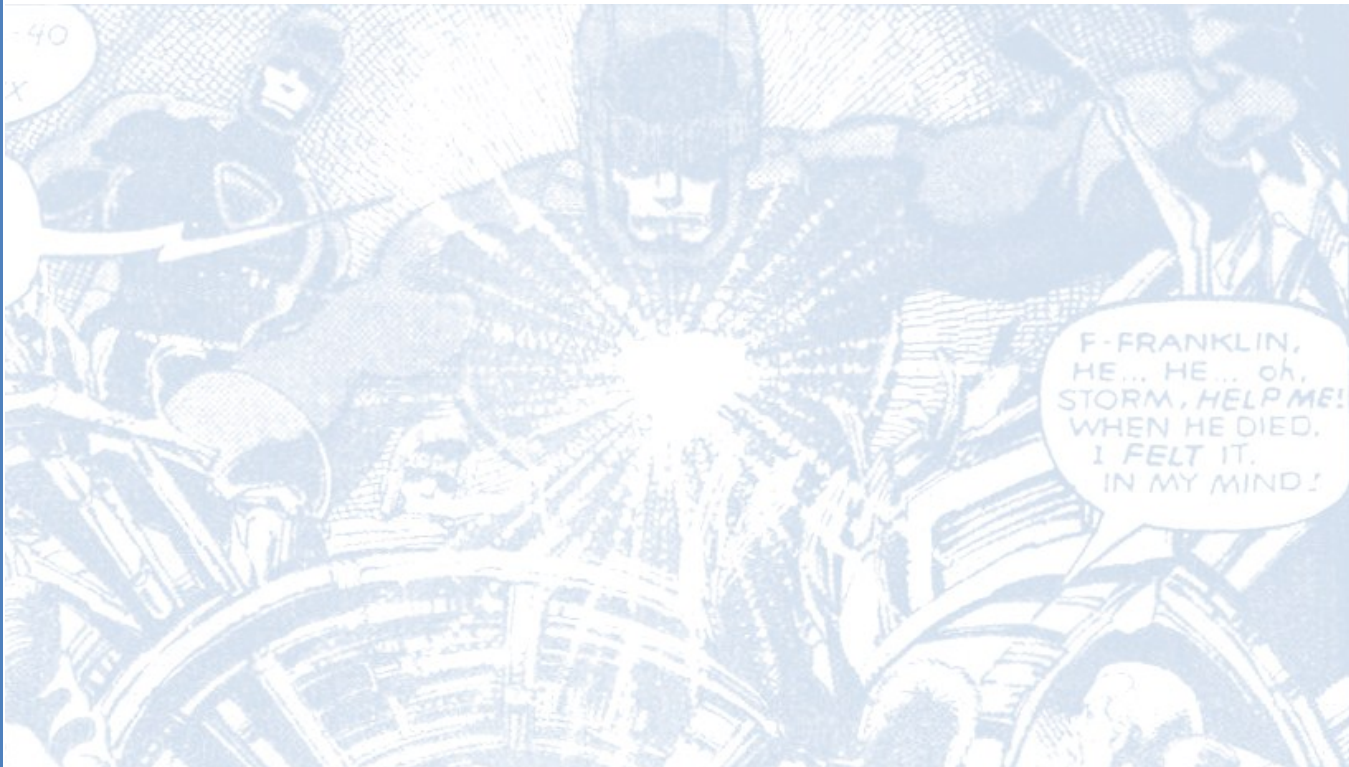


DAYS OF FUTURE PAST

The team discovers an event that changes the future for mutantkind, and seeks to prevent it from happening.

STRUCTURE OF THE EVENT

- ◆ **Act One** witnesses the team being pulled into the future by Bishop.
- ◆ **Act Two** is an attempt to change history by preventing the assassination of Senator Kelly.



ACKNOWLEDGEMENTS

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Marvel characters, locations, names, artwork and everything related to them is © Marvel Comics.

Marvel Heroic Roleplaying is © Margaret Weis Productions. You cannot use this EVENT without a copy of MHR Operations Manual. You won't be disappointed! Go buy one!

All datafiles have been created by Kyle Sears, except for the following:

Mystique—<http://forum.rpg.net/showthread.php?615591-Lost-Files-of-Marvel!&p=15290320#post15290320>

