

# ANGEL

INITIATIVE

**+2**



HEALTH

**60**

DR: -

FOCUS

**60**

DR: -

MELEE

**3**

DEFENSE

**15**

NON-COMBAT

**+4**

MULTIPLIER

**x4**

AGILITY

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

MULTIPLIER

**x3**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

EGO

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x3**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / FLY

**6**

**3**

**3**

**18**

RANK

**3**

## TAGS & TRAITS

### Beguiling

The character has an **edge** when making an Ego check to persuade someone who could be attracted to them.

### Combat Reflexes

Gain one additional reaction each turn.

### Famous

Gain an **edge** when making an Ego check to persuade someone who thinks favorably of them or **trouble** against someone who dislikes them.

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### Other Traits and Tags

**Traits:** Connections: Celebrities.

**Tags:** Alternate Form (Archangel), Extreme Appearance, Heroic, Hounded, Krakoa, Public Identity, Rich, X-Gene.

# POWERS

## ATTACK

### Fast Attacks (Sharp)

0

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack vs Melee Defense against 2 targets within reach.

**Success:** Affected target/s suffer ½ damage.

**Success:** Affected target/s suffer damage and this character may make a bonus attack vs another target within reach.

### Hit & Run (Sharp)

0

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack with **edge** vs Melee Defense against a target.

**Success:** Target suffers damage + character can move ½ their Run Speed for free.

**Success:** Target suffers double damage + Weapon Effect (**Sharp:** Target is bleeding) + character can move ½ their Run Speed for free.

### Snap Shooting

0

**Action:** Standard | **Duration:** Instant | **Range:** Varies.

**Effect:** Make a single ranged Agility check vs the Agility defenses of two targets.

**Success:** Affected targets suffer ½ damage.

**Success:** Affected targets suffer damage + Bleeding.

### Suppressive Fire

0

**Action:** Standard | **Duration:** Instant | **Range:** Varies.

**Effect:** Makes an Agility attack vs target's Vigilance defense.

**Success:** Target suffers Focus damage after Health DR.

**Success:** Target suffers double Focus damage after Health DR + Stunned for 1 round.

### Vicious Attack (Sharp)

0

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack vs Melee Defense against a target.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Weapon Effect (**Sharp:** Target is bleeding).

### Weapons Blazing

5

**Action:** Standard | **Duration:** Instant | **Range:** Varies.

**Effect:** Make a single Agility check vs Agility defense of two separate targets.

**Success:** Affected targets suffers ½ damage.

**Success:** Affected targets suffers damage and character makes a bonus attack with this power against any available target, with the same effect.

## REACTIONS



### Riposte (Sharp)

0

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.

**Trigger:** An enemy makes a close attack against the character that fails.

**Effect:** Make a Melee Attack vs Melee Defense against target.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Weapon Effect (**Sharp:** Target is bleeding).

## PASSIVE

### Iconic Weapon

0

**Techno-organic wings.**

- When in Archangel form, can fire feathery flechettes (treat like a submachine gun) and can act as a protective barrier (20 points to shatter).

## OTHER POWERS

-  Evasion 0, Flight 2 0, Mighty 1 0.

# APHELION

INITIATIVE

**+2**



HEALTH

**30**

DR: -

FOCUS

**60**

DR: -

MELEE

**0**

DEFENSE

**10**

NON-COMBAT

**+0**

MULTIPLIER

**x2**

AGILITY

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x2**

RESILIENCE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

VIGILANCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

EGO

**4**

DEFENSE

**14**

NON-COMBAT

**+5**

MULTIPLIER

**x3**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x2**

RUN / CLIMB / SWIM / JUMP

**5**

**3**

**3**

**3**

RANK

**2**

## TAGS & TRAITS

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Quick Learner

If the character fails an action check, they gain an **edge** on the check if they try the same action again on their next turn.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Heroic, Hounded, Kra-koan, Public Identity, X-Gen.

# POWERS


## ATTACK

### Elemental Blast (Ice) 5+

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack with an **edge** vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.

**Success:** Affected target suffers total damage.


 **Success:** Affected target suffers double total damage + element's special effect (**Ice:** Paralyzes target for one round).

### Elemental Burst (Ice) 0

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack vs target's Agility Defense.

**Success:** Target suffers damage.


 **Success:** Target suffers double damage + element's special effect (**Ice:** Paralyzes target for one round).

### Elemental Grab (Ice) 5

**Action:** Standard | **Duration:** Concentration | **Range:** 10 sp.

**Effect:** Make a ranged Ego attack vs target's Melee defense. Breaking free requires a successful Melee check against target number 20.

**Success:** Character grabs the target with their element.

 **Success:** Character grabs the target with their element + Pinned + Suffer the element's special effect (**Ice:** Paralyzes target for one round).

## ACTIVE

### Elemental Barrier (Ice) 5

**Action:** Standard | **Duration:** Concentration | **Range:** 20 sp.

**Effect:** The character forms a wall (4 spaces across) of their element within range. Make an Agility Attack vs Agility Defense of any target in the affected spaces. On a failure, the target chooses which side of the barrier they're on. The barrier provides 10 points of protection.

**Success:** Attacker chooses the side of the barrier the target is on.

 **Success:** As success + element's special effect (**Ice:** Paralyzes target for one round).

### Inspiration 0

**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.

**Effect:** Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

## REACTIONS

### Elemental Protection 1 (Ice) 6+

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** Self.

**Trigger:** The character is attacked or otherwise in danger.

**Effect:** The character protects themselves with their element. Any attacks against them that do 10 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 10 points of damage, it destroys the protection.

### Elemental Reinforcement (Ice) V

**Action:** Reaction | **Duration:** Instant | **Range:** Self.

**Trigger:** Damage gets through an elemental power.

**Effect:** The character can transfer any Health damage that gets through an elemental power that grants damage protection to their Focus instead, leaving the protection intact.

### Elemental Sphere (Ice) 0+


**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** 10 sp.

**Trigger:** The character is attacked or otherwise in danger.

**Cost:** Same as the character's Elemental Protection power.

**Effect:** The character envelops themselves—and any chosen people—in a protective sphere comprised of their element. When formed, make an Ego check vs Agility defense of unwanted characters in the enclosed space. Attacks on the sphere are against the character's Ego defense and acts as character's Elemental Protection power.

**Success:** Move any unwanted people within the sphere's perimeter to spaces outside of the sphere.

 **Success:** As success but also suffer damage + elements special effect (**Ice:** Paralyzes target for one round).

## OTHER POWERS

 Discipline 1 0



# APOCALYPSE

INITIATIVE

**+5**



HEALTH

**240**

DR: -3

FOCUS

**150**

DR: -2

MELEE

**7**

DEFENSE

**16**

NON-COMBAT

**+11**

MULTIPLIER

**x10**

AGILITY

**2**

DEFENSE

**11**

NON-COMBAT

**+3**

MULTIPLIER

**x7**

RESILIENCE

**8**

DEFENSE

**18**

NON-COMBAT

**+8**

VIGILANCE

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

EGO

**3**

DEFENSE

**13**

NON-COMBAT

**+4**

MULTIPLIER

**x7**

LOGIC

**5**

DEFENSE

**15**

NON-COMBAT

**+6**

MULTIPLIER

**x7**

RUN / CLIMB / SWIM / JUMP

**6**

**3**

**3**

**6**

RANK

**6**

## TAGS & TRAITS

### Big (Reach 2)

Gain -1 to Melee and Agility defenses, add +1 to Run Speed, and increases reach to 2.

### Combat Expert

Gain an **edge** on Melee attacks against enemies of Rank 1.

### External Awareness

The character has a telepathic link with all other Externals. This allows them to know where other Externals are, when other Externals are first killed, when an External kills another External, and telepathically call for other Externals.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Font of Information

Gain an **edge** on Logic checks having to do with knowledge. Infector (Techno-Organic virus)

### Iron Will

Enemies have **trouble** on Ego attacks to control this character's mind or influence their behavior. The character also gains an **edge** on Ego checks to break free of mind control or other compulsions.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Other Traits and Tags

**Traits:** Connections: Super Villains.

**Tags:** Black Market Access, Externally Immortal, Extreme Appearance, Hounded, Linguist (all known human languages), Public Identity, X-Gene.

# POWERS

## ATTACK

### Banging Heads

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee Attack vs a target's Melee Defense of two enemies within reach. If either attack fails, both fail entirely.  
**Success:** Targets suffers damage.  
**Success:** Targets suffers damage + Prone.

### Clobber

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee Attack vs a target's Melee Defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Prone.

### Elemental Blast (Energy)

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make a ranged Agility Attack with an **edge** vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.  
**Success:** Affected target suffers total damage.  
**Success:** Affected target suffers double total damage + element's special effect. (**Energy:** Blinds target for one round).

### Elemental Burst (Energy)

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make a ranged Agility Attack vs target's Agility Defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + element's special effect. (**Energy:** Blinds target for one round).

### Ground-Shaking Stomp

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee check vs Agility Defense of every target within 7 spaces.  
**Success:** Target suffers half damage.  
**Success:** Target suffers damage + Prone.

### Smash

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Makes a close attack with **edge**. Add +1 to Melee damage bonus per 2 Focus spent.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Stunned for 1 round.

### Unrelenting Smash

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee check vs Melee Defense of all enemies in reach.  
**Success:** Target suffers 1/2 damage.  
**Success:** Target suffers damage + Prone.  
 This character may then move up to 1/2 speed then pay 15 Focus to perform the attack again until they run out of speed or Focus. Targets can only be affected once by this power per turn.

## ACTIVE

### Copy Power

**Action:** Standard | **Duration:** Concentration | **Range:** 10 sp.  
**Effect:** Pick one power of another character in range and duplicate it as if it was always yours. When using such a power, they must pay any cost normally as well.

### Inspiration

**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.  
**Effect:** Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

## REACTIONS

### Crushing Grip

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.  
**Trigger:** Target is grabbed.  
**Effect:** Make a Melee attack vs Resilience Defense of grabbed target.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Pinned.

### Energy Absorption

**Action:** Reaction | **Duration:** Instant | **Range:** Self.  
**Trigger:** The character suffers Health damage.  
**Effect:** Ignore any Health damage done to them (after applying any DR), and add it to Focus instead. May increase Focus up to double their regular maximum Focus. After combat, any extra Focus gained fades away.

### Immovable

**Action:** Reaction | **Duration:** Instant | **Range:** Self.  
**Trigger:** Character is knocked back/prone.  
**Effect:** Reduce the knockback distance (equal to their Melee Defense) in spaces.

### Quick Toss

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.  
**Trigger:** A person the character can pick up is grabbed.  
**Effect:** Throw the grabbed person at another target. Determine range by Mighty power rank and the grabbed person's size. Make ranged attack against a target. Failure inflicts damage on thrown person after which they fall prone within 1 space of the target.  
**Success:** Target also suffers damage.  
**Success:** Target also suffers damage + Prone.

## PASSIVE

### Healing Factor

**Action:** Passive | **Duration:** Instant | **Range:** Self.  
**Effect:** At the end of this character's turn, they regain Health equal to their Resilience Score.

## OTHER POWERS

Accuracy 1 0, Brilliance 1 0, Discipline 1 0, Mighty 4 0, Sturdy 3 0, Uncanny 2 0.

Jump 1 0.

# ASKANI

INITIATIVE

**+5E**



HEALTH

**90**

DR: -

FOCUS

**150**

DR: -1

MELEE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x5**

AGILITY

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x5**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

EGO

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

MULTIPLIER

**x5**

LOGIC

**8**

DEFENSE

**18**

NON-COMBAT

**+10**

MULTIPLIER

**x7**

RUN / CLIMB / SWIM / FLY

**5**

**3**

**3**

**25**

RANK

**5**

## TAGS & TRAITS

### Combat Expert

Gain an **edge** on Melee attacks against enemies of Rank 1.

### Combat Reflexes

Gain one additional reaction each turn.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Iron Will

Enemies have **trouble** on Ego attacks to control this character's mind or influence their behavior. The character also gains an **edge** on Ego checks to break free of mind control or other compulsions.

### Quick Learner

If the character fails an action check, they gain an **edge** on the check if they try the same action again on their next turn.

### Situational Awareness

Gain an **edge** on initiative checks.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Heroic, Hounded, Kra-koan, Public Identity, X-Genie.

# POWERS

## ATTACK

### Telekinetic Attack 2

**Action:** Standard | **Duration:** Concentration | **Range:** 25 sp.

**Effect:** Makes a Logic attack vs target's Melee defense.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Stunned for 1 round.

### Telekinetic Grab 2

**Action:** Standard | **Duration:** Concentration | **Range:** 25 sp.

**Effect:** Makes a Logic attack vs Melee defense of a target within range.

Breaking free requires TN20 Melee check.

