

## **A Guide to Mutant Classifications**

### **Version 1.0**

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#### **Summary & Description:**

Since mutants were first discovered, people have been trying their best to make sense of them. One way of dealing with this unknown quantity was to break down the mutants into groups based upon their powers, power levels, and other factors. Classification of new species may be nothing new, but this is perhaps the first time in history that the classified species is able to interact with the scientists as equals.

However, despite this advantage, science has not had an easy time in trying to classify and catalog mutants. This is partly due to the limited availability of data to process. The genetics involved in mutation is still largely unexplored territory. The ultimate limit of genetic variation is unknown; new powers are discovered all the time, and new variations of known powers are just as common. Also, mutants are becoming more powerful at what many view as an alarming rate.

Perhaps the force most to blame for this uncertainty is the “human factor” involved. Some mutants dislike science's attempts to classify and catalog them and therefore hide the true nature and scope of their powers. This sort of active resistance to the process can skew the results. Another facet of the human factor is that some mutants are embracing their gifts by seeking training. By training with their powers, mutants are achieving an unprecedented level of control over their powers. This has allowed them to apply them in previously unthought-of ways, and even to mimic the powers of other mutants. For example, any telekinetic can lift objects with the power of his mind. However, a skilled telekinetic can manipulate the power of his mind to create a force field, fire a force blast, or even fly.

## The U.S. Government Method

As you will be able to tell by reading the details, the classification of mutants can be a bit tricky. Many factors go into deciding a mutant's classification. Among these are power intensity, skills, nature of the power, and Edge. In its purest form, each classification notes how dangerous (or potentially dangerous) a mutant is and not necessarily how powerful he is. As such, there is considerable room for variation within the classes and the line between the classifications can become blurred easily. The following paragraph is an example of this. You may skip it, if you wish.

***Example:** If not for his physical perfection and top-notch training, Wolverine might be considered C-Class, but thanks to his high abilities, high Edge, and high number of skills, he can skip straight to A-Class. In short, Wolverine's powers, abilities, and training magnify each other, making each more effective than they would be alone.*

*Thanks to his espionage training, Wolverine's innocuous Enhanced Senses power makes him an unequalled tracker and stalker, and gives him a huge advantage in recognizing the presence and identity of others, making it difficult to surprise or fool him.*

*Wolverine's Regeneration might be considered moot on a lesser fighter. However, his healing factor not only heals wounds, but also resists disease and poisons. This allows him to make more mistakes during combat and still stay on his feet and fighting. Since he doesn't make many mistakes to start with, Wolverine becomes nearly unstoppable in hand-to-hand combat.*

Here is a breakdown of how this information is presented. First is the header denoting the class in question. After that is a short paragraph explaining what the class means, a few examples of these characters, and a list of general guidelines. The "In Game" portion lists commonly seen stats for members of that class. Not all members will fall into that range and having those stats doesn't necessarily make you that class.

***Example:** Leech (of the Morlocks) has Nullification 25, but would probably be at the middle of C-Class, and not anywhere near A-Class. However, given sufficient age or training, he may eventually become an A-Class mutant.*

### A-Class

A-Class mutants (sometimes called Alpha Class or Alpha Mutants) are considered highly dangerous. Usually this is because they are either a) extremely powerful or b) highly trained. Those who are both are the most dangerous of all. Examples of Alpha Class mutants are Magneto, Professor X, and the majority of the X-Men (or other X-Teams).

In Game: Trained Alpha Mutants (Ex: Storm, Cyclops) will usually have at least a 2 Edge. They are fairly likely to have at least one or two A or B skill classifications, only one or no X classifications, and at least one power or ability in the 12+ range and possibly a couple related powers. Tons of stunts won't be uncommon in this group.

Powerful Alpha Mutants (Ex: Chamber, Proteus) will usually have one or two C or D skill classifications at most. They will likely have at least one power or ability in the 16+

range, but not many stunts. They will probably have an Edge of 2 or lower, and maybe a hindrance.