Blob—<http://thedoompool.com/villains/brotherhood-of-mutant-supremacy-i/>



EVENT MILESTONES

LAY IT DOWN

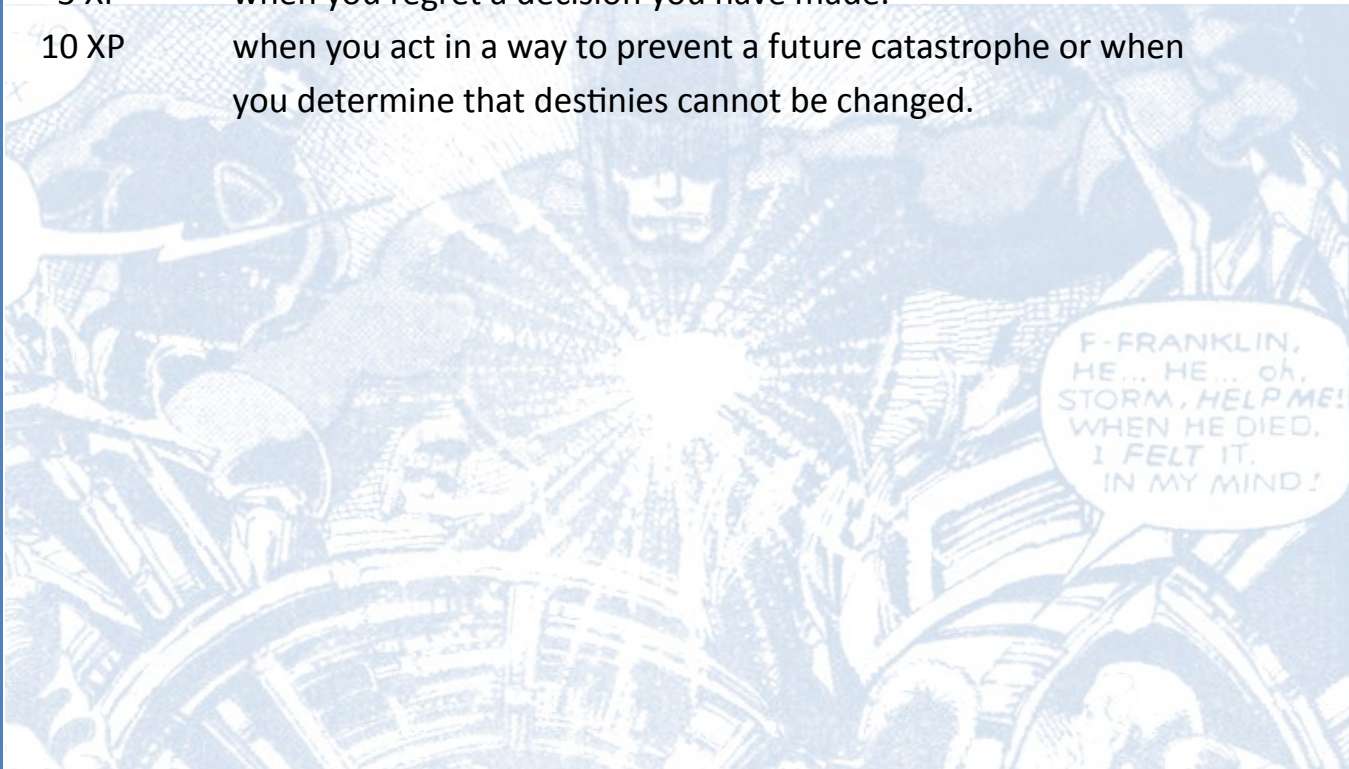
Heroes are often asked to make sacrifices for a cause, but are you willing to put yourself in harm's way?

- 1 XP when you enter a fight alone to keep friends out of harm's way.
- 3 XP when you do battle against someone who has attacked a friend.
- 10 XP when you take trauma attempting to save a civilian's life or when you refuse to fight and walk away/talk it out.

SAVE THE FUTURE

We often do not know what impact our decisions have, but what happens when we glimpse the future and wish to change it?

- 1 XP when you make a prediction about where a decision will lead.
- 3 XP when you regret a decision you have made.
- 10 XP when you act in a way to prevent a future catastrophe or when you determine that destinies cannot be changed.



ACT ONE:

FIGHT THE FUTURE

The first Act involves the heroes being pulled into the future by the actions of the time-traveling mutant known as Bishop. A mutant team member is implicated in the assassination of Senator Kelly, and Bishop has come to kill him.

SETTING: CENTRAL PARK

PROMINENT LOCATIONS

THE GREAT LAWN

Sports Complex in the middle of Central Park. **FRIGHTENED CIVILIANS** are found everywhere. Additionally, **SPORTS EQUIPMENT** is located throughout the area.

MUSEUM OF NATURAL HISTORY

Across Central Park West lies the museum entrance, and is a **MAJOR THOROUGHFARE**. Additionally, a **SUBWAY ENTRANCE** is also there.

Use the following once the team arrives in the future:

THE RUINED GREAT LAWN

Former Sports Complex in the middle of Central Park. **BLAST CRATERS** are found everywhere. Additionally, **LARGE RUBBLE** is located throughout the area.

FORMER MUSEUM OF NATURAL HISTORY

Across Central Park West lies the museum entrance, and is littered with **ABANDONED VEHICLES**. Additionally, a **SMOLDERING HEAP** is also there.

HOOK: A CALL FOR HELP

Professor Xavier sends a call out to all mutants in New York City. The Danger Room has gained sentience and is heading to the city. Senator Robert Kelly is holding a campaign speech in Central Park, and should be protected at all costs.

DOOM POOL

The Doom Pool begins at 2D6 for this Act.

66

BUILDUP: GETTING TO THE ACTION

Any hero with Tech Specialties can also pick up this interesting signature. Some heroes may choose to handle crowd control or evacuation of the area. Others may choose to deal with collateral damage. Still others may opt to take on Danger, either through dialog or by force.

ACTION: DANGER!

Upon arriving in Central Park, the heroes witness Danger making a mess of the place, along with four Brawler Sentinels she has taken over from Senator Kelly's detail.

DANGER

TEAM D8

BUDDY D6

SOLO D10

WHERE AM I?

MUTANT TRAINER

DADDY ISSUES



TRAINING AI

WEAPONS **8**

FLIGHT **6**

SUPERHUMAN REFLEXES **10**

SFX: *Area Attack*. Target multiple opponents. For every additional target, add D6 and keep +1 effect die.

SFX: *Total Recall*. On a successful reaction against physical stress, use effect die to cause emotional stress. Spend doom pool to step up +1.

Limit: *Gear*. Shutdown WEAPONS and add d6 to doom pool. Activate opportunity to recover.

SHI'AR TECHNOLOGY

TECHNOLOGY CONTROL **8**

SUPERHUMAN DURABILITY **10**

SUPERHUMAN STRENGTH **10**

SFX: *Override*. Shutdown highest SHI'AR TECHNOLOGY power to ignore physical damage to self or other robot. Activate opportunity to recover power.

SFX: *Testing Constructs*. Add a d6 to dice pool then step up effect die by +1 when creating Shi'ar based assets.

SFX: *Invulnerable*. Invulnerable to mental attacks.

Limit: *Prime Directive*. Unable to kill mutants. When achieving extraordinary success, step up Danger's emotional stress by +1.

TECH MASTER **10**

MENACE EXPERT **8**

COMBAT EXPERT **8**

ACTION: DANGER!**BRAWLER SENTINEL**

TEAM	D10
BUDDY	D8
SOLO	D6

SECURITY FORCE
HUMAN CONTROLLED
MUTANT HATER

**TRASK SENTINEL TECHNOLOGY**MISSILES **6**CYBERNETIC SENSES **8**ENERGY BEAM **8**SUPERHUMAN DURABILITY **10**SUPERHUMAN STRENGTH **10**

SFX: *Unibeam*. Step up or double ENERGY BEAM power when targeting a single target, then shutdown Energy Beam. Activate opportunity to recover.