**Success:** Target is grabbed with the character's mind.

**Success:** Target is grabbed with the character's mind + Pinned.

## ACTIVE

### Astral Form 2

**Action:** Standard | **Duration:** Concentration | **Range:** Self.

**Effect:** Can project an avatar into the Astral Plane, leaving their physical body in a deep trance in the real world. If Rank 4+, can take on a transparent form visible in the real world. Flight Speed on Astral Plane = 25.

### Cloak 2

**Action:** Standard | **Duration:** Concentration | **Range:** 100 sp.

**Effect:** Uses a mirage to block their presence from the minds of people in range. TN to detect the character is the character's Logic defense.

### Cloak Group 2

**Action:** Standard | **Duration:** Concentration | **Range:** 100 sp.

**Effect:** Uses a mirage to block their presence—and the presence of up to 5 other persons within 10 spaces—within range. TN to detect the character is the character's Logic defense.

### Command 2

**Action:** Standard | **Duration:** 1 round | **Range:** Unlimited.

**Effect:** Make a Logic check vs Logic defense of target with an existing Telepathic Link. Give a command they can complete in a single action. If it can harm someone, the check has **trouble**. If it can harm the target, the check has **double trouble** on the check.

**Success:** The target complies with the order.

**Success:** As success + gains an **edge** the next time they use this power against this same target.

### ESP 2

**Action:** Standard | **Duration:** Concentration | **Range:** 500 sp.

**Effect:** Can sense the presence of others within range. This tells them the person's location and general status. It can also identify if they have super-powers or not. If unwilling to be detected, make a Logic check vs each target's Vigilance defense.

**Success:** Target sensed.

**Success:** Target sensed+ can identify the source of any powers the target has.

### Mind Interrogation 2

**Action:** Standard | **Duration:** 1 round | **Range:** Unlimited.

**Effect:** Delve into the mind of a single person with whom they have established a Telepathic Link. This requires a Logic check vs target's Logic defense.

**Success:** Can ask a single simple question and get the answer from the target's mind.

**Success:** As success but information more complex.

### Mind Reading 2

**Action:** Standard | **Duration:** 1 round | **Range:** Unlimited.

**Effect:** Can read the thoughts of a single person with whom they have established a Telepathic Link. Make a Logic check vs target's Logic defense.

**Success:** Can read the target's surface thoughts.

**Success:** As success but can ask a single simple question and get the answer from the target's mind.

### Orders 2

**Action:** Standard | **Duration:** Permanent | **Range:** Unlimited.

**Effect:** Gives an order to a target with whom they've established a Telepathic Link and who has no Focus left. Make a Logic check vs target's Logic defense. The command must be to do something that can be completed in an hour or less. If it involves harming someone, the character has **trouble** on the check. If it would cause the target to harm themselves, the character has **double trouble** on the check.

**Success:** Target complies with the orders.

**Success:** As success + character gains an **edge** the next time they use this power against this same target.

### Telekinetic Barrier 2

**Action:** Standard | **Duration:** Concentration | **Range:** 50 sp.

**Effect:** Create invisible barrier covering up to 10 spaces across (vertically/horizontally). Makes a Logic check vs Agility defense of any target in the affected spaces. Failure allows target to choose which side of the barrier they end up on. Attacks on the barrier are against the character's Logic defense. Any attacks on it that do 10 points of damage or less are instantly absorbed, and the barrier continues. If an attack does more than 10 points of damage, it destroys the barrier. Either way, the attack leaves those behind the barrier unharmed.

**Success:** Character chooses which side of the barrier the target winds up on.

**Success:** Character chooses which side of the barrier the target winds up on + target Paralyzed for 1 round.

### Telekinetic Manipulation 2

**Action:** Standard | **Duration:** Concentration | **Range:** 25 sp.

**Effect:** Character can manipulate objects in their line of sight with their mind. The size of the object is determined using the number of ranks the character has in the Brilliance power (see Mighty). If opposed, make a Logic check vs opponent's Agility defense.

### Telepathic Link 2

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.

**Effect:** Can communicate telepathically with one person they have met or seen before, providing both character and target are in the same dimension. If target is unwilling, make a Logic check vs target's Vigilance defense. On a failure, the character cannot attempt to communicate with the target in this way for the rest of the day.

**Success:** Can communicate with the target for one round.

**Success:** Target cannot shut the character out for the rest of the day.

## MOVEMENT

### Time Travel 2

**Action:** Standard/Movement | **Duration:** Instant | **Range:** Self.

**Effect:** Instantly moves between universes.

## REACTIONS

### Telekinetic Protection 2

**Action:** Standard/Reaction | **Duration:** Concentration | **Range:** Self.

**Trigger:** The character is attacked or otherwise in danger.

**Effect:** Form a telekinetic field. Any attacks < 20 damage are absorbed. If an attack > 20 damage, destroys the protection but character remains unharmed.

## OTHER POWERS

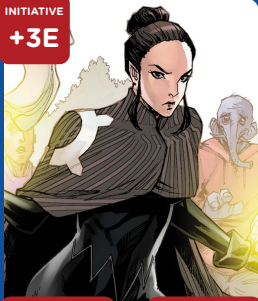
Brilliance 2, Flight 2, Uncanny 1

Telepathic Network

# AURORA

INITIATIVE

**+3E**



HEALTH

**60**

DR: -1

FOCUS

**90**

DR: -

MELEE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x4**

AGILITY

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

MULTIPLIER

**x4**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**5**

DEFENSE

**15**

NON-COMBAT

**+6**

MULTIPLIER

**x5**

LOGIC

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / FLY

**24**

**12**

**12**

**24**

RANK

**4**

## TAGS & TRAITS

### Beguiling

The character has an **edge** when making an Ego check to persuade someone who could be attracted to them.

### Combat Reflexes

Gain one additional reaction each turn.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Situational Awareness

Gain an **edge** on initiative checks.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Heroic, Hounded, Kra-koan, Public Identity, X-Gene.

# POWERS

## ATTACK

### Dazzle

**Action:** Standard | **Duration:** Instant | **Range:** 20 sp.  
**Effect:** Make an Ego check vs target's Vigilance defense.  
**Success:** Target is Blinded for 1 turn.  
❑ **Success:** Target suffers damage + Blinded for 1 turn.

### Molecular Destabilization

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a close attack vs object their size or smaller.  
**Success:** The object explodes. All targets within 2 spaces of the object (except the character) suffer damage.  
❑ **Success:** As success, but all targets suffer double damage ignoring Health DR.

### Speed Blast

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make a ranged attack.  
**Success:** Target is stunned for 1 round.  
❑ **Success:** Target is stunned for 1 round + Prone.

## ACTIVE

### Illumination

**Action:** Standard | **Duration:** Concentration | **Range:** 50 sp.  
**Effect:** The character illuminates one object or point within range and line of sight, with bright light. The character can maintain concentration on the effect even if they move out of range or line of sight.

## REACTIONS

### Blur

**Action:** Standard/Reaction | **Duration:** 1 round | **Range:** Self.  
**Trigger:** The character is attacked.  
**Effect:** Any attacks against the character have **trouble**.

### Catch Bullets

**Action:** Reaction | **Duration:** Instant | **Range:** Self.  
**Trigger:** A ranged attack using physical projectiles (arrows, bullets and so on) is made against the character—or a character within their character's reach.  
**Effect:** Make an Agility check, using the attacker's attack result as the target number.  
❑ **Success:** Attack is nullified.  
❑ **Success:** Attack is nullified + regain reaction.

## PASSIVE

### Blazing-Fast Fists

**Action:** Passive | **Duration:** Permanent | **Range:** Self.  
**Effect:** The character has an **edge** on all Melee attacks.

### Lightning Actions

**Action:** Passive | **Duration:** Permanent | **Range:** Self.  
**Effect:** The character has one extra standard action and one extra reaction each turn. Additionally, they can turn their Marvel die to a Fantastic success when making an initiative check.

### Speed Run 2

**Action:** Passive | **Duration:** Permanent | **Range:** Self.  
**Effect:** Outside of combat, the character can move up to 50 times as fast as their increased Run Speed.

## OTHER POWERS

❑ Discipline 1 ❑, Flight 2 ❑, Sturdy 1 ❑

# BANSHEE

INITIATIVE

**+3**



HEALTH

**60**

DR: -

FOCUS

**90**

DR: -

MELEE

**1**

DEFENSE

**15**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

AGILITY

**5**

DEFENSE

**15**

NON-COMBAT

**+6**

MULTIPLIER

**x4**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**6**

DEFENSE

**16**

NON-COMBAT

**+7**

MULTIPLIER

**x4**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / FLY

**6**

**3**

**3**

**18**

RANK

**3**

## TAGS & TRAITS

### Determination

When demoralized, do not gain **trouble** on all actions.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### Investigation

Gain an **edge** on Vigilance checks to spot clues and on Logic checks related to interpreting clues. Gain a **second edge** if made in a Forensics Lab.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Heroic, Hounded, Kra-koan, Public Identity, X-Gene.

# POWERS

## ATTACK


### Elemental Blast (Sound)

50

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack with an **edge** vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.

**Success:** Affected target suffers total damage.

 **Success:** Affected target suffers double total damage + element's special effect (**Sound:** Deafens target for one round).


### Elemental Burst (Sound)

0

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack vs target's Agility Defense.

**Success:** Target suffers damage.

 **Success:** Target suffers double damage + element's special effect (**Sound:** Deafens target for one round).


### Elemental Ricochet (Sound)

10

**Action:** Standard | **Duration:** Instant | **Range:** 30 sp.

**Effect:** Make a ranged attack vs target in line of sight.

**Success:** Target suffers damage.

 **Success:** Target suffers damage + character selects a new target in line of sight and makes a new attack vs that target, adding the new range to the previous attack's range. This can be repeated until an attack is not fantastic or runs out of range.

## ACTIVE


### Elemental Barrier (Sound)

5

**Action:** Standard | **Duration:** Concentration | **Range:** 30 sp.

**Effect:** The character forms a wall (6 spaces across) of their element within range. Make an Agility Attack vs Agility Defense of any target in the affected spaces. On a failure, the target chooses which side of the barrier they're on. The barrier provides 10 points of protection.

**Success:** Attacker chooses the side of the barrier the target is on.

 **Success:** As success + element's special effect (**Sound:** Deafens target for one round).

## REACTIONS



### Elemental Protection 2 (Sound)

10

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** Self

**Trigger:** The character is attacked or otherwise in danger.

**Effect:** The character protects themselves with their element. Any attacks against them that do 20 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 20 points of damage, it destroys the protection.

## OTHER POWERS

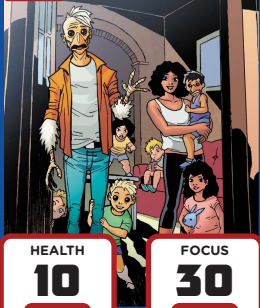
 Accuracy 10, Discipline 10, Evasion 0, Flight 20



# BEAK

INITIATIVE

**+1**



HEALTH

**10**

DR: -

FOCUS

**30**

DR: -

MELEE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x1**

AGILITY

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x1**

RESILIENCE

**0**

DEFENSE

**10**

NON-COMBAT

**+0**

VIGILANCE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

EGO

**0**

DEFENSE

**10**

NON-COMBAT

**+0**

MULTIPLIER

**x1**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x1**

RUN / CLIMB / SWIM / FLY

**5**

**3**

**3**

**5**

RANK

**1**

## TAGS & TRAITS

### Gullible

People lying to this character gain an **edge** on their Ego checks to persuade the character of something.

### Honest

Gain **trouble** when making an Ego check that involves telling a lie. However, gain an **edge** on any friendly Ego (persuasion) checks in which they're truthful.

### Gear & Weapons

■ **Knife (Range: Reach)**

Melee Damage Multiplier +1.

### Other Traits and Tags

**Traits:** Surprising Power (Flight 1).

**Tags:** Dependents: More than a dozen young children, Extreme Appearance, Heroic, Hounded, Kra-koan, Public Identity, X-Gene.

# POWERS

## ATTACK


### Hit & Run (Sharp)

1

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack with **edge** vs Melee Defense against a target.

**Success:** Target suffers damage + character can move ½ their Run Speed for free.

 **Success:** Target suffers double damage + Weapon Effect (**Sharp:** Target is bleeding) + character can move ½ their Run Speed for free.

## REACTIONS



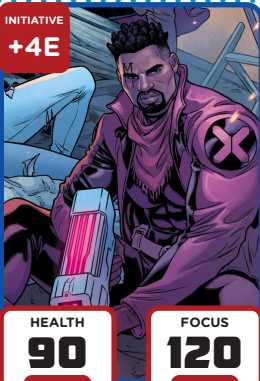
## OTHER POWERS

 Flight 1 

# BISHOP

INITIATIVE

**+4E**



HEALTH

**90**

DR: -

FOCUS

**120**

DR: -1

MELEE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x4**

AGILITY

**5**

DEFENSE

**15**

NON-COMBAT

**+7**

MULTIPLIER

**x6**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

EGO

**4**

DEFENSE

**14**

NON-COMBAT

**+6**

MULTIPLIER

**x6**

LOGIC

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / JUMP

**6**

**3**

**3**

**3**

RANK

**4**

## TAGS & TRAITS

### Enduring Constitution

May function for up to 48 hours without sleep and gain an **edge** on Resilience checks to overcome fatigue or weariness.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Interrogation

Gain an **edge** on Ego or Logic checks made when asking questions.