Those who are both (Ex: Prof. X, Magneto) will likely have several powers or abilities in the 15+ range and probably a bunch of lesser, related powers as well. They will likely have an Edge of 3 or higher. Skill classifications can vary, but expect to see at least one A or B, a world-class skill, or both. These Alpha-Class mutants are considered exceptionally dangerous and should be approached with extreme caution.

### **B-Class**

B-Class mutants (sometimes called Beta Class or Beta Mutants) are considered moderately dangerous. Usually this is because they are moderately powerful and/or moderately trained. Well-known examples would be most of the Morlocks, and most of Generation X.

In Game: Expect to see powers and abilities in the 8-14 range, a 2 Edge maximum, and only a few skills total. You'll probably see more limits and hindrances in this class, also. Most B-Class mutants won't have more than 2 or 3 superhuman powers or abilities, and only a couple stunts for each power.

### **C-Class**

C-Class mutants are considered minimally dangerous. The vast majority of C-Class mutants choose to lead normal lives and want nothing more than to be left alone. They don't want to be recognized as a mutant, let alone take over the world or try to defend it for threats. Most mutants in this class aren't considered worth the effort of classification or tracking.

Despite their altruistic intentions, they do still present a small danger, since out-of-control powers can still cause property damage and endanger innocents' health. An example of C-Class mutants would be the Morlock children, or the thousands of unknown mutants (who may not even know they are mutants).

In Game: Expect maximum powers and abilities of 10 or less, limits and hindrances galore, and 0 or 1 Edge max. Skills, if any, will be few and far between. Most C-Class mutants will have only one superhuman power or ability and practically no stunts. Some more powerful mutants may be considered C-Class if they have "non-hazardous" powers and no other means of causing trouble (like Leech). Examples of "non-hazardous" powers would be those which inflict no harm and/or aren't very useful in combat, but only if the mutant is otherwise untrained and unarmed. Some of these might be Detection, Enhanced Senses, Invisibility, Blending, Nullification, Empathy, Imitation, or Regeneration.

## **The MacTaggart/McCoy Method**

There is an alternate method of Mutant Classification, developed by Dr. Henry McCoy, with developmental input by Professor Charles Xavier and Dr. Moira MacTaggart. This classification system –unlike the government system – has nothing to do with how dangerous or even potentially dangerous a mutant is. The purpose of this classification system is simply to catalog mutants according to the nature of their powers. There are three categories of mutants under this system; Alpha, Beta, and Omega. While Alpha and Beta classes are easily and strongly defined, what constitutes an Omega class mutant is a little sketchy. In fact, any given mutant might be any combination of the three classes.

### **Alpha Class**

Alpha Class mutants are no longer considered to be the most powerful or the most dangerous. An Alpha mutant is simply a mutant that wields or manipulates energy of some sort. Examples include Cyclops, Havok, Jubilee, Bishop, and Gambit (at his “normal” power levels).

### **Beta-Class**

Beta Class mutants are mutants whose mutant power is a physical manifestation. Such powers manipulate or transform their bodies in some way. This change can be on a temporary or permanent basis. Examples include Multiple Man, Beast, Angel, Wolverine, Quicksilver, and Colossus.

### **Omega-Class**

The definition of Omega Class mutants is sketchy at best. One defining characteristic is a nearly limitless potential for using their powers. Another – and perhaps the most important – defining attribute is that these mutants usually have powers that tap into the fundamental forces of nature; Magnetism, Weather, Temperature, and Thought, for example. Typically, Alpha Class mutants are more likely to become Omega mutants than are Beta Class mutants. Examples include Magneto, Professor X, Storm, Iceman, and Phoenix (either).

Now, I mentioned before that some heroes might cross the barriers and fit into more than one category. Some of my examples do just that. Storm is both an Alpha and Omega class mutant; her ability to control the weather qualifies her as an Alpha, and the extent and nature of her energy wielding qualifies her as an Omega. Iceman actually fits in all three classes; his ice manipulation lands him Alpha, his ability to transform himself into living ice makes him a Beta, and his nearly limitless ability to control cold makes him an Omega.