SFX: *Mutant Tracker*. In a reaction pool against mutants, include CYBERNETIC SENSES for no cost.

SFX: *Power Adaptation*. After initial attack from enemy, step down all subsequent attacks by -1.

SFX: *Capture Net*. Add d6 to dice pool and step up effect die when using MISSILES to create a complication.

Limit: *Overload*. Shutdown highest rated power and add d6 to doom pool. Activate opportunity to recover.

TECH EXPERT **8**COMBAT EXPERT **8**

Once a mutant falls or all enemies are defeated, Bishop arrives from the future. If Danger is not defeated, he blasts her with an high tech neutralizer and disables her. Bishop then captures the fallen mutant and disappears into a portal. If no mutant has fallen, select any of them. The remainder of the team notice that the portal is closing quickly and must decide whether to follow or not.

Upon arriving through the portal, create a transition scene.

ACTION: FUTURE SHOCK!

After the Transition Scene, the team finds a world smoldering. Sirens blare in the distance, and scattered throughout are wanted posters featuring mutants. Suddenly, Bishop says, “Looks like the traitor has friends! Welcome to the world you made!”

BISHOP (Lucas Bishop)

TEAM D6
BUDDY D8
SOLO D10

XAVIER SECURITY ENFORCER
BRANDED
TIME TRAVELER



ENERGY ABSORPTION

ENERGY BLAST **8**

SUPERHUMAN DURABILITY **10**

SFX: *Energy Burst.* Step up or double ENERGY BLAST power when targeting a single target, then shutdown Energy Beam. Activate opportunity to recover.

SFX: *Absorption.* On a successful reaction against an energy-based attack, convert your opponent’s effect die into an Energy Absorption stunt or step up an Energy Absorption power by +1 for your next action. Spend doom pool if opponent’s action succeeds.

SFX: *Invulnerability.* Spend doom pool to ignore energy-based attacks.

Limit: *Overload.* Shutdown highest rated power on opponent’s extraordinary victory and add d6 to doom pool. Activate opportunity to recover.

CYBERNETIC ARM

WEAPON **8**

SUPERHUMAN STRENGTH **10**

SFX: *Clawed Tendrils.* Add d6 and step up effect die when creating complications.

SFX: *Area Attack.* Add d6 for each additional target, and keep extra effect die.

Limit: *Gear.* Shutdown Cybernetic Arm and add d6 to doom pool. Activate opportunity to recover.

COVERT EXPERT **8**

CRIME MASTER **10**

COMBAT EXPERT **8**

CANNONBALL (Sam Guthrie)

TEAM D10

BUDDY D8

SOLO D6

FARMBOY

BORN LEADER

LOYAL TO THE CAUSE



ENERGY FIELD PROPULSION

ENERGY CONTROL **8**

SUPERSONIC FLIGHT **10**

SUPERHUMAN DURABILITY **10**

SUPERHUMAN STRENGTH **10**

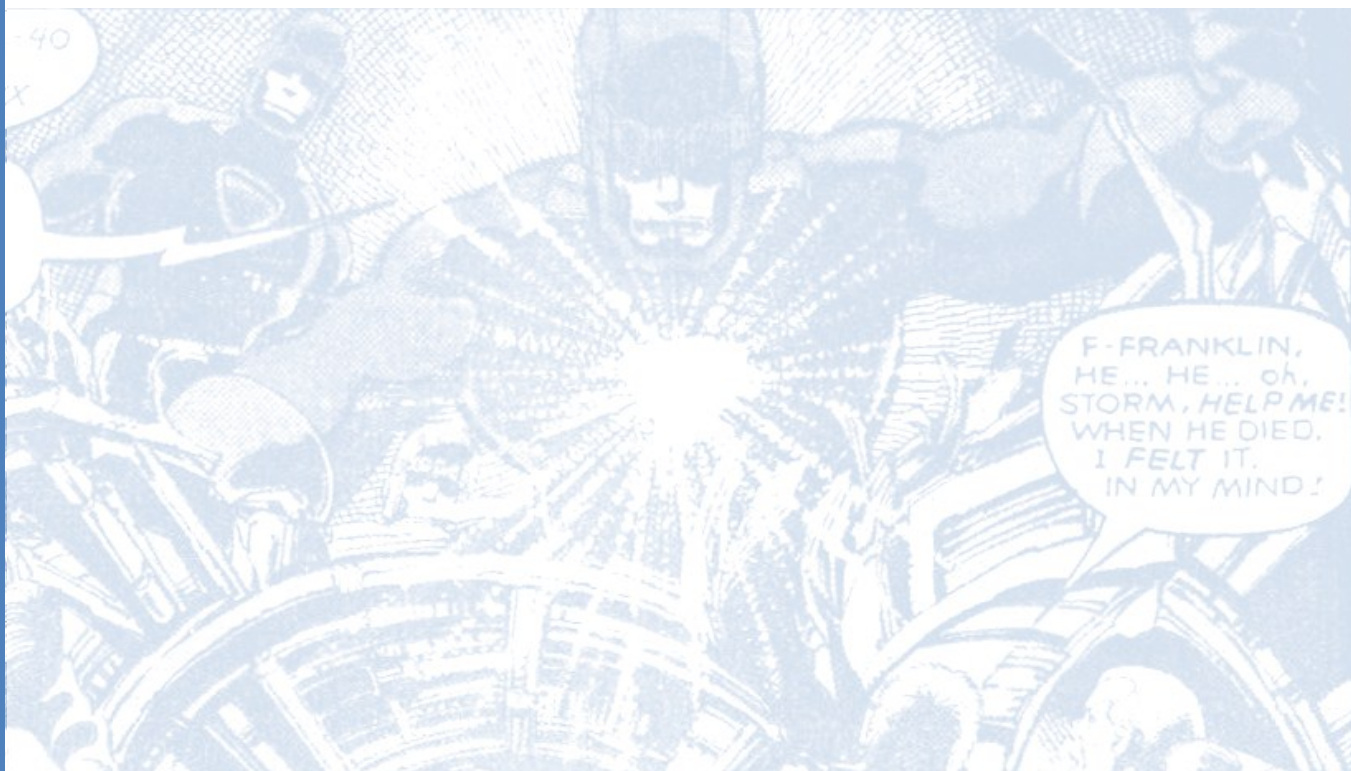
SFX: *Cannonball*. Use two or more Energy Field Propulsion powers in a single dice pool at -1 step for each additional power.