### Investigation

Gain an **edge** on Vigilance checks to spot clues and on Logic checks related to interpreting clues. Gain a **second edge** if made in a Forensics Lab.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Situational Awareness

Gain an **edge** on initiative checks.

### Gear & Weapons

#### ■ Plasma Gun (Range: 20)

Agility Damage Multiplier +2.

Connected by cable to Bishop's cybernetics that allows him to spend 5 Focus to activate *Elemental Infusion* as a reaction.

### Other Traits and Tags

**Traits:** Connections: Police, Connections: Super Heroes, Extra Occupation.

**Tags:** Black Market Access, Heroic, Hounded, Kraokan, Public Identity, Streetwise, X-Gene.

# POWERS

## ATTACK

### Double Tap

**Action:** Standard | **Duration:** Instant | **Range:** Varies.  
**Effect:** Make a ranged attack vs enemy within 2 spaces.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Bleeding.

### Elemental Blast (Energy)

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make a ranged Agility Attack with an **edge** vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.  
**Success:** Affected target suffers total damage.  
**Success:** Affected target suffers double total damage + element's special effect (**Energy:** Blinds target for one round).

### Elemental Burst (Energy)

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make a ranged Agility Attack vs target's Agility Defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + element's special effect (**Energy:** Blinds target for one round).

### Headshot

**Action:** Standard | **Duration:** Instant | **Range:** Varies.  
**Effect:** Make a ranged attack with **trouble** on an enemy within the weapon's range.  
**Success:** Target suffers double damage + Stunned (1 md).  
**Success:** Target suffers triple damage + Stunned (1 md).

### Slow-Motion Shoot Dodge

**Action:** Standard | **Duration:** Instant + 1 round | **Range:** Varies.  
**Effect:** Make a single ranged Agility check vs the Agility defenses of two targets. When this character moves, is moved, or starts their next turn, they instantly fall prone. Until that happens, all attacks against their Agility defense have **trouble**.  
**Success:** Affected targets suffer 1/2 damage.  
**Success:** Affected targets suffer damage + character can use this power again against any available target.

### Snap Shooting

**Action:** Standard | **Duration:** Instant | **Range:** Varies.  
**Effect:** Make a single ranged Agility check vs the Agility defenses of two targets.  
**Success:** Affected targets suffer 1/2 damage.  
**Success:** Affected targets suffer damage + Bleeding.

### Stopping Power

**Action:** Standard | **Duration:** Instant | **Range:** Varies.  
**Effect:** The character makes a ranged attack on an enemy.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + character makes another ranged attack on the target.

### Suppressive Fire

**Action:** Standard | **Duration:** Instant | **Range:** Varies.  
**Effect:** Makes an Agility attack vs target's Vigilance defense.  
**Success:** Target suffers Focus damage after Health DR.  
**Success:** Target suffers double Focus damage after Health DR + Stunned for 1 round.

## Weapons Blazing

**Action:** Standard | **Duration:** Instant | **Range:** Varies.  
**Effect:** Make a single Agility check vs Agility defense of two separate targets.  
**Success:** Affected targets suffers half damage.  
**Success:** Affected targets suffers damage and character makes a bonus attack with this power against any available target, with the same effect.

## ACTIVE

### Elemental Infusion

**Action:** Standard | **Duration:** Concentration | **Range:** Self.  
**Effect:** The character infuses their energy into a handheld weapon in their grasp. When the character gets a Fantastic success attacking with the weapon, add the energy's special effect.

## MOVEMENT

### Sniping

**Action:** Standard+Movement | **Duration:** Instant | **Range:** Varies.  
**Effect:** Makes a ranged attack vs enemy 20+ spaces away.  
**Success:** Target suffers damage.  
**Success:** Target suffers triple damage.

## REACTIONS

### Energy Absorption

**Action:** Reaction | **Duration:** Instant | **Range:** Self.  
**Trigger:** The character suffers Health damage.  
**Effect:** Ignore any Health damage done to them (after applying any DR), and add it to Focus instead. May increase Focus up to double their regular maximum Focus. After combat, any extra Focus gained fades away.

### Slow-Motion Dodge

**Action:** Reaction | **Duration:** Instant | **Range:** Self.  
**Trigger:** Enemy makes an attack vs this character's Agility defense.  
**Effect:** The enemy gains **trouble** on the attack.

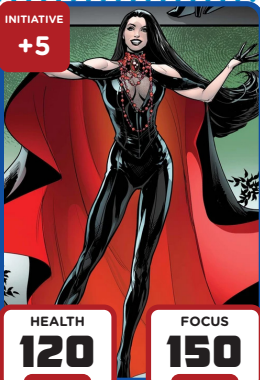
## OTHER POWERS

Accuracy 2, Discipline 2, Uncanny 1

# BLACK PRIESTESS

INITIATIVE

**+5**



HEALTH

**120**

DR: -1

FOCUS

**150**

DR: -2

MELEE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x5**

AGILITY

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

MULTIPLIER

**x5**

RESILIENCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

VIGILANCE

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

EGO

**7**

DEFENSE

**17**

NON-COMBAT

**+9**

MULTIPLIER

**x7**

LOGIC

**4**

DEFENSE

**14**

NON-COMBAT

**+5**

MULTIPLIER

**x6**

RUN / CLIMB / SWIM / JUMP

**5**

**3**

**3**

**3**

RANK

**5**

## TAGS & TRAITS

### Beguiling

The character has an **edge** when making an Ego check to persuade someone who could be attracted to them.

### Bloodthirsty

After they knock someone unconscious, they must make a Challenging Ego check to keep from continuing to attack them until they're dead.

### Combat Reflexes

Gain one additional reaction each turn.

### Enduring Constitution

May function for up to 48 hours without sleep and gain an **edge** on Resilience checks to overcome fatigue or weariness.

### External Awareness

The character has a telepathic link with all other Externals. This allows them to know where other Externals are, when other Externals are first killed, when an External kills another External, and telepathically call for other Externals.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Other Traits and Tags

**Traits:** Connections: Super Villains.

**Tags:** Black Market Access, Externally Immortal, Hounded, Krakoon, Public Identity, Sorcerous, Supernatural, Villainous, X-Gene.

# POWERS

## ATTACK

### Bolts of Balthakk

60

**Action:** Standard | **Duration:** Instant | **Range:** 20 sp.  
**Effect:** Make an Ego check with **edge** vs target's Agility defense in line of sight. Add +1 to Agility damage bonus for every 2 points of Focus spent.  
**Success:** Target suffers total damage.  
**Success:** Target suffers double total damage + Stunned for 1 round.

### Flames of the Faltine

5

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make an Ego check vs target's Agility defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Ablaze.

### Telekinetic Attack

5

**Action:** Standard | **Duration:** Concentration | **Range:** 25 sp.  
**Effect:** Makes a Logic attack vs target's Melee defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Stunned for 1 round.

### Telekinetic Grab

5

**Action:** Standard | **Duration:** Concentration | **Range:** 25 sp.  
**Effect:** Makes a Logic attack vs Melee defense of a target within range. Breaking free requires TN20 Melee check.  
**Success:** Target is grabbed with the character's mind.  
**Success:** Target is grabbed with the character's mind + Pinned.

## ACTIVE

### Astral Form

5

**Action:** Standard | **Duration:** Concentration | **Range:** Self.  
**Effect:** Can project an avatar into the Astral Plane, leaving their physical body in a deep trance in the real world. If Rank 4+, can take on a transparent form visible in the real world. Flight Speed on Astral Plane: 25.

### Command

5

**Action:** Standard | **Duration:** 1 round | **Range:** Unlimited.  
**Effect:** Make a Logic check vs Logic defense of target with an existing Telepathic Link. Give a command they can complete in a single action. If it can harm someone, the check has **trouble**. If it can harm the target, the check has **double trouble** on the check.  
**Success:** The target complies with the order.  
**Success:** As success + gains an **edge** the next time they use this power against this same target.

### Dispel Spell

10

**Action:** Standard | **Duration:** Instant | **Range:** LOS.  
**Effect:** Make an Ego check vs target's Ego defense who uses a magic power that requires concentration.  
**Success:** Target's concentration on that power is broken.  
**Success:** Target's concentration is broken entirely.

### Sense Supernatural

0

**Action:** Standard | **Duration:** Concentration | **Range:** 500 sp.  
**Effect:** The character can reach out with their mind to sense the presence of supernatural people, places or things within range. This tells them the location of the supernatural thing and its general status. If the target wishes to conceal themselves, make an Ego check vs each target's Vigilance defense.  
**Success:** Character senses the target.  
**Success:** As success but character can also identify if the target is cursed or demonic.

### Summon Portal

10

**Action:** Standard | **Duration:** Concentration | **Range:** Reach.  
**Effect:** The character opens a glowing portal in a space next to them that teleports anything that enters it between that space and its destination. The character can close it at will.

### Telekinetic Barrier

5

**Action:** Standard | **Duration:** Concentration | **Range:** 50 sp.  
**Effect:** Create invisible barrier covering up to 10 spaces across (vertically/horizontally). Makes a Logic check vs Agility defense of any target in the affected spaces. Failure allows target to choose which side of the barrier they end up on. Attacks on the barrier are against the character's Logic defense. Any attacks on it that do 10 points of damage or less are instantly absorbed, and the barrier continues. If an attack does more than 10 points of damage, it destroys the barrier. Either way, the attack leaves those behind the barrier unharmed.  
**Success:** Character chooses which side of the barrier the target winds up on.  
**Success:** Character chooses which side of the barrier the target winds up on + target Paralyzed for 1 round.

### Telekinetic Manipulation

5

**Action:** Standard | **Duration:** Concentration | **Range:** 25 sp.  
**Effect:** Character can manipulate objects in their line of sight with their mind. The size of the object is determined using the number of ranks the character has in the Brilliance power (see Mighty). If opposed, make a Logic check vs opponent's Agility defense.

### Telepathic Link

5

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.  
**Effect:** Can communicate telepathically with one person they have met or seen before, providing both character and target are in the same dimension. If target is unwilling, make a Logic check vs target's Vigilance defense. On a failure, the character cannot attempt to communicate with the target in this way for the rest of the day.  
**Success:** Can communicate with the target for one round.  
**Success:** Target cannot shut the character out for the rest of the day.

## REACTIONS

### Brain Drain

5

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.  
**Trigger:** The target is grabbed.  
**Effect:** Make an Ego attack vs target's Vigilance defense.  
**Success:** Target suffers damage to Focus and character heals half that much Focus themselves.  
**Success:** Target suffers damage to Focus and character heals that much Focus themselves.

### Telekinetic Protection 2

10

**Action:** Standard | **Reaction** | **Duration:** Concentration | **Range:** Self.  
**Trigger:** The character is attacked or otherwise in danger.  
**Effect:** Form a telekinetic field. Any attacks < 20 damage are absorbed. If an attack > 20 damage, destroys the protection but character remains unharmed.

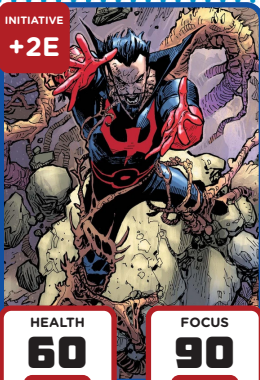
## OTHER POWERS

1 | Brilliance 1 | Discipline 2 | Sturdy 1 | Uncanny 2 |

# BLACK TOM CASSIDY

INITIATIVE

**+2E**



HEALTH

**60**

DR: -

FOCUS

**90**

DR: -

MELEE

**1**

DEFENSE

**14**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

AGILITY

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

MULTIPLIER

**x3**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

EGO

**5**

DEFENSE

**15**

NON-COMBAT

**+6**

MULTIPLIER

**x4**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / JUMP

**5**

**3**

**3**

**3**

RANK

**3**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Situational Awareness

Gain an **edge** on initiative checks.

### Other Traits and Tags


**Traits:** Battle Ready, Connections; Super Villains.

**Tags:** Black Market Access, Hounded, Krakoa, Public Identity, X-Gene.

# POWERS

## ATTACK


### Elemental Blast (Earth) 5

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make a ranged Agility Attack with an **edge** vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.  
**Success:** Affected target suffers total damage.  
 **Success:** Affected target suffers double total damage + element's special effect (**Earth:** Target moves at half speed for one round).


