always mo' gators in de bayou."

"I like Solitaire ok... that is, unless I got someone to play with."

"How do you sweat so much, Petite, and not lose weight?"

"Dis need a li'l Gambit magic!"

"You do not warm up such a meal, Gambit does not make TV dinners!"

"You can drain my energy any time, chère. Gambit has plenty."



SKILLS

Brawling, Clubs, Knives; Acrobatics,
Fast Exit, Flinging, Thievery

POWERS

Emotion Control 5

Limit: Gambit must speak to use this power, and his targets must be able to hear and understand him.

Energy Blast II

Limit: Gambit infuses small objects (like cards) with his explosive energy, then flings them at his targets. The objects explode on contact. He can charge up to five objects at one time.

EQUIPMENT

Body Armor +3

Deck of Cards

Telescoping Quarterstaff +2

6B Strength

Intellect **5X**

2 Edge • Hand Size 4(25)

9A Agility

Willpower **6X**

CALLING

Repentant

X-MEN

THE ANIMATED SAGA

ROGUE

BIRTH NAME UNREVEALED

QUOTES

"Leave me alooooOOooOne!"

"I could spit on him, if I wasn't a lady."

"Lighten up on your speeches, sugah."

"Lilandra's out colder than leftover hush puppies!"

"That ought to put that peckerwood in his place!"

"You look nervous as a long-tailed cat in a room full of rocking chairs."



SKILLS

Piloting

POWERS

Flight 8

Power Theft 18

Touch (skin-to-skin) Only,
Uncontrolled

Resistance +10 to Disease, Mental
Control, and Poison

16X Strength

Intellect 4X

2 Edge • Hand Size 4(25)

6D Agility

Willpower 5X

CALLING

Uncontrolled Power

HINDRANCE

Guilt-Ridden about absorbing another's memories (0 in all abilities for the rest of the adventure if she absorbs memories using her Power Theft)

X-MEN

THE ANIMATED SAGA

PROFESSOR X

CHARLES FRANCIS XAVIER

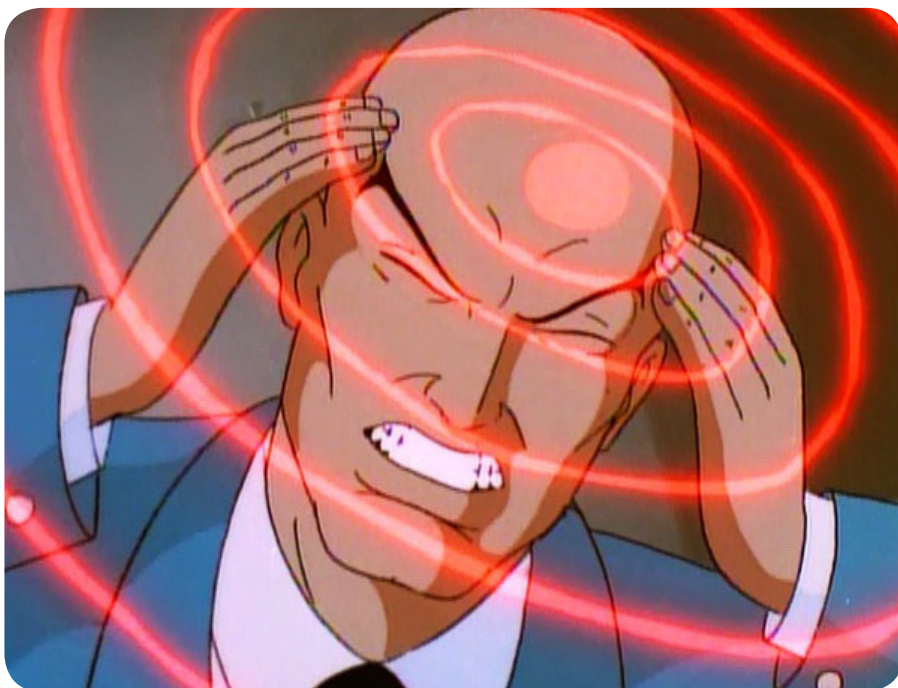
QUOTES

"I sense the lingering presence of something... sinister."

"Cruelty to creatures we do not understand seems limitless."

"Nnooo!"

"AaaaaaAAh! You... are driving me insane!"



SKILLS

Computers, Electronics, Genetics, Sociology; Leadership, Meditation, Mental Control, Teaching

POWERS

Astral Projection 15

Detection 15 (Mutants; doubled with the Cerebro device)

Hyperlinguistics (speech only)

Illusion 10

Mind Control 15

Mindwipe

Psi-Screen 12

Psi-Field

Psychic Blast 15

Telepathy 15

Mental Probe, Psychic Invisibility, Psychic Surgery, Team Link

EQUIPMENT

Hoverchair

Flight 1

3X Strength

Intellect **10A**

3 Edge • Hand Size **5(30)**

3X Agility

Willpower **12A**

CALLING

Idealist

HINDRANCE

Physically disabled (Wheelchair-bound)