SFX: *Blast Field*. In a dice pool with Energy Control, add d6 for each additional target and keep an additional effect die.

Limit: *Room to Move*. Step back all Energy Field Propulsion powers if movement is restricted by complications.

ACROBATIC EXPERT **8**

COMBAT EXPERT **8**



KARMA (Xi'an Coy Manh)

TEAM	D10
BUDDY	D6
SOLO	D8

REFUGEE
NATURAL LEADER
NEW MUTANT



MIND POSSESSION

MIND CONTROL **10**

PSYCHIC RESISTANCE **10**

PSYCHIC BLAST **8**

SFX: *Altered Perception*. Add d6 and step up effect die when creating perception based complications.

SFX: *Possessed*. Add d6 and step up effect die when creating mind control based complications. Full control of subject at d12 complication (take over character sheet).

Limit: *Emotionally Connected*. Take emotional stress (step back effect die) when controlled target takes physical stress.

PSYCH EXPERT

8

CRIME EXPERT

8

WOLFSBANE (Rahne Sinclair)

TEAM	D8
BUDDY	D10
SOLO	D6

MONSTROUS
STRICT UPBRINGING
OUTCAST



LYCANTHROPY

ENHANCED STRENGTH **8**

ENHANCED REFLEXES **8**

SUPERHUMAN SENSES **10**

SFX: *Claws and Fangs*. Add d6 to dice pool and step back highest die by -1. Step up stress inflicted by +1.

SFX: *Healing Factor*. Spend doom pool to recover physical stress.

SFX: *Unleashed*. Step up or double Lycanthropy power. If action fails, step up emotional stress.

Limit: *Conscious Activation*. Shutdown Lycanthropy powerset if stressed out.

ACROBATIC EXPERT

8

COMBAT EXPERT

8

BOOM BOOM (Tabitha Smith)

TEAM D10

BUDDY D8

SOLO D6

CHILDHOOD ABUSE

PRANKSTER

RELUCTANT LEADER



PLASMA BOMBS

PLASMA BLAST **8**

SFX: *Tick Tick Boom*. Add d6 and step up effect die to create a Time Bomb asset.

SFX: *Area Blast*. Target multiple opponents. Add d6 for each additional opponent and add effect die.

SFX: *Meltdown*. Double or step up Plasma Blast against a single target, then shutdown power. Recover by activating an opportunity.

CRIME EXPERT

8

COMBAT EXPERT

8

SIRYN (Theresa Cassidy)

TEAM D10

BUDDY D8

SOLO D6

SECOND GEN MUTANT

RECOVERING ALCOHOLIC

EMOTIONAL



AUDIOKINESIS

FLIGHT **8**

SONIC CONTROL **8**

SONIC SCREAM **10**

SONIC SHIELD **10**

SFX: *Sonic Lance*. Replace two of the same die with one stepped up.

SFX: *Sonic Shout*. Add d6 for each additional opponent and add effect die.

SFX: *Vocal Trance*. Add d6 and step up effect die when creating complications.

Limit: Vocal Strain. Shutdown highest rated audiokinesis power and add to doom pool.

MENACE EXPERT

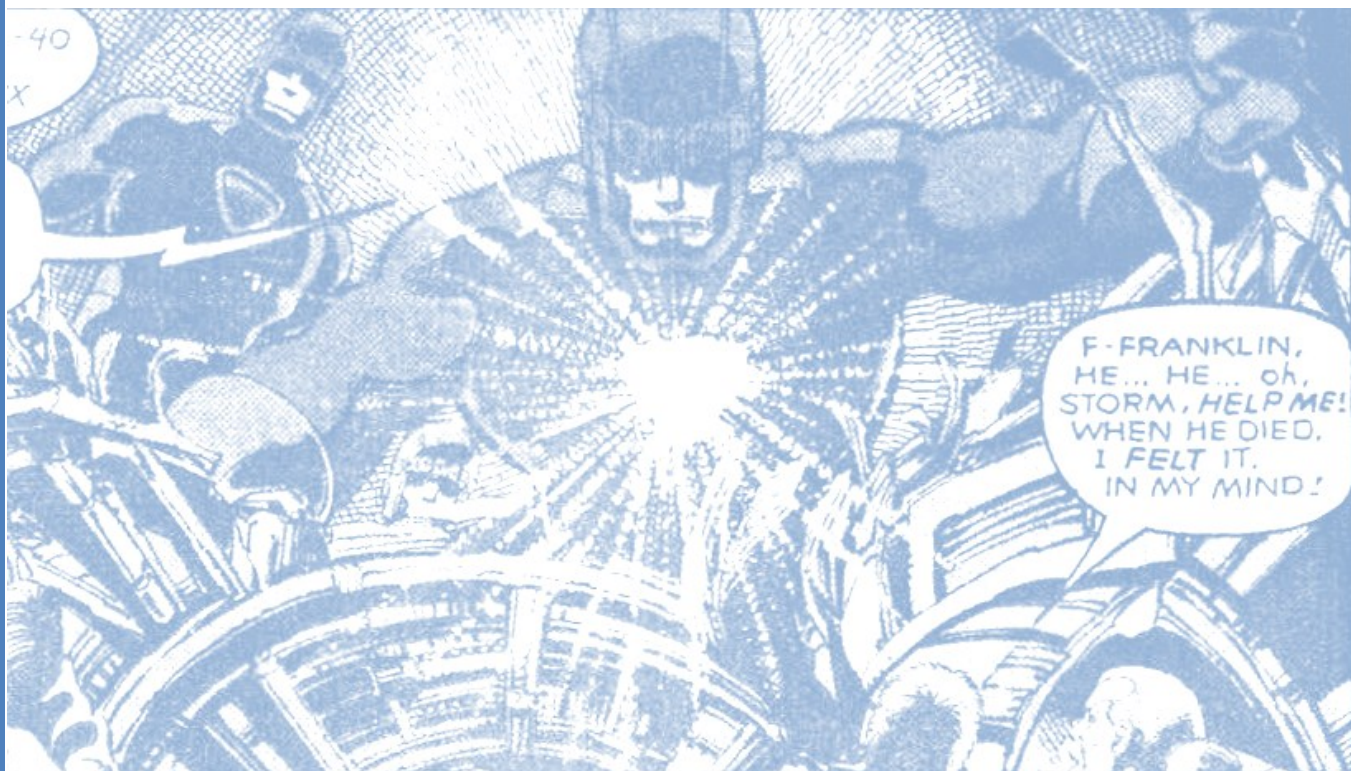
8

COMBAT EXPERT

8

TRANSITION: A KILLER AMONG US!