### Elemental Burst (Earth) 0

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make a ranged Agility Attack vs target's Agility Defense.  
**Success:** Target suffers damage.  
 **Success:** Target suffers double damage + element's special effect (**Earth:** Target moves at half speed for one round).

### Elemental Grab (Earth) 5

**Action:** Standard | **Duration:** Concentration | **Range:** 15 sp.  
**Effect:** Make a ranged Ego attack vs target's Melee defense. Breaking free requires a successful Melee check against target number 20.  
**Success:** Character grabs the target with their element.  
 **Success:** Character grabs the target with their element + Pinned + Suffer the element's special effect (**Earth:** Target moves at half speed for one round).

### Elemental Push (Earth) 10


**Action:** Standard | **Duration:** Instant | **Range:** LOS.  
**Effect:** Make an Ego attack vs target's Agility defense.  
**Success:** Move the target in any direction, up to 3 spaces.  
 **Success:** As success + target suffers damage + Prone + element's special effect (**Earth:** Target moves at half speed for one round).

## ACTIVE

### Animal Bond 0

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.  
**Effect:** The character can communicate telepathically with one animal of their choice (Krakoa), and they must have befriended the animal before.


### Elemental Barrier (Earth) 5

**Action:** Standard | **Duration:** Concentration | **Range:** 30 sp.  
**Effect:** The character forms a wall (6 spaces across) of their element within range. Make an Agility Attack vs Agility Defense of any target in the affected spaces. On a failure, the target chooses which side of the barrier they're on. The barrier provides 10 points of protection.  
**Success:** Attacker chooses the side of the barrier the target is on.  
 **Success:** As success + element's special effect (**Earth:** Target moves at half speed for one round).

### Elemental Infusion (Earth) 5

**Action:** Standard | **Duration:** Concentration | **Range:** Self.  
**Effect:** The character infuses their energy into a handheld weapon in their grasp. When the character gets a Fantastic success attacking with the weapon, add the energy's special effect (**Earth:** Target moves at half speed for one round).

### Elemental Prison (Earth) 10


**Action:** Standard | **Duration:** Concentration | **Range:** LOS.  
**Effect:** The character picks a point within their line of sight and traps any chosen targets within up to 15 spaces—in a prison comprised of their element. When the Elemental Prison is formed, the character makes an Ego check and compares the results against the Agility defense of targets inside the enclosed spaces. Attacks against the prison are against the character's Ego defense. Any attacks against the prison are absorbed as if made against the character's Elemental Protection power.  
**Success:** Traps the target within the prison's perimeter.  
 **Success:** Traps the target within the prison's perimeter + suffer damage + element's special effect (**Earth:** Target moves at half speed for one round).

## REACTIONS

### Elemental Protection 2 (Earth) 10

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** Self.  
**Trigger:** The character is attacked or otherwise in danger.  
**Effect:** The character protects themselves with their element. Any attacks against them that do 20 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 20 points of damage, it destroys the protection.

### Elemental Sphere (Earth) 10

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** 15 sp.  
**Trigger:** The character is attacked or otherwise in danger.  
**Effect:** The character envelops themselves—and any chosen people—in a protective sphere comprised of their element. When formed, make an Ego check vs Agility defense of unwanted characters in the enclosed space. Attacks on the sphere are against the character's Ego defense and acts as character's Elemental Protection power.  
**Success:** Move any unwanted people within the sphere's perimeter to spaces outside of the sphere.  
 **Success:** As success but also suffer damage + elements special effect (**Earth:** Target moves at half speed for one round).

## OTHER POWERS

 Discipline 1  Evasion 0



# BLINK (EARTH-295)

INITIATIVE

**+5**



HEALTH

**90**

DR: -

FOCUS

**150**

DR: -

MELEE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x4**

AGILITY

**6**

DEFENSE

**16**

NON-COMBAT

**+8**

MULTIPLIER

**x6**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

EGO

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x4**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / JUMP

**6**

**3**

**3**

**3**

RANK

**4**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Determination

When demoralized, do not gain **trouble** on all actions.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Fresh Eyes

Gain an **edge** on Logic checks when faced with something for the first time.

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### Gear & Weapons

■ **Displacement Field Daggers (Range: 5)**

Agility Damage Multiplier +1.

Blink can use her Teleport Object and Teleport Other powers on any person or object she hits with these daggers.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Extreme Appearance, Heroic, Hounded, Krakoa, Public Identity, X-Gene.

# POWERS

## ATTACK

### Double Tap

**Action:** Standard | **Duration:** Instant | **Range:** Varies.  
**Effect:** Make a single ranged Agility check vs enemy within 2 spaces.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Bleeding.

### Snap Shooting

**Action:** Standard | **Duration:** Instant | **Range:** Varies.  
**Effect:** Make a single ranged Agility check vs the Agility defenses of two targets.  
**Success:** Affected targets suffer 1/2 damage.  
**Success:** Affected targets suffer damage + Bleeding.

### Weapons Blazing

**Action:** Standard | **Duration:** Instant | **Range:** Varies.  
**Effect:** Make a single Agility check vs Agility defense of two separate targets.  
**Success:** Affected targets suffer 1/2 damage.  
**Success:** Affected targets suffer damage and character makes a bonus attack with this power against any available target, with the same effect.

## ACTIVE

### Inspiration

**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.  
**Effect:** Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

### Teleport Object

**Action:** Standard | **Duration:** Permanent | **Range:** Reach.  
**Effect:** The character can teleport along with them an object within reach as far away as their Teleport power normally allows them. The object (and things attached to or inside of it) can be up to 4 sizes bigger than them.

## MOVEMENT

### Blink

**Action:** Standard/Movement/Reaction | **Duration:** Instant | **Range:** Self.  
**Trigger:** The character is attacked.  
**Effect:** The character teleports into a clear space they can see or have been to, up to 4 spaces away. If someone was about to attack them and they are now out of reach or line of sight, the attack automatically fails. If they are still within reach or line of sight, the attack has **trouble** instead.

### Blink Barrage

**Action:** Standard/Movement | **Duration:** Instant | **Range:** Self.  
**Effect:** The character teleports several times in quick succession and winds up in a clear space they can see or have been to, up to 4 spaces away. Any attacks have **trouble** against them for one round.

### Teleport 2

**Action:** Standard/Movement | **Duration:** Instant | **Range:** Self.  
**Effect:** The character teleports into a clear space they can see or have been to, up to 40 spaces away. Outside of combat, the character can teleport up to 4000 spaces away.

### Teleport Blind

**Action:** Standard/Movement | **Duration:** Instant | **Range:** Self.  
**Effect:** The character teleports to someplace they've never been and never seen, up to 40 spaces away. Outside of combat, they can teleport up to 400 times spaces away. If the character teleports into something solid, they are automatically pushed out of it but suffers damage from the disruption equal to a standard action check. The damage multiplier is 1 for every space they must move to reach a clear area. If this kills them, their body is trapped inside the material they teleported into.

### Teleport Together

**Action:** Standard/Movement/Reaction | **Duration:** Instant | **Range:** Self.  
**Trigger:** The target is grabbed.  
**Effect:** The character teleports, taking any person they are touching with them, into clear spaces they can see or have been to, up to 40 spaces away. Outside of combat, they can teleport up to 400 spaces away. If the target does not wish to be teleported, the character must grab them first.

## REACTIONS

### Blink Defense

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.  
**Trigger:** The character or an ally within reach is the subject of a ranged attack.  
**Effect:** Make an Ego check with an **edge** vs attacker's Agility check result.  
**Success:** The projectile from the attack is teleported away, someplace safe.  
**Success:** The attack is turned against the attacker, using the Ego check just made as the attack check.

### Change of Plans

**Action:** Reaction | **Duration:** 1 round | **Range:** LOS.  
**Trigger:** An ally has trouble on an action check.  
**Effect:** The ally gains an **edge** on that action check.

### Teleport Other

**Action:** Standard/Reaction | **Duration:** Instant | **Range:** Self.  
**Trigger:** The target is grabbed.  
**Effect:** The character makes an Ego check against the Vigilance defense of a target they have grabbed. If the check is successful, the character can teleport the target as far away as their Teleport power normally allows them in combat. If the target winds up in something solid, they are automatically pushed out of it but suffer damage from the disruption equal to a standard action check. The damage multiplier is 1 for every space they must move to reach a clear area. If this kills them, their body is trapped inside the material they teleported into.

## PASSIVE

### Iconic Weapon

**Displacement-Field Daggers.**  
 • Agility Damage Multiplier +1.  
 • Blink can use her Teleport, Object and Teleport Other powers on any person or object she hits with these daggers.

## OTHER POWERS

 Accuracy 2 

# BLOB

INITIATIVE

+2



HEALTH

210

DR: -3

FOCUS

60

DR: -1

MELEE

6

DEFENSE

15

NON-COMBAT

+8

MULTIPLIER

x6

AGILITY

2

DEFENSE

11

NON-COMBAT

+2

MULTIPLIER

x4

RESILIENCE

7

DEFENSE

17

NON-COMBAT

+7

VIGILANCE

2

DEFENSE

12

NON-COMBAT

+2

EGO

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x4

LOGIC

1

DEFENSE

12

NON-COMBAT

+1

MULTIPLIER

x4

RUN / CLIMB / SWIM / JUMP

6

3

3

3

RANK

4

## TAGS & TRAITS

### Big (Reach 2)

Gain -1 to Melee and Agility defenses, add +1 to Run Speed, and increases reach to 2.

### Determination

When demoralized, do not gain **trouble** on all actions.

### Famous

Gain an **edge** when making an Ego check to persuade someone who thinks favorably of them or **trouble** against someone who dislikes them.

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### Iron Will

Enemies have **trouble** on Ego attacks to control this character's mind or influence their behavior. The character also gains an **edge** on Ego checks to break free of mind control or other compulsions.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Public Speaking

Gain an **edge** on Ego checks when attempting to persuade groups.

### Other Traits and Tags

**Tags:** Hounded, Krakoon, Public Identity, X-Gene.

# POWERS

## ATTACK

### Banging Heads

0

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee Attack vs Melee Defense of two enemies within reach. If either attack fails, both fail entirely.

**Success:** Targets suffers damage.

**Success:** Targets suffers damage + Prone.

### Clobber

0

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack vs a target's Melee Defense.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Prone.

### Ground-Shaking Stomp

10

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee check vs Agility Defense of every target within 5 spaces.

**Success:** Target suffers half damage.

**Success:** Target suffers damage + Prone.

### Smash

5+

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Makes a close attack with **edge**. Add +1 to Melee damage bonus per 2 Focus spent.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Stunned for 1 round.

## ACTIVE

### Inspiration

0

**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.

**Effect:** Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

## REACTIONS



### Bounce Back

5

**Action:** Reaction | **Duration:** Instant | **Range:** Self.

**Trigger:** The character suffers damage from a fall or is knocked prone.

**Effect:** The fall doesn't damage the character. If they are prone, they stand up. If they'd like, they can also jump a number of spaces, up to their Run Speed.

### Crushing Grip

5

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.

**Trigger:** Target is grabbed.

**Effect:** Make a Melee attack vs Resilience Defense of grabbed target.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Pinned.

### Immovable

0

**Action:** Reaction | **Duration:** Instant | **Range:** Self.

**Trigger:** Character is knocked back/prone.

**Effect:** Reduce the knockback distance (equal to their Melee Defense) in spaces.

### Quick Toss

10

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.

**Trigger:** A person the character can pick up is grabbed.

**Effect:** Throw the grabbed person at another target. Determine range by Mighty power rank and the grabbed person's size. Make ranged attack against a target. Failure inflicts damage on thrown person after which they fall prone within 1 space of the target.

**Success:** Target also suffers damage.

**Success:** Target also suffers damage + Prone.

### Slip Free

0

**Action:** Reaction | **Duration:** Instant | **Range:** Self.

**Trigger:** The character is grabbed or pinned.

**Effect:** The character is not grabbed or pinned.

## PASSIVE

### Flexible Bones 1

0

**Action:** Passive | **Duration:** Permanent | **Range:** Self.

**Effect:** Gain Health Damage Reduction 1 and **edge** on Agility checks for contortion and escape.

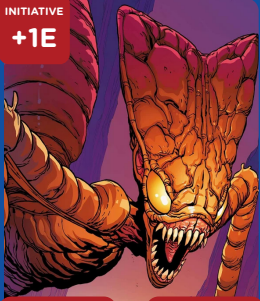
## OTHER POWERS

 Mighty 2  Sturdy 3  Uncanny 1  Wisdom 0.

# BROOD

INITIATIVE

**+1E**



HEALTH

**90**

DR: -1

FOCUS

**60**

DR: -

MELEE

**3**

DEFENSE

**12**

NON-COMBAT

**+4**

MULTIPLIER

**x3**

AGILITY

**2**

DEFENSE

**11**

NON-COMBAT

**+2**

MULTIPLIER

**x2**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

EGO

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x2**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x2**

RUN / CLIMB / SWIM / FLY

**6**

**3**

**3**

**12**

RANK

**2**

## TAGS & TRAITS

### Big (Reach 2)

Gain -1 to Melee and Agility defenses, add +1 to Run Speed, and increases reach to 2.

