

BIRTHDAY

MSH ADVENTURE FOR THE X-MEN

(Inspired by Astonishing X-Men #1-12)

Introduction

Three of the X-Men are currently overseeing the mansion and its numerous students. Professor X is on sabbatical and unavailable. Suggested X-Men: pick three from Wolverine, Storm, Rogue, Colossus, Shadowcat, and the Beast. (It's best to have one heavyweight like Rogue/Colossus, and one brain like Beast or Shadowcat. Also: Assume the Beast is in remission in human form.)

Three students in particular will be of interest: Screech (Irish girl, Sonic Generation and Vibration [In]), Vector (French boy, Kinetic Control [In] allows change of target's motion, control of other's telekinesis), and Tapper (Japanese boy, Body Transformation Others [Pr], target exudes a hard shell and becomes immobilized). Other abilities are random but average Good, Excellent Endurance (assume Health 50, Karma 30).

Chapter 1

Campaign: Pick one of the heroes and tell them they've agreed to fly Screech to Ireland at the end of the week (via the Blackbird plane) to visit with her uncle Sean Cassidy (the hero Banshee). Pick another hero and tell them they've agreed to supervise a low-level Danger Room session for the other students. At the moment the X-Men are themselves practicing in the Danger Room to test out the scenario (at a higher power level).

Battle: The three X-Men are in the Danger Room with a partly randomized simulation program (area A). For those players unfamiliar, explain the Danger Room's powers and its origin as a gift from friendly alien Shi'Ar years ago; the walls are Unearthly material). The illusion before them is that of a vast automated manufacturing plant, with assembly lines, giant presses, a giant bucket overhead, etc. The goal is to shut down the master computer at the other end, but there are a few difficulties. First, there is an apparent security/gun platform in each of the far corners with two guards (2 areas up via a ladder; abilities Good, energy rifles do Good damage). Secondly, there is a fully-formed Sentinel in the middle of the room, although it only fights at half-strength from normal. When the control computer at the other end is first disrupted (Remarkable material), there will be a "static" disruption in the simulation – the X-Men will now all appear giant Sentinel-size, but now there is one sentinel for each of them, crammed into the now-small space (all Sentinel abilities and powers effectively -3CS; Health 68). Other things that can help the fight: Throwing a person into one of the stamping machines dows Monstrous damage. The ladle-bucket overhead is full of molten metal, and if poured on something (needs 1 round luring to the right space), causes Unearthly heat damage.

Chapter 2

Campaign: The heroes will likely want to rest up from their fight and investigate the technical glitch in the Danger Room simulation. Place at least one of the female X-Men in the Danger Room-level additional living quarters.

Battle: Approximately midnight the next night, the villains Blob and Toad together break into the mansion and try to flee with the female X-Men. They've been misled by a series of messages they've received apparently flirting and inviting them on a "date" if they can break in and help her escape. The Blob will break into the room and say, "C'mon baby, it's time for our date! Let's get out of here."; if rejected, he will become unreasonably angry and say, "Mess around with the Blob, will you? You're coming whether you like it or not!". The female hero will have to fight the pair alone for 3 rounds before others arrive to help (potentially the Blob will take the girl and make his way to the front door). If seriously injured or frustrated, the two may take off; or they may possibly be reasoned with (i.e., if the hero actually agrees to go on one civil date); or the Toad may flee alone, etc.

Campaign: Possibly the heroes will be defeated and the Blob will make off with his prize. If so, they can be tracked down to a cabin a few miles away. The Blob will have to keep his captive in his meaty fist the whole time or she'll likely escape; meanwhile he's trying to have a picnic dinner. If the heroes can just distract him to release her, they can all get away. At worst, at some point the Blob will fall asleep and the victim can escape then. If they check his cell phone, they'll see a series of messages as described, apparently from the female X-Man.

Chapter 3

Campaign: Now the heroes will pretty likely want to know where the messages are coming from – clearly someone who knows the X-Men's contact numbers. They can use the Main Computer and the Communications/Intelligence Rooms to try a piece together several pieces of information. Require an Incredible Reason feat (Computer skill applies) to establish any of the following information:

- The messages clearly came from within the mansion.
- Additional messages have been sent from the same source, but they are encoded in some fashion.
- Amazing Reason feat to decode the signal (if found): It's a series of messages to wake up, prepare yourself, come in two nights time to free me.
- Positive responses to this other signal have been returned from a farm about 10 miles upstate.

If heroes investigate the glitch in the Danger Room Control Rooms or Support Computers, a Remarkable Reason feat (Computers or Electronics apply) will find several short-circuits that can be fixed with a similar feat roll.

Battle: Two nights later, the heroes will find themselves in battle in one of three possible ways. The other signal is going to a partly damaged Sentinel from an earlier fight, missing one arm and with its rocket-lines torn out. Otherwise it will fight at full strength. Option (1): The heroes have tracked it down to an old abandoned barn on the upstate farm, and get one round of surprise attacks before it rouses itself for defense. (2) The heroes meet it outside on the grounds of the mansion, where a battery of four automatic lasers can assist them (agility and damage are good, which do a total of 6 points per hit against the Sentinel's armor). (3) The heroes miss all of the clues and are surprised in the evening as the Sentinel comes crashing in the front Foyer. This Sentinel has fought all of the X-Men before, and gets +1CS on any feats against the heroes. The Sentinel will be calling for "Death to the oppressors!" while it fights.

Chapter 4

Campaign: The next morning, the students Screech and Vector come to the heroes and say that Tapper is missing and can't be found, and the elevators aren't working. If the X-Men investigate, they'll find that the Danger Room is active but entirely shut up. They can break into the Control Room (Unearthly material), but beyond that they'll find that a force-field has been dropped around the inner room that none of them can bypass. Looking through the viewscreen, they'll see Tapper (apparently lured in for some reason), being bombarded by lasers, have encased himself in his own shell for protection but immobilized. Presumably at some point he will expire from dehydration. Nothing the heroes do in the control room helps, although they can see that shortly before the room took an enormous charge from the Power Room (enough to power itself for days).

The key will be to break into the Shi'Ar Danger Room Support Computer room, which is filled with exotic machinery, cables, and a basketball-sized geodesic dome in the center of the room. If this unit is broken or deactivated (Remarkable material or Reason feat), and enormous flash of light occurs, and when it is over, that materials in the room will have refashioned themselves into a dark female robot form: Danger, a self-aware and angry version of the Danger Room AI (the Danger Room itself now being nonfunctional, and the central module really being a control mechanism on the AI). It will seek to take its revenge on the X-Men in physical form.

Danger is probably a match for all of the heroes, so feel free to add the three students noted here (Danger does not get the expertise bonus for them). Kitty is problematic. As a last resort, Danger may take a fallen hero and threaten to kill them if Kitty doesn't un-phase and allow herself to be defeated (possibly by a limited physical confrontation or force of will).

If Danger is defeated, the Blackbird plane will launch without anyone at the controls and escape (Danger having downloaded her AI into the system). It can be tracked to Virginia where it will be found abandoned next to a military drone manufacturing facility (one of the drones having been lost to parts unknown).

Danger

F A S E R I P

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Health: 230 Karma: 110 Body Armor: Remarkable

Expertise: Against any of the X-Men, she gets +2CS to any feats.

Body Control: Danger can shift her body automatically. She has the equivalent of Plasticity (stretch 2 areas). She can form a shield or any one weapon if need be, of Monstrous rank.

In commemoration of Alan Turing's 100th birthday, 6/23/2012.