Once three or four mutants have become stressed out, Bishop begins to shout that Sentinels are coming. He reveals that he traveled back to the past in order to stop the assassination of Senator Robert Kelly at the hands of a mutant. At this point, reveal that your selected mutant is behind the killing (in reality it will be the shapeshifter Mystique). Suddenly, two Sentinels loom over the horizon and say, "Halt mutants or you will be eliminated!"



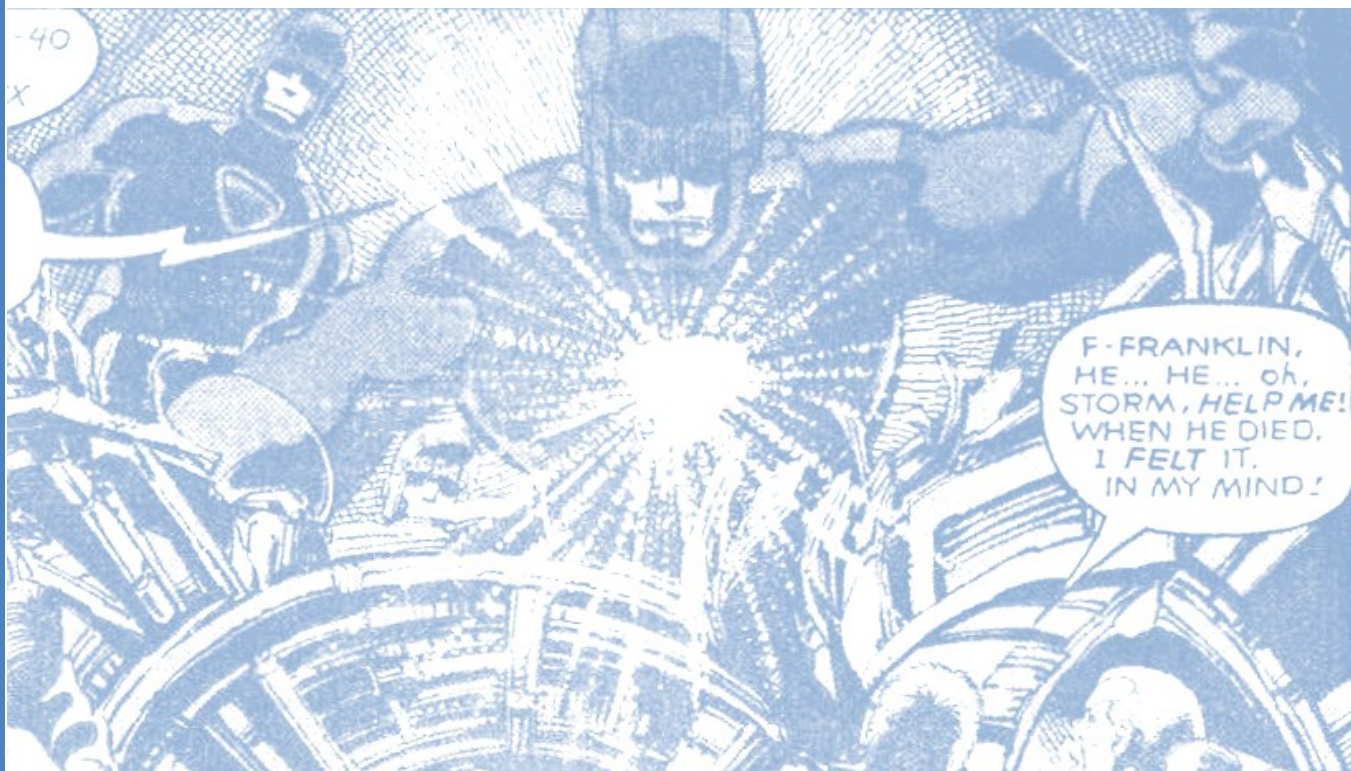
UNLOCKABLES

In addition to the usual ways to spend XP, players pursuing the following milestones can spend XP on the unlockables below:

[5 XP/10 XP] **Lay It Down:** For 5 XP, step up their durability to d12 for one time when protecting someone from harm. For 10 XP, players can permanently step up their durability/resistance by +1.

[5 XP/10 XP] **Save the Future:** For 5 XP, players can ask one question about the next Event scheduled (who are the villains, etc.). For 10 XP, players can gain three “reroll” opportunities on reaction rolls.

As always, players may spend 20 XP to create a new powerset (no more than two) or 30 XP to unlock a new character (to be used next event).



ACT TWO:

SAVE THE FUTURE

The second Act involves the heroes traveling back in time to prevent the senator's assassination at the hands of the Brotherhood of Evil Mutants. Before they get there, they will have to take on Sentinels in the future.