### Combat Reflexes

Gain one additional reaction each turn.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Hive Mind

The character is connected to others of their kind by a telepathic network with an unlimited range and an unlimited number of members. When given orders by the leader of that network, the character must make an Ego vs. TN 18 action check or follow those orders. On a Fantastic success, the character can choose to permanently break free from the network.

### Infector: Brood Implantation

This applies to Queens only. The character can infect a target with a disease, which must be chosen along with the trait.

### Situational Awareness

Gain an **edge** on initiative checks.

### Venomous

When the character uses sharp Melee Weapons powers and gets a Fantastic success, they have the option of causing a target to be *poisoned* rather than *bleeding*.

### Other Traits and Tags

**Traits:** Battle Ready, Connections: Military (Brood fleet).

**Tags:** Alien Heritage, Extreme Appearance, Public Identity, Villainous.

# POWERS

## ATTACK

### Fast Attacks (Sharp)

0

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack vs Melee Defense against 2 targets within reach.

**Success:** Affected target/s suffer ½ damage.

**Success:** Affected target/s suffer damage and this character may make a bonus attack vs another target within reach.

### Hit & Run (Sharp)

0

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack with **edge** vs Melee Defense against a target.

**Success:** Target suffers damage + character can move ½ their Run Speed for free.

**Success:** Target suffers double damage + Weapon Effect (**Sharp:** Target is bleeding) + character can move ½ their Run Speed for free.

### Vicious Attack (Sharp)

0

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack vs Melee Defense against a target.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Weapon Effect (**Sharp:** Target is bleeding).

### Whirling Frenzy (Sharp)

5

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee check vs Melee Defense of every target within reach.

**Success:** Target suffers ½ damage.

**Success:** Target suffers damage + Weapon Effect (**Sharp:** Target is bleeding).

## REACTIONS

## PASSIVE

### Additional Limbs

0

**Action:** Passive | **Duration:** Permanent | **Range:** Self.

**Effect:** Lift objects, use tools or otherwise take actions that normally require the use of a hand. Also grants an **edge** in Melee and Agility checks.

## OTHER POWERS

 Flight 1 (except for Queens) 0, Mighty 1 0, Sturdy 1 0.

# CABLE

INITIATIVE

**+4E**



HEALTH

**150**

DR: -1

FOCUS

**150**

DR: -2

MELEE

**6**

DEFENSE

**16**

NON-COMBAT

**+7**

MULTIPLIER

**x7**

AGILITY

**5**

DEFENSE

**15**

NON-COMBAT

**+7**

MULTIPLIER

**x8**

RESILIENCE

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

VIGILANCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

EGO

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

MULTIPLIER

**x6**

LOGIC

**6**

DEFENSE

**16**

NON-COMBAT

**+8**

MULTIPLIER

**x8**

RUN / CLIMB / SWIM / JUMP

**6**

**3**

**3**

**3**

RANK

**6**

## TAGS & TRAITS

### Combat Expert

Gain an **edge** on Melee attacks against enemies of Rank 1.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Infecter: Techno-Organic Virus

The character can infect a target with a disease, which must be chosen along with the trait.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Situational Awareness

Gain an **edge** on initiative checks.

### Tech Reliance

Instead of falling unconscious due to damage, lose tech powers and remain conscious with 1 Health.

### Gear & Weapons

- **Customized Pulse Rifle (Range: 20)**  
Agility Damage Multiplier +1.  
Can use *Elemental Burst* through this weapon.
- **Grenades (Range: 10)**  
Agility Damage Multiplier x2.
- **Sword (Range: Reach)**  
Melee Damage Multiplier +2.

### Other Traits and Tags

**Traits:** Battle Ready, Connections: Super Heroes, Extraordinary Origin.

**Tags:** Black Market Access, Extreme Appearance, Heroic, Hounded, Krakoa, Public Identity, X-Gen.

# POWERS

## ATTACK

### Elemental Burst (Energy)

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make a ranged Agility Attack vs target's Agility Defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + element's special effect (Energy: Blinds target for one round).

### Telekinetic Attack

**Action:** Standard | **Duration:** Concentration | **Range:** 30 sp.  
**Effect:** Makes a Logic attack vs target's Melee defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Stunned for 1 round.

### Telepathic Blast

**Action:** Standard | **Duration:** Instant | **Range:** LOS.  
**Effect:** Make a Logic attack vs target in line of sight.  
**Success:** Target suffers damage to Focus.  
**Success:** Target suffers double damage to Focus + Stunned for 1 round.

## ACTIVE

### Astral Form

**Action:** Standard | **Duration:** Concentration | **Range:** Self.  
**Effect:** Can project an avatar into the Astral Plane, leaving their physical body in a deep trance in the real world. If Rank 4+, can take on a transparent form visible in the real world. Flight Speed 36.

### Cloak

**Action:** Standard | **Duration:** Concentration | **Range:** 120 sp.  
**Effect:** Uses a mirage to block their presence from the minds of people in range. TN to detect the character is the character's Logic defense.

### Cloak Group

**Action:** Standard | **Duration:** Concentration | **Range:** 120 sp.  
**Effect:** Uses a mirage to block their presence—and the presence of up to 6 other persons, within 10 spaces—with range. TN to detect the character is the character's Logic defense.

### Combat Support

**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.  
**Effect:** Once per battle, the character chooses an ally in earshot. If the ally makes an action check before the start of the character's next turn, the ally automatically rolls a 1 on their Marvel die, and that die cannot be affected by trouble.

### Inspiration

**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.  
**Effect:** Inspire an ally in earshot. The ally gains edge on all action checks until the start of the character's next turn.

### Machine Telepathy

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.  
**Effect:** Can communicate telepathically with one machine at a time, and they must have met or seen the machine before. There is no range, as long as the character and the machine are in the same dimension. Accessing secure machines requires a Logic check with a TN appropriate to the strength of the security.

### Mental Shelter

**Action:** Standard | **Duration:** Conc. | **Range:** 30 sp.  
**Effect:** Extend mental defenses to protect any chosen people within range. The protected targets gain Focus DR equal to character's Uncanny power.

### Mind Reading

**Action:** Standard | **Duration:** 1 round | **Range:** Unlimited.  
**Effect:** Can read the thoughts of a single person with whom they have established a Telepathic Link. Make a Logic check vs target's Logic defense.  
**Success:** Can read the target's surface thoughts.  
**Success:** As success but can ask a single simple question and get the answer from the target's mind.

### Mirage

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.  
**Effect:** Creates a full-sensory mirage that affects any target with whom they have established a Telepathic Link. The mirage can be of anything the character desires, and it can move freely.

### Telekinetic Manipulation

**Action:** Standard | **Duration:** Concentration | **Range:** 30 sp.  
**Effect:** Character can manipulate objects in their line of sight with their mind. The size of the object is determined using the number of ranks the character has in the Brilliance power (see Mighty). If opposed, make a Logic check vs opponent's Agility defense.

### Telepathic Link

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.  
**Effect:** Can communicate telepathically with one person they have met or seen before, providing both character and target are in the same dimension. If target is unwilling, make a Logic check vs target's Vigilance defense. On a failure, the character cannot attempt to communicate with the target in this way for the rest of the day.  
**Success:** Can communicate with the target for one round.  
**Success:** Target cannot shut the character out for the rest of the day.

### Telepathic Network

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.  
**Effect:** Can communicate telepathically with a group of willing, linked people, each of whom they have met or seen before. The group can number up to 30 people. There is no limit to the distance of the communication, as long as everyone involved is in the same dimension.

## REACTIONS

### Change of Plans

**Action:** Reaction | **Duration:** 1 round | **Range:** LOS.  
**Trigger:** An ally has trouble on an action check.  
**Effect:** The ally gains an edge on that action check.

### Keep Moving

**Action:** Reaction | **Duration:** Instant | **Range:** LOS.  
**Trigger:** An ally in line of sight and earshot is demoralized or stunned.  
**Effect:** The demoralized or stunned condition ends.

## OTHER POWERS

-  Accuracy 2  Brilliance 2  Mighty 1  Sturdy 1  Uncanny 2
-  Command



# CALLISTO

INITIATIVE

+2



HEALTH

30

DR: -

FOCUS

60

DR: -

MELEE

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x2

AGILITY

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x2

RESILIENCE

1

DEFENSE

11

NON-COMBAT

+1

VIGILANCE

2

DEFENSE

12

NON-COMBAT

+2

EGO

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x2

LOGIC

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x2

RUN / CLIMB / SWIM / JUMP

5

3

3

3

RANK

2

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Determination

When demoralized, do not gain **trouble** on all actions.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Gear & Weapons

■ **Daggers (Range: Reach)**

Melee Damage Multiplier +1.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Heroic, Hounded, Kra-koan, Public Identity, X-Gen.

# POWERS

## ATTACK

### Fast Attacks (Sharp)

0

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack vs Melee Defense against 2 targets within reach.

**Success:** Affected target/s suffer ½ damage.

**Success:** Affected target/s suffer damage and this character may make a bonus attack vs another target within reach.

### Fast Strikes

0

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee Attack vs Melee Defense against 2 targets.

**Success:** Target/s suffer ½ damage.

**Success:** Target/s suffer damage.

### Vicious Attack (Sharp)

0

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack vs Melee Defense against a target.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding).

## ACTIVE

### Attack Stance

0

**Action:** Standard | **Duration:** Concentration | **Range:** Self.

**Effect:** Double the character's Melee ability bonus to damage.

### Battle Plan

10

**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.

**Effect:** The character inspires one or more allies of their choice in earshot, up to the character's Vigilance. Inspired allies gain an **edge** on all action checks until the start of the character's next turn.

### Inspiration

0

**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.

**Effect:** Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

## REACTIONS



## PASSIVE

### Heightened Senses 2

0

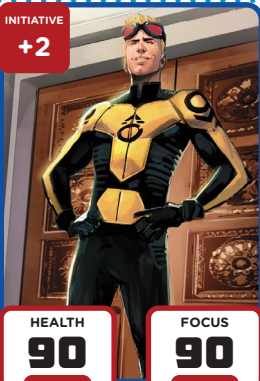
**Action:** Passive | **Duration:** Permanent | **Range:** Self.

**Effect:** Senses things roughly four times as far away as normal. Gain **double edge** on Vigilance checks to perceive things, and enemies have **double trouble** on checks they make to sneak past the character.

# CANNONBALL

INITIATIVE

+2



HEALTH

90

DR: -2

FOCUS

90

DR: -

MELEE

4

DEFENSE

14

NON-COMBAT

+6

MULTIPLIER

x5

AGILITY

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x3

RESILIENCE

3

DEFENSE

13

NON-COMBAT

+3

VIGILANCE

2

DEFENSE

12

NON-COMBAT

+2

EGO

3

DEFENSE

13

NON-COMBAT

+4

MULTIPLIER

x4

LOGIC

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x3

RUN / CLIMB / SWIM / FLY

5

3

3

15

RANK

3

## TAGS & TRAITS

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### Signature Attack

**Ram:** Gain an **edge** when making attacks using this ability or power.

### Other Traits and Tags

**Traits:** Battle Ready, Connections: Super Heroes.

**Tags:** Black Market Access, Heroic, Hounded, Kra-koan, Public Identity, X-Gen.

# POWERS


## ATTACK

### Elemental Blast (Energy) 50

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack with an **edge** vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.

**Success:** Affected target suffers total damage.


 **Success:** Affected target suffers double total damage + element's special effect (**Energy:** Blinds target for one round).

### Elemental Burst (Energy) 0

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack vs target's Agility Defense.

**Success:** Target suffers damage.

 **Success:** Target suffers double damage + element's special effect (**Energy:** Blinds target for one round).

## ACTIVE

### Elemental Barrier (Energy) 5

**Action:** Standard | **Duration:** Concentration | **Range:** 30 sp.

**Effect:** The character forms a wall (6 spaces across) of their element within range. Make an Agility Attack vs Agility Defense of any target in the affected spaces. On a failure, the target chooses which side of the barrier they're on. The barrier provides 10 points of protection.

**Success:** Attacker chooses the side of the barrier the target is on.

 **Success:** As success + element's special effect (**Energy:** Blinds target for one round).

## REACTIONS

### Elemental Protection 2 (Energy) 10

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** Self.

**Trigger:** The character is attacked or otherwise in danger.

**Effect:** The character protects themselves with their element. Any attacks against them that do 20 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 20 points of damage, it destroys the protection.

### Elemental Reinforcement (Energy) V

**Action:** Reaction | **Duration:** Instant | **Range:** Self.

**Trigger:** Damage gets through an elemental power

**Effect:** The character can transfer any Health damage that gets through an elemental power that grants damage protection to their Focus instead, leaving the protection intact.