SETTING: THE NOT TOO DISTANT FUTURE

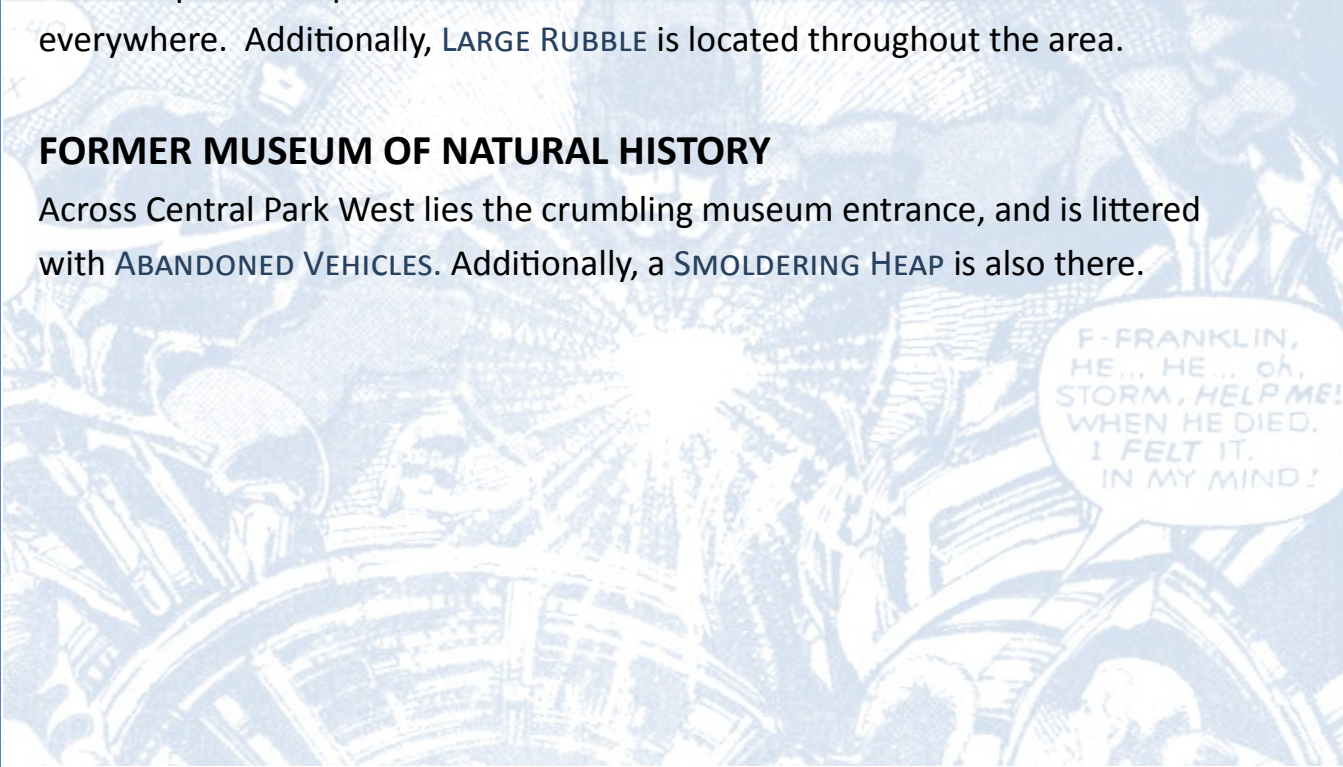
PROMINENT LOCATIONS

THE RUINED LAWN

Former Sports Complex in the middle of Central Park. **BLAST CRATERS** are found everywhere. Additionally, **LARGE RUBBLE** is located throughout the area.

FORMER MUSEUM OF NATURAL HISTORY

Across Central Park West lies the crumbling museum entrance, and is littered with **ABANDONED VEHICLES**. Additionally, a **SMOLDERING HEAP** is also there.



F-FRANKLIN,
HE... HE... OH,
STORM, HELP ME!
WHEN HE DIED,
I FELT IT.
IN MY MIND!

HOOK: IMMINENT THREAT

Two Sentinels have appeared in the area, threatening our team and the X-Men from the future.

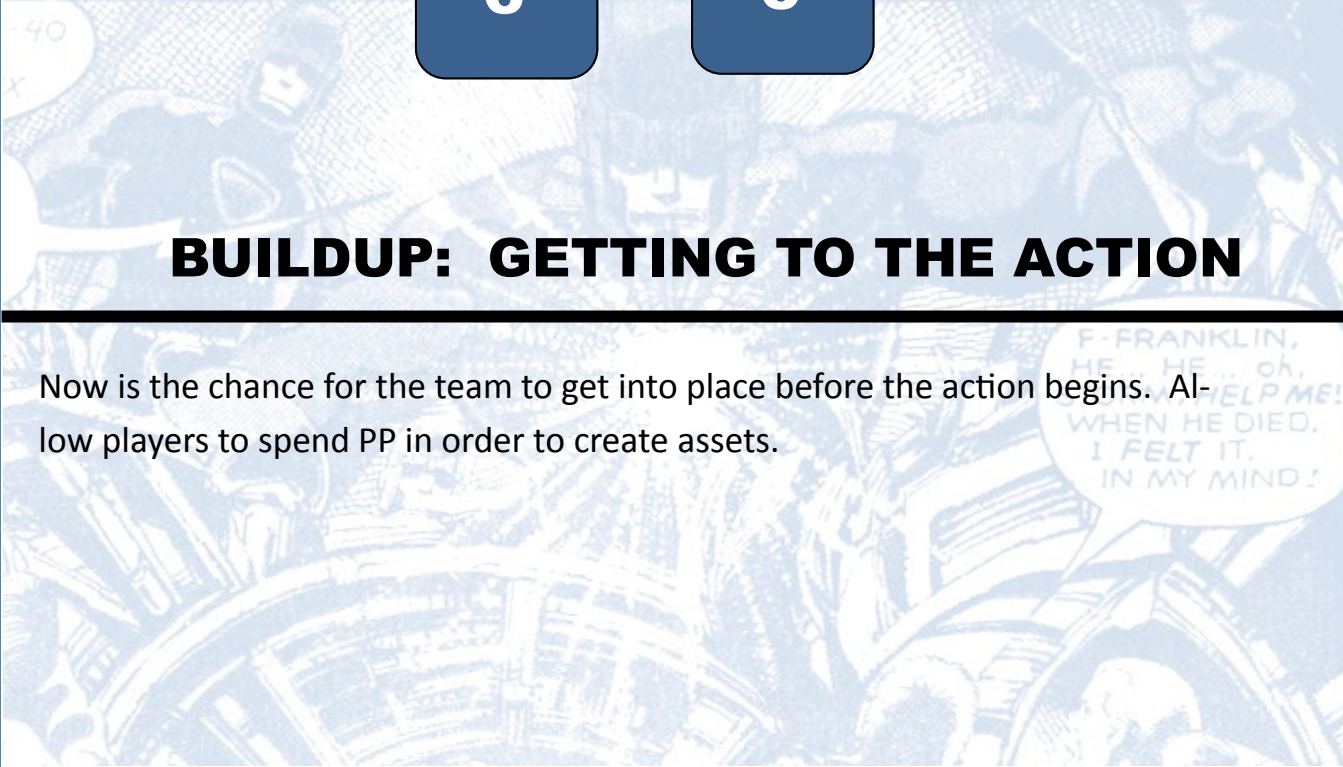
DOOM POOL

The Doom Pool begins at 2D6 for this Act.

66

BUILDUP: GETTING TO THE ACTION

Now is the chance for the team to get into place before the action begins. Allow players to spend PP in order to create assets.



F-FRANKLIN, HE... HE... OH, HELP ME! WHEN HE DIED, I FELT IT. IN MY MIND!

ACTION: SENTINEL MARK II!

Two Sentinels are in this scene, as well as four AI Controlled Brawlers (FP06).

SENTINEL MARK II

10 10 10

MUTANT HUNTER

GIANT ROBOT

ARTIFICIAL INTELLIGENCE



ROBOTIC SYSTEMS

ROBOTIC SENSES 8

ENERGY BLAST 10

SUBSONIC FLIGHT 8

SFX: *Resistance*. Resistant to all mental and emotional attacks.

SFX: *Disintegrator*. Step up or double Energy Blast against inorganic matter.

SFX: *Multi-Blast*. Add d6 for additional targets and keep extra effect die.

Limit: *System Failure*. Shutdown highest rated power and add d6 to doom pool. Activate opportunity to recover.

MARK II UPGRADES

SUPERHUMAN DURABILITY 10 ADAPTATION 10 SUPERHUMAN STRENGTH 10

SFX: *Self Repair*. Spend doom to ignore physical damage.

SFX: *Counter-power*. On reaction against physical attacks, include Adaptation. Use effect die to shutdown or step back attacking power. Spend doom if not successful.

SFX: *Grappling Cable*. Add d6 to dice pool and step up effect die by +1 when creating complication.

Limit: *System Failure*. Shutdown highest rated power and add d6 to doom pool. Activate opportunity to recover.

TECH MASTER 10

MENACE MASTER 10

COMBAT MASTER 10

TRANSITION: BACK IN TIME!

Once you have dispatched the Sentinel force, Bishop and the rest of the crew escort your heroes to the secret base. There, they tell you that Senator Kelly will be killed by a mutant assassin as he tours the Metropolitan Museum of Art following his speech.

Along with Forge, he can build you a time portal to send you back, but he asks that you kill or subdue the mutant responsible for their timeline. Forge offers to provide a power dampener that will step back all powers of the mutant to keep them from causing harm (add as a d10 complication).

ACTION: STOP THE ASSASSIN!

SETTING: THE MET

PROMINENT LOCATIONS

ARMS AND ARMOR EXHIBIT

A selection of medieval arms and armor, including **MEDIEVAL ARMOR** and **ANCIENT WEAPONRY**.

ROOFTOP

SENATOR KELLY is on the roof, as well as **POSTMODERN SCULPTURE**.

ACTION: STOP THE ASSASSIN!

Guards will report that a group of X-Men, including our assumed assassin, have taken Senator Kelly to the roof for evacuation. Meanwhile, a fire appears to have broken out on the ground floor in the Armory.

Mystique has taken on the form of our fall guy, and is accompanied by Destiny, Sabretooth, and Blob. Pyro and Avalanche serve as a distraction, threatening to bring the building down and killing Senator Kelly.

Senator Kelly begins with a d8 complication “Peril”, that must be included in all villain dice pools. Heroes must first remove the complication, then create an asset called “Rescue” - d12 accomplishes the rescue. Heroes may also eliminate all threats.

MYSTIQUE (Raven Darkholme)

TEAM	D8
BUDDY	D6
SOLO	D10

PERFECT INFILTRATOR
MERCENARY
HIDE IN PLAIN SIGHT



MUTANT METAMORPH

ENHANCED REFLEXES **8**

PSYCHIC RESISTANCE **10**

SHAPESHIFTING **10**

SUPERHUMAN STAMINA **10**

ENHANCED STRENGTH **8**

SFX: *Adaptive Form*. Shutdown Shapeshifting to step up another power by +1. Recover by activating opportunity.

SFX: *Insidious Taunt*. Add d6 to attack and step back highest die -1. Step up +1 emotional stress.

SFX: *Elusive*. Spend a die to reroll when using power on a reaction.

Limit: *Mutant*. Add d6 to doom when effected by mutant-specific tech or milestones.

ACROBATIC EXPERT **8**

COMBAT MASTER **10**

COVERT MASTER **10**

CRIME EXPERT **8**

PSYCH MASTER **10**

SABRETOOTH (Victor Creed)

TEAM	D6
BUDDY	D8
SOLO	D10

SAVAGE
THUG
BRAWLER



SAVAGE MUTANT

SUPERHUMAN STRENGTH **10**

ENHANCED REFLEXES **8**

ENHANCES SENSES **8**

ENHANCED DURABILITY **8**

SFX: *Healing*. Spend doom to step back physical stress.

SFX: *Pounce*. Replace two equal dice and step up one dice when targeting single person.

SFX: *Claws and Fangs*. Add d6 and step back the highest die in pool by -1. Step up physical stress by +1.

Limit: *Mutant*. Add d6 to doom when effected by mutant-specific tech or milestones.

MENACE EXPERT **8**

COMBAT MASTER **10**

DESTINY (Irene Adler)

TEAM	D6
BUDDY	D10
SOLO	D8

WEALTHY
LOVER, NOT A FIGHTER
SECRET OBSESSION



PRECOGNITION

SUPERHUMAN SENSES **10**

SFX: *Second Chance*. Spend doom to reroll reaction dice.

SFX: *Foresight*. Add d6, step up effect die to create Precognition asset.

Limit: *Blind*. Add d6 to doom when surprised attack.