### Elemental Sphere (Energy) 00


**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** 15 sp.

**Trigger:** The character is attacked or otherwise in danger.

**Cost:** Same as the character's Elemental Protection power

**Effect:** The character envelops themselves—and any chosen people—in a protective sphere comprised of their element. When formed, make an Ego check vs Agility defense of unwanted characters in the enclosed space. Attacks on the sphere are against the character's Ego defense and acts as character's Elemental Protection power.

**Success:** Move any unwanted people within the sphere's perimeter to spaces outside of the sphere.

 **Success:** As success but also suffer damage + element's special effect (**Energy:** Blinds target for one round).

## OTHER POWERS

 Discipline 1  Flight 2  Mighty 2  Sturdy 2

# CAPTAIN BRITAIN

INITIATIVE

+4



HEALTH

150

DR: -3

FOCUS

150

DR: -2

MELEE

4

DEFENSE

14

NON-COMBAT

+5

MULTIPLIER

x6

AGILITY

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

x5

RESILIENCE

5

DEFENSE

15

NON-COMBAT

+5

VIGILANCE

4

DEFENSE

14

NON-COMBAT

+4

EGO

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x5

LOGIC

7

DEFENSE

17

NON-COMBAT

+10

MULTIPLIER

x8

RUN / CLIMB / SWIM / FLY

5

3

3

25

RANK

5

## TAGS & TRAITS

### Combat Expert

Gain an **edge** on Melee attacks against enemies of Rank 1.

### Determination

When demoralized, do not gain **trouble** on all actions.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Gear & Weapons

#### ■ Psychic Sword (Range: Reach)

Melee Damage Multiplier +2.

May deal either Focus or Health damage.

Summonable.

### Other Traits and Tags

**Traits:** Battle Ready, Connections: Super Heroes, Extraordinary Origin.

**Tags:** Black Market Access, Heroic, Hounded, Krakoa, Public Identity, Sorcerous, Supernatural, X-Gene.

# POWERS

## ATTACK

### Mental Punch

**Action:** Standard | **Duration:** Instant | **Range:** Unlimited.

**Effect:** Makes a Melee attack against a target.

**Success:** Target suffers damage to Focus.

■ **Success:** Target suffers double damage to Focus + Stunned for 1 round.

### Telekinetic Grab

**Action:** Standard | **Duration:** Concentration | **Range:** 25 sp.

**Effect:** Makes a Logic attack vs Melee defense of a target within range. Breaking free requires TN20 Melee check.

**Success:** Target is grabbed with the character's mind.

■ **Success:** Target is grabbed with the character's mind + Pinned.

## ACTIVE

### Astral Form

**Action:** Standard | **Duration:** Concentration | **Range:** Self.

**Effect:** Can project an avatar into the Astral Plane, leaving their physical body in a deep trance in the real world. If Rank 4+, can take on a transparent form visible in the real world. Flight Speed on Astral Plane = 25.

### Cloak

**Action:** Standard | **Duration:** Concentration | **Range:** 100 sp.

**Effect:** Uses a mirage to block their presence from the minds of people in range. TN to detect the character is the character's Logic defense.

### Inspiration

**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.

**Effect:** Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

### Mind Reading

**Action:** Standard | **Duration:** 1 round | **Range:** Unlimited.

**Effect:** Can read the thoughts of a single person with whom they have established a Telepathic Link. Make a Logic check vs target's Logic defense.

**Success:** Can read the target's surface thoughts.

■ **Success:** As success but can ask a single simple question and get the answer from the target's mind

### Telekinetic Barrier

**Action:** Standard | **Duration:** Concentration | **Range:** 50 sp.

**Effect:** Create invisible barrier covering up to 10 spaces across (vertically/horizontally). Makes a Logic check vs Agility defense of any target in the affected spaces. Failure allows target to choose which side of the barrier they end up on. Attacks on the barrier are against the character's Logic defense. Any attacks on it that do 10 points of damage or less are instantly absorbed, and the barrier continues. If an attack does more than 10 points of damage, it destroys the barrier. Either way, the attack leaves those behind the barrier unharmed.

**Success:** Character chooses which side of the barrier the target winds up on.

■ **Success:** Character chooses which side of the barrier the target winds up on + target Paralyzed for 1 round.

### Telekinetic Manipulation

**Action:** Standard | **Duration:** Concentration | **Range:** 25 sp.

**Effect:** Character can manipulate objects in their line of sight with their mind. The size of the object is determined using the number of ranks the character has in the Brilliance power (see Mighty). If opposed, make a Logic check vs opponent's Agility defense.

### Telepathic Link

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited

**Effect:** Can communicate telepathically with one person they have met or seen before, providing both character and target are in the same dimension. If target is unwilling, make a Logic check vs target's Vigilance defense. On a failure, the character cannot attempt to communicate with the target in this way for the rest of the day.

**Success:** Can communicate with the target for one round.

■ **Success:** Target cannot shut the character out for the rest of the day.

## REACTIONS

### Telekinetic Protection 2

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** Self.

**Trigger:** The character is attacked or otherwise in danger.

**Effect:** Form a telekinetic field. Any attacks < 20 damage are absorbed. If an attack > 20 damage, destroys the protection but character remains unharmed.

## PASSIVE

### Iconic Weapon

**Psychic Sword.**

- Melee Damage Multiplier +2.
- Summonable.
- Deals either Focus or Health damage, as Betsy chooses.

## OTHER POWERS

■ Brilliance 3 ● Flight 2 ● Mighty 1 ● Sturdy 3 ●, Uncanny 2 ●

# CASSANDRA NOVA

INITIATIVE

**+9**



HEALTH

**60**

DR: -

FOCUS

**270**

DR: -3

MELEE

**0**

DEFENSE

**10**

NON-COMBAT

**+0**

MULTIPLIER

**x6**

AGILITY

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x6**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**9**

DEFENSE

**19**

NON-COMBAT

**+9**

EGO

**9**

DEFENSE

**19**

NON-COMBAT

**+9**

MULTIPLIER

**x6**

LOGIC

**9**

DEFENSE

**19**

NON-COMBAT

**+13**

MULTIPLIER

**x10**

RUN / CLIMB / SWIM / LEVIT.

**5**

**3**

**3**

**5**

RANK

**6**

## TAGS & TRAITS

### Bloodthirsty

After they knock someone unconscious, they must make a Challenging Ego check to keep from continuing to attack them until they're dead.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Font of Information

Gain an **edge** on Logic checks having to do with knowledge.

### Iron Will

Enemies have **trouble** on Ego attacks to control this character's mind or influence their behavior. The character also gains an **edge** on Ego checks to break free of mind control or other compulsions.

### Monster

Gain an **edge** whenever they attempt to intimidate someone.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Scientific Expertise

Gain an **edge** on Logic checks made when dealing with scientific research. If they have Lab Access at the time, gain a **second edge**.

### Other Traits and Tags

**Traits:** Connections: Super Villains, Extraordinary Origin.

**Tags:** Black Market Access, Hounded, Krakoa, Public Identity, Villainous, X-Gene.

# POWERS

## ATTACK

### Telekinetic Attack 2

**Action:** Standard | **Duration:** Concentration | **Range:** 30 sp.

**Effect:** Makes a Logic attack vs target's Melee defense.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Stunned for 1 round.

### Telekinetic Grab 2

**Action:** Standard | **Duration:** Concentration | **Range:** 30 sp.

**Effect:** Makes a Logic attack vs Melee defense of a target within range. Breaking free requires TN20 Melee check.

**Success:** Target is grabbed with the character's mind.

**Success:** Target is grabbed with the character's mind + Pinned.

## ACTIVE

### Astral Form 2

**Action:** Standard | **Duration:** Concentration | **Range:** Self.

**Effect:** Can project an avatar into the Astral Plane, leaving their physical body in a deep trance in the real world. If Rank 4+, can take on a transparent form visible in the real world. Flight Speed on Astral Plane = 30.

### Borrow Senses 2

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.

**Effect:** The character can use the full senses of someone or something with whom they have established a Telepathic Link or bond. While they do, they retain the use of their own senses too.

### Cloak 2

**Action:** Standard | **Duration:** Concentration | **Range:** 120 sp.

**Effect:** Uses a mirage to block their presence from the minds of people in range. TN to detect the character is the character's Logic defense.

### Command 2

**Action:** Standard | **Duration:** 1 round | **Range:** Unlimited.

**Effect:** Make a Logic check vs Logic defense of target with an existing Telepathic Link. Give a command they can complete in a single action. If it can harm someone, the check has **trouble**. If it can harm the target, the check has **double trouble** on the check.

**Success:** The target complies with the order.

**Success:** As success + gains an **edge** the next time they use this power against this same target.

### DNA Manipulation 2

**Action:** Standard | **Duration:** Instant | **Range:** Varies

The character is able to identify, copy and manipulate DNA in themselves and others. They can use this to create a body from scratch that they can then occupy by using the Copy Psyche power. In addition, the character can cause latent mutant powers to manifest upon command, both in their own body and in that of others. They can also copy DNA from other people and insert it into their body to fool security systems into thinking that they are members of a particular genetic group or family line.

### ESP 2

**Action:** Standard | **Duration:** Concentration | **Range:** 600 sp.

**Effect:** Can sense the presence of others within range. This tells them the person's location and general status. It can also identify if they have super-powers or not. If unwilling to be detected, make a Logic check vs each target's Vigilance defense.

**Success:** Target sensed.

**Success:** Target sensed+ can identify the source of any powers the target has.

### Mirage 2

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.

**Effect:** Creates a full-sensory mirage that affects any target with whom they have established a Telepathic Link. The mirage can be of anything the character desires, and it can move freely.

### Orders 2

**Action:** Standard | **Duration:** Permanent | **Range:** Unlimited.

**Effect:** Gives an order to a target with whom they've established a Telepathic Link and who has no Focus left. Make a Logic check vs target's Logic defense. The command must be to do something that can be completed in an hour or less. If it involves harming someone, the character has **trouble** on the check. If it would cause the target to harm themselves, the character has **double trouble** on the check.

**Success:** Target complies with the orders.

**Success:** As success + character gains an **edge** the next time they use this power against this same target.

### Telepathic Link 2

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.

**Effect:** Can communicate telepathically with one person they have met or seen before, providing both character and target are in the same dimension. If target is unwilling, make a Logic check vs target's Vigilance defense. On a failure, the character cannot attempt to communicate with the target in this way for the rest of the day.

**Success:** Can communicate with the target for one round.

**Success:** Target cannot shut the character out for the rest of the day.

### Telepathic Network 2

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.

**Effect:** Can communicate telepathically with a group of willing, linked people, each of whom they have met or seen before. The group can number up to 30 people. There is no limit to the distance of the communication, as long as everyone involved is in the same dimension.

### Telepathic Possession 2

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.

**Effect:** Possess a target with whom they've established a Telepathic Link and who has no Focus left. Make a Logic check with **trouble** vs target's Logic defense. The result of the character's check is the target number for any attempts by the target to end the possession. If the character attempts to harm someone with the possessed body, the target gets to make a Logic check to end the possession. If the target has the Heroic tag, they get an **edge** on the check. If the character attempts to harm the possessed body, the target gets an **edge** on the check. If the target has the Heroic tag, they get a **double edge**.

**Success:** Takes over the target's body completely.

### Telekinetic Manipulation 2

**Action:** Standard | **Duration:** Concentration | **Range:** 30 sp.

**Effect:** Character can manipulate objects in their line of sight with their mind. The size of the object is determined using the number of ranks the character has in the Brilliance power (see Mighty). If opposed, make a Logic check vs opponent's Agility defense.

## REACTIONS

### Telekinetic Protection 2

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** Self.

**Trigger:** The character is attacked or otherwise in danger.

**Effect:** Form a telekinetic field. Any attacks < 20 damage are absorbed. If an attack > 20 damage, destroys the protection but character remains unharmed.

## OTHER POWERS

Brilliance 4 0, Uncanny 3 0

Levitation 0

Domination 0, Memory Blip 0



# CHAMBER

INITIATIVE

**+4E**



HEALTH

**60**

DR: -

FOCUS

**120**

DR: -

MELEE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

AGILITY

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x3**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

EGO

**5**

DEFENSE

**15**

NON-COMBAT

**+7**

MULTIPLIER

**x5**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / JUMP

**5**

**3**

**3**

**3**

RANK

**3**

## TAGS & TRAITS

### Enduring Constitution

May function for up to 48 hours without sleep and gain an **edge** on Resilience checks to overcome fatigue or weariness.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Situational Awareness

Gain an **edge** on initiative checks.

### Other Traits and Tags

**Traits:** Connections: Super Heroes, Surprising Power: Elemental Barrage.

**Tags:** Black Market Access, Extreme Appearance, Heroic, Hounded, Krakoaan, Mute (Can speak psionically), Public Identity, X-Gen.