PSYCH EXPERT **8**

BLOB (Fred Duker)

TEAM D10
BUDDY D8
SOLO D6

CIRCUS FREAK
POOR SELF-ESTEEM
THAT TICKLES!



ENORMOUS GIRTH

ENHANCED STAMINA **8** GODLIKE DURABILITY

12 SUPERHUMAN STRENGTH

10

SFX: *Body of Blubber*. On a successful reaction roll against melee attack, either convert opponents effect die into stunt or step back -1 and inflict physical stress. Use doom die if attack succeeded.

SFX: *Immunity*. Spend doom to ignore physical stress, unless from sonic force.

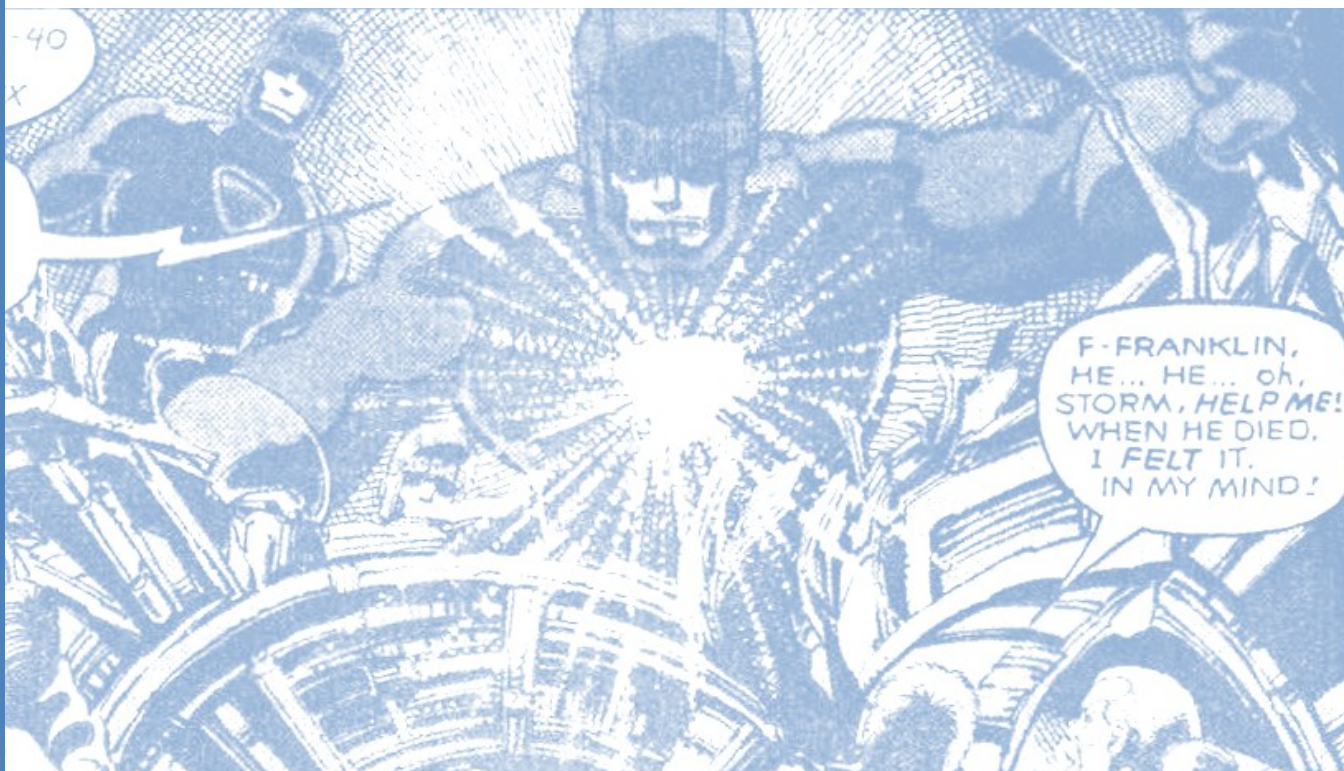
SFX: *Personal Gravity Field*. Step up any die added to dice pool from doom on reaction.

Limit: *Big Target*. Step up movement complications and add d6 to doom.

COMBAT EXPERT **8**

CRIME EXPERT **8**

MENACE MASTER **10**



PYRO (St. John Allerdyce)

TEAM D10

BUDDY D6

SOLO D8

TERRORIST

JOURNALIST

BROTHERHOOD



FIRE MANIPULATION

FIRE MASTERY **10**

8

FLAME BLAST

SFX: *Immunity*. Spend doom dice to ignore flame damage.

SFX: *Torch the Place*. Add d6 for each additional target, keep extra effect dice.

SFX: *Watch It Burn*. Add extra power from powerset, stepping back next die by -1.

SFX: *Living Flame*. Add d6 and step up effect die to create a Living Flame asset.

Limit: *Non-Starter*. Shut down Fire Manipulation and add d6 to doom pool.

COMBAT EXPERT **8**

CRIME EXPERT **8**

MENACE MASTER **10**

AVALANCHE (Dominikos Petrakis)

TEAM D10

BUDDY D6

SOLO D8

BARTENDER

BLACKMAIL

F*#@#IN' X-MEN



SEISMIC WAVE GENERATOR

SEISMIC MASTERY **10**

SFX: *Earthquake*. Add d6 and step up effect die to add Rubble/Crumbling asset.

SFX: *Bring Down the House*. Step up or double Seismic Mastery for single target.

Limit: *That's It!?!?*. Step back effect die on attacks against organic tissue, add d6 doom.

MENACE EXPERT **8**

CONCLUSION: MASTERMIND

Use the conclusion to set up your next arc. Or use the following:

Magneto arrives, as does Scarlet Witch. Our heroes find themselves unable to move. Magneto tells them that they do not understand what their interference has done. A war is coming, and soon humanity will pay for its failure to evolve. Wanda looks nervously at her former allies. Magneto warns that unless humanity learns their lesson, there will be a day when there will be no more mutants.

Turns out, Magneto combined his powers with Wanda to create life in Danger, who was meant to take down Senator Kelly's bodyguards so that Mystique can do her work. He removes the Brotherhood from the premises and vanishes.