# POWERS

## ATTACK

### Elemental Barrage (Fire)

15

**Action:** Standard | **Duration:** Instant | **Range:** LOS.

**Effect:** The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Make a single Ego check vs each target's Resilience defense.

**Success:** Affected targets suffer ½ damage.

**Success:** Affected targets suffer damage + elemental type's special effect (**Fire:** Sets target ablaze).

### Elemental Blast (Fire)

50

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack with an **edge** vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.

**Success:** Affected target suffers total damage.

**Success:** Affected target suffers double total damage + element's special effect (**Fire:** Sets target ablaze).

### Elemental Burst (Fire)

0

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack vs target's Agility Defense.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + element's special effect (**Fire:** Sets target ablaze).

## ACTIVE

### Elemental Barrier (Fire)

5

**Action:** Standard | **Duration:** Concentration | **Range:** 30 sp.

**Effect:** The character forms a wall (6 spaces across) of their element within range. Make an Agility Attack vs Agility Defense of any target in the affected spaces. On a failure, the target chooses which side of the barrier they're on. The barrier provides 10 points of protection.

**Success:** Attacker chooses the side of the barrier the target is on.

**Success:** As success + element's special effect (**Fire:** Sets target ablaze).

### Mind Reading

0

**Action:** Standard | **Duration:** 1 round | **Range:** Unlimited.

**Effect:** Can read the thoughts of a single person with whom they have established a Telepathic Link. Make a Logic check vs target's Logic defense.

**Success:** Can read the target's surface thoughts.

**Success:** As success but can ask a single simple question and get the answer from the target's mind

### Telepathic Link

0

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited

**Effect:** Can communicate telepathically with one person they have met or seen before, providing both character and target are in the same dimension. If target is unwilling, make a Logic check vs target's Vigilance defense. On a failure, the character cannot attempt to communicate with the target in this way for the rest of the day.

**Success:** Can communicate with the target for one round.

**Success:** Target cannot shut the character out for the rest of the day.

### Telepathic Network

5

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.

**Effect:** Can communicate telepathically with a group of willing, linked people, each of whom they have met or seen before. The group can number up to 15 people. There is no limit to the distance of the communication, as long as everyone involved is in the same dimension.

## REACTIONS

### Elemental Protection 2

10

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** Self.

**Trigger:** The character is attacked or otherwise in danger.

**Effect:** The character protects themselves with their element. Any attacks against them that do 20 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 20 points of damage, it destroys the protection.

### Elemental Reinforcement

V

**Action:** Reaction | **Duration:** Instant | **Range:** Self.

**Trigger:** Damage gets through an elemental power

**Effect:** The character can transfer any Health damage that gets through an elemental power that grants damage protection to their Focus instead, leaving the protection intact.

## PASSIVE

### Environmental Protection

0

**Action:** Passive | **Duration:** Permanent | **Range:** Self.

**Effect:** Not harmed by intense cold or heat, the pressure of the deep seas or the intense radiation and vacuum of space.

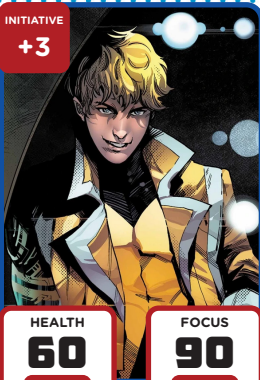
## OTHER POWERS

 Discipline 2 

# CYPHER

INITIATIVE

**+3**



HEALTH

**60**

DR: -

FOCUS

**90**

DR: -

MELEE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

AGILITY

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x3**

LOGIC

**5**

DEFENSE

**15**

NON-COMBAT

**+7**

MULTIPLIER

**x5**

RUN / CLIMB / SWIM / JUMP

**5**

**3**

**3**

**3**

RANK

**3**

## TAGS & TRAITS

### Dealmaker

Gain an **edge** on action checks that have to do with making deals.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### Public Speaking

Gain an **edge** on Ego checks when attempting to persuade groups.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Heroic, Hounded, Kra-koan, Linguist, Public Identity, X-Genie.

# POWERS

## ATTACK

### Fast Strikes

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee Attack vs Melee Defense against 2 targets.

**Success:** Target/s suffer ½ damage.

 **Success:** Target/s suffer damage.

## ACTIVE

### Defense Stance

**Action:** Standard | **Duration:** Concentration

**Effect:** Any close attacks made against the character have **trouble** until this character is successfully attacked.

### Inspiration

**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.

**Effect:** Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

### Understand Body Language

**Action:** Standard | **Duration:** Instant | **Range:** Self

**Effect:** When the character encounters a culture for the first time, they can make a Logic vs. TN 13 action check to puzzle out its body language. If they already know any other version of the culture's language, they have an edge. On a success, they understand and can emulate the body language. On a Fantastic success, they permanently understand and can use it and never need to make a check for it again. This covers not only any potential full-body language used by an alien species but also the body language of species that use other forms of communication. With such species, understanding their body language allows the character to understand more than the target's words might communicate, such as whether a person is aggressive, shy, anxious, reckless and so on.

### Understand Code

**Action:** Standard | **Duration:** Instant | **Range:** Self

**Effect:** When the character encounters an unknown code for the first time, they can make a Logic vs. TN 13 action check to puzzle it out. If they already know any other version of the language the code is based on, they have an edge. On a success, they understand and can communicate in the code. On a Fantastic success, they permanently understand and can use it and never need to make a check for it again. Digital data communication is considered a form of code, and the character can use this power to understand such data too.

### Understand Sign Language

**Action:** Standard | **Duration:** Instant | **Range:** Self

**Effect:** When the character encounters an unknown sign language for the first time, they can make a Logic vs. TN 13 action check to puzzle it out. If they already know any other version of the language, they have an edge. On a success, they understand and can sign in the language. On a Fantastic success, they permanently understand and can use it and never need to make a check for it again.

### Understand Spoken Language

**Action:** Standard | **Duration:** Instant | **Range:** Self

**Effect:** When the character encounters an unknown spoken language for the first time, they can make a Logic vs. TN 13 action check to puzzle it out. If they already know any other version of the language, they have an edge. On a success, they understand and can speak the language. On a Fantastic success, they permanently understand and can speak it and never need to make a check for it again.

### Understand Unusual Communication

**Action:** Standard | **Duration:** Instant | **Range:** Self

**Effect:** When the character encounters an unknown form of communication for the first time—one that doesn't depend on hearing, vision or code—they can make a Logic vs. TN 13 action check to puzzle it out. If they already know any other version of the communication, they have an edge. On a success, they understand and can use that form of communication. On a Fantastic success, they permanently understand and can use it and never need to make a check for it again. This works with forms of communication that include other senses, like scent, touch, taste and so on.

### Understand Written Language

**Action:** Standard | **Duration:** Instant | **Range:** Self

**Effect:** When the character encounters an unknown written language for the first time, they can make a Logic vs. TN 13 action check to puzzle it out. If they already know any other version of the language, they have an edge. On a success, they can read and write the language. On a Fantastic success, they can permanently read and write it and never need to make a check for it again.

## REACTIONS

### Detect Lie

**Action:** Standard/Reaction | **Duration:** Instant | **Range:** Self

**Trigger:** Verbal communication the character can understand

**Effect:** When someone communicates in an active form the character can understand—verbally, telepathically, using sign language and so on—the character can make an Ego check against the communicator's Ego defense. On a success, the character knows if the communicator is lying. On a Fantastic success, they also know (if possible) why the communicator is lying. This power does not allow the character to know the truth, although they may be able to figure it out by detecting lies. Also, it only works on communicators who know they are lying. If they believe what they are saying—even if it is wrong—no lie can be detected.

## PASSIVE

### Indecipherable

**Action:** Standard | **Duration:** Permanent | **Range:** Self

**Effect:** The character has constructed an internal language that only they can understand. They think in this language entirely, and when they communicate with others, they are translating from that language. This effectively renders them immune to telepathic powers like Mind Reading or Mind Interrogation, as anyone trying to read their mind cannot understand this unique language.

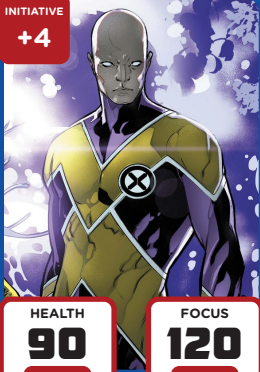
## OTHER POWERS

 Brilliance 2.0.

# DARWIN

INITIATIVE

**+4**



HEALTH

**90**

DR: -

FOCUS

**120**

DR: -

MELEE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x3**

AGILITY

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x3**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

EGO

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x3**

LOGIC

**4**

DEFENSE

**14**

NON-COMBAT

**+5**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / JUMP

**5**

**3**

**3**

**3**

RANK

**3**

## TAGS & TRAITS

### Enduring Constitution

May function for up to 48 hours without sleep and gain an **edge** on Resilience checks to overcome fatigue or weariness.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Font of Information

Gain an **edge** on Logic checks having to do with knowledge.

### Quick Learner

If the character fails an action check, they gain an **edge** on the check if they try the same action again on their next turn.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Extreme Appearance, Heroic, Hounded, Krakoa, Public Identity, X-Gene.

# POWERS

## ATTACK

### Fast Strikes

0

**Action:** Standard | **Duration:** Instant

**Effect:** Make a Melee Attack vs Melee Defense against 2 targets.

**Success:** Target/s suffer ½ damage.

 **Success:** Target/s suffer damage.

## ACTIVE

### Battle Plan

10

**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.

**Effect:** The character inspires one or more allies of their choice in earshot, up to the character's Vigilance. Inspired allies gain an **edge** on all action checks until the start of the character's next turn.

### Defense Stance

0

**Action:** Standard | **Duration:** Concentration | **Range:** Self.

**Effect:** Any close attacks made against the character have **trouble** until this character is successfully attacked.

### Inspiration

0

**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.

**Effect:** Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

### Instant Evolution

0

**Action:** Standard | **Duration:** Instant | **Range:** Varies.

The character instantly adapts to any threats against them. They develop new powers or abilities that can protect them from the threat. However, they don't have direct control over how this happens.

For instance, if trapped in a dark room, they develop the ability to see in the dark. If being shot at, their power might give them bulletproof skin, allow them to turn intangible or perhaps break the gun. It's up to the Narrator how the power works in any specific situation.

The power always serves to save the character, but it doesn't care about other people nearby, whether innocent bystanders or the character's best friends. If a bomb is about to go off in a room, for example, this power might make the character bombproof or perhaps able to stop the bomb, or it might simply teleport them a safe distance away, leaving everyone else in danger.

Once the specific danger to the character is over, the extra abilities disappear, as they are no longer needed. They never linger, no matter how much the character might want them to.

## REACTIONS



### Change of Plans

5

**Action:** Reaction | **Duration:** 1 round | **Range:** LOS

**Trigger:** An ally has trouble on an action check.

**Effect:** The ally gains an **edge** on that action check.

### Hit the Dirt

5

**Action:** Reaction | **Duration:** Instant | **Range:** Earshot

**Trigger:** An enemy in line of sight makes an attack on an ally within earshot.

**Effect:** All allies within earshot can fall prone if they wish and are able to. If falling prone makes the ally an ineligible target for the initial attack, the attack automatically fails.

### Keep Moving

10

**Action:** Reaction | **Duration:** Instant | **Range:** Earshot

**Trigger:** An ally in line of sight and earshot is demoralized or stunned.

**Effect:** The demoralized or stunned condition ends.

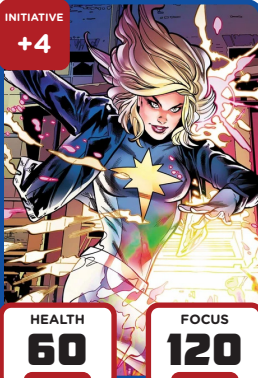
## OTHER POWERS

 Brilliance 1 

# DAZZLER

INITIATIVE

**+4**



HEALTH

**60**

DR: -

FOCUS

**120**

DR: -

MELEE

**1**

DEFENSE

**15**

NON-COMBAT

**+1**

MULTIPLIER

**x4**

AGILITY

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

MULTIPLIER

**x4**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

EGO

**7**

DEFENSE

**17**

NON-COMBAT

**+10**

MULTIPLIER

**x7**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / FLY

**6**

**3**

**3**

**24**

RANK

**4**

## TAGS & TRAITS

### Audience

By making an Ego check, the character can persuade their audience to provide help in the form of information or resources. The Narrator determines the TN of the Ego check based on the favor requested.

### Beguiling

The character has an **edge** when making an Ego check to persuade someone who could be attracted to them.

### Combat Reflexes

Gain one additional reaction each turn.

### Famous

Gain an **edge** when making an Ego check to persuade someone who thinks favorably of them or **trouble** against someone who dislikes them.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Public Speaking

Gain an **edge** on Ego checks when attempting to persuade groups.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Heroic, Hounded, Krakoa, Public Identity, X-Gene.

# POWERS

## ATTACK

### Dazzle

**Action:** Standard | **Duration:** Instant | **Range:** 20 sp.  
**Effect:** Make an Ego check vs target's Vigilance defense.  
**Success:** Target is Blinded for 1 turn.  
**Success:** Target suffers damage + Blinded for 1 turn.

### Elemental Barrage (Energy)

**Action:** Standard | **Duration:** Instant | **Range:** LOS.  
**Effect:** The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Make a single Ego check vs each target's Resilience defense.  
**Success:** Affected targets suffer 1/2 damage.  
**Success:** Affected targets suffer damage + elemental type's special effect (**Energy:** Blinds target for one round).

### Elemental Blast (Energy)

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make a ranged Agility Attack with an **edge** vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.  
**Success:** Affected target suffers total damage.  
**Success:** Affected target suffers double total damage + element's special effect (**Energy:** Blinds target for one round).

### Elemental Burst (Energy)

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make a ranged Agility Attack vs target's Agility Defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + element's special effect (**Energy:** Blinds target for one round).

### Elemental Ricochet (Energy)

**Action:** Standard | **Duration:** Instant | **Range:** 40 sp.  
**Effect:** Make a ranged attack vs target in line of sight.  
**Success:** Target suffers damage.  
**Success:** Target suffers damage + character selects a new target in line of sight and makes a new attack vs that target, adding the new range to the previous attack's range. This can be repeated until an attack is not fantastic or runs out of range.

### Flare

**Action:** Standard | **Duration:** Instant | **Range:** 5 sp.  
**Effect:** Make an Ego check vs Vigilance defense of every enemy within 5 spaces.  
**Success:** Affected targets are Blinded for 1 turn.  
**Success:** Affected targets suffers damage + Blinded for 1 turn.

## ACTIVE

### Animated Illusion

**Action:** Standard | **Duration:** Concentration | **Range:** 50 sp.  
**Effect:** The character creates a visual-only illusion anywhere in line of sight up to four sizes larger than the character, and can move freely within its limits. The character breaks concentration if they move beyond 50 spaces from the illusion or lose line of sight to it.

### Elemental Barrier (Energy)

**Action:** Standard | **Duration:** Concentration | **Range:** 40 sp.  
**Effect:** The character forms a wall (8 spaces across) of their element within range. Make an Agility Attack vs Agility Defense of any target in the affected spaces. On a failure, the target chooses which side of the barrier they're on. The barrier provides 10 points of protection.  
**Success:** Attacker chooses the side of the barrier the target is on.  
**Success:** As success + element's special effect (**Energy:** Blinds target for one round).

### Illumination

**Action:** Standard | **Duration:** Concentration | **Range:** 50 sp.  
**Effect:** The character illuminates one object or point in range and line of sight, with bright light. The character can maintain concentration on the effect even if they move out of range or line of sight.

### Static Illusion

**Action:** Standard | **Duration:** Concentration | **Range:** 50 sp.  
**Effect:** The character creates a visual-only illusion anywhere in range and line of sight. The illusion can be of anything up to three sizes larger than the character, but it must be static. The character breaks concentration if they move beyond 50 spaces from the illusion or lose line of sight to it.

## REACTIONS

### Elemental Protection 2 (Energy)

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** Self.  
**Trigger:** The character is attacked or otherwise in danger.  
**Effect:** The character protects themselves with their element. Any attacks against them that do 20 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 20 points of damage, it destroys the protection.

### Energy Absorption (Sonic Only)

**Action:** Reaction | **Duration:** Instant | **Range:** Self.  
**Trigger:** The character suffers Health damage.  
**Effect:** Ignore any Health damage done to them (after applying any DR), and add it to Focus instead. May increase Focus up to double their regular maximum Focus. After combat, any extra Focus gained fades away.

## OTHER POWERS

Discipline 3, Evasion, Flight 1.



# DESTINY

INITIATIVE

**+4E**



HEALTH

**60**

DR: -

FOCUS

**120**

DR: -

MELEE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

AGILITY

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

EGO

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x3**

LOGIC

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / JUMP

**5**

**3**

**3**

**3**

RANK

**3**

## TAGS & TRAITS

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Font of Information

Gain an **edge** on Logic checks having to do with knowledge.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Situational Awareness

Gain an **edge** on initiative checks.

### Skeptical

People lying to this character gain **trouble** on their Ego checks to persuade the character of something.

### Other Traits and Tags

**Traits:** Connections: Super Heroes, Surprising Power (2) (Precognition 4).

**Tags:** Black Market Access, Heroic, Hounded, Kra-koan, Public Identity, Vision Issues, X-Gene.

# POWERS

## ATTACK

### Fast Strikes

0

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee Attack vs Melee Defense against 2 targets.

**Success:** Target/s suffer ½ damage.

**Success:** Target/s suffer damage.

### Grappling Technique

5

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack vs Melee Defense against a target.

**Success:** Target suffers damage + Grabbed.

**Success:** Target suffers double damage + Grabbed + Pinned.

## ACTIVE

### Defense Stance

0

**Action:** Standard | **Duration:** Concentration | **Range:** Self.

**Effect:** Any close attacks made against the character have **trouble** until this character is successfully attacked.

### Inspiration

0

**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.

**Effect:** Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

### Intuition

5

**Action:** Standard | **Duration:** Instant | **Range:** Self

**Effect:** When faced with a decision, the character can get a feeling about which choice would be best for them in the long run. When activating this power, the player presents the choice to the Narrator, and the Narrator tells them which choice the intuition is leading the character toward.

### Postcognition 4

20

**Action:** Standard | **Duration:** Instant | **Range:** Self

**Effect:** The character can sense what happened to a particular person, place or item within their reach—including themselves—in any week-long period in the past century. If analyzing a person, they sense events from the target's perspective, using that person's senses. If the person is unconscious, dead or otherwise senseless at any point during that time, the character cannot sense anything at those points either. If analyzing a place, the character can sense everything that happened in that place over that period of time, using their own senses. It seems to the character as if they are standing in their current location and position. If analyzing an item, the character senses how the item was affected or used over that period of time, no matter where it was located or how it moved. They can sense things as if the item had their senses. The character can fast-forward and rewind through the period of time and stop at interesting parts, allowing them to play out in real time.

## REACTIONS



## PASSIVE

### Danger Sense

0

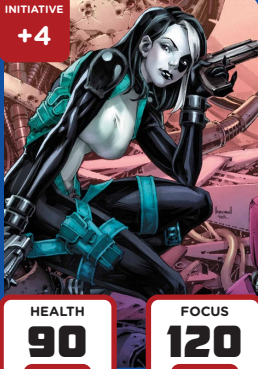
**Action:** Passive | **Duration:** Permanent | **Range:** Self

**Effect:** Even if the character doesn't get a Fantastic result on their initiative check, they get a turn during the bonus round of any combat they are in. This works even if no one else in the combat can act in the bonus round.

# DOMINO

INITIATIVE

**+4**



HEALTH

**90**

DR: -

FOCUS

**120**

DR: -

MELEE

**3**

DEFENSE

**16**

NON-COMBAT

**+3**

MULTIPLIER

**x4**

AGILITY

**6**

DEFENSE

**16**

NON-COMBAT

**+8**

MULTIPLIER

**x6**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

EGO

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x4**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / JUMP

**6**

**3**

**3**

**3**

RANK

**4**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Free Running

Gain an **edge** on Agility checks made to perform acrobatics during a movement action.

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### Leverage

Gain an **edge** on Logic checks to investigate people and on Ego checks to persuade people they've investigated.

### Gear & Weapons

■ **Pistols (Range: 10)**

Agility Damage Multiplier +1.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Extreme Appearance, Heroic, Hounded, Krakoa, Public Identity, X-Gene.

# POWERS

## ATTACK

### Chain Strikes

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee Attack with **edge** vs a target's Melee Defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers damage and character may attempt an additional Chain Strike attack.

### Double Tap

**Action:** Standard | **Duration:** Instant | **Range:** Varies.  
**Effect:** Make a ranged attack vs enemy within 2 spaces.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Bleeding.

### Fast Strikes

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee Attack vs enemy's Melee Defense against 2 targets.  
**Success:** Target/s suffer 1/2 damage.  
**Success:** Target/s suffer damage.

### Headshot

**Action:** Standard | **Duration:** Instant | **Range:** Varies.  
**Effect:** Make a ranged attack with **trouble** on an enemy within the weapon's range.  
**Success:** Target suffers double damage + Stunned (1 rnd).  
**Success:** Target suffers triple damage + Stunned (1 rnd).

### Jinx You

**Action:** Standard | **Duration:** Concentration | **Range:** Reach.  
**Effect:** Make a Melee vs Melee Defense to touch the target.  
**Success:** The target has **trouble** on all action checks made for the power's duration.  
**Success:** The target has **trouble** on all action checks made for the power's duration and also takes damage.  
 The character must pay the Focus cost at the start of each of their subsequent turns of concentration to keep the power working.

### Snap Shooting

**Action:** Standard | **Duration:** Instant | **Range:** Varies.  
**Effect:** Make a single ranged Agility check vs the Agility defenses of two targets.  
**Success:** Affected targets suffer 1/2 damage.  
**Success:** Affected targets suffer damage + Bleeding.

### Stopping Power

**Action:** Standard | **Duration:** Instant | **Range:** Varies.  
**Effect:** The character makes a ranged attack on an enemy.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + character makes another ranged attack on the target.

### Suppressive Fire

**Action:** Standard | **Duration:** Instant | **Range:** Varies.  
**Effect:** Makes an Agility attack vs target's Vigilance defense.  
**Success:** Target suffers Focus damage after Health DR.  
**Success:** Target suffers double Focus damage after Health DR + Stunned for 1 round.

## ACTIVE

### Attack Stance

**Action:** Standard | **Duration:** Concentration | **Range:** Self.  
**Effect:** Double the character's Melee ability bonus to damage.

### Evil Eye

**Action:** Standard | **Duration:** Concentration | **Range:** 20 sp.  
**Effect:** Choose a foe in range and line of sight. Foe gains **trouble** on all action checks made for the power's duration. There is no limit on the range between the character and the foe once the power is activated. The character must pay the Focus cost at the start of each of their subsequent turns of concentration to keep the power working.

### Jinx You All

**Action:** Standard | **Duration:** Concentration | **Range:** 20 sp.  
**Effect:** Select up to 4 targets in line of sight. Those foes have **trouble** on all action checks made for the power's duration. There is no limit on the range from the character to their foes once the power is activated. The character must pay the Focus cost at the start of each of their subsequent turns of concentration to keep the power working.

### Lucky Me

**Action:** Standard | **Duration:** Concentration | **Range:** Self  
**Effect:** Gain an **edge** on all action checks made while this power is in effect. The character must pay the Focus cost at the start of each of their subsequent turns of concentration to keep the power working.

## MOVEMENT

### Sniping

**Action:** Standard + Movement | **Duration:** Instant | **Range:** Varies.  
**Effect:** Makes a ranged attack vs enemy 20+ spaces away.  
**Success:** Target suffers damage.  
**Success:** Target suffers triple damage.

## REACTIONS

## PASSIVE

### Charmed Life

**Action:** Passive | **Duration:** Permanent | **Range:** Self  
**Effect:** The character gains an edge on any single action check each round. This does not stack with any other edges.

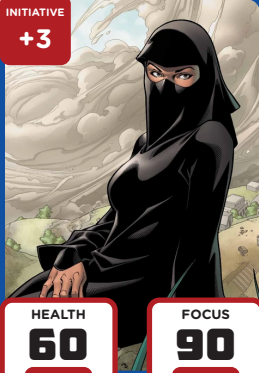
## OTHER POWERS

Accuracy 2, Evasion 0.

# DUST

INITIATIVE

**+3**



HEALTH

**60**

DR: -2

FOCUS

**90**

DR: -1

MELEE

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

MULTIPLIER

**x4**

AGILITY

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x4**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**6**

DEFENSE

**16**

NON-COMBAT

**+6**

MULTIPLIER

**x4**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / FLY

**5**

**3**

**3**

**20**

RANK

**4**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Determination

When demoralized, do not gain **trouble** on all actions.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Weakness

**Water:** Any attack made with Water ignores all damage reduction. Damage caused cannot be healed by their Healing Factor.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Heroic, Hounded, Kra-koan, Public Identity, X-Gene, Young.

# POWERS

## ATTACK

### Elemental Blast (Earth)

50

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack with an **edge** vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.

**Success:** Affected target suffers total damage.

**Success:** Affected target suffers double total damage + element's special effect (**Earth:** Target moves at half speed for one round).

### Elemental Burst (Earth)

10

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack vs target's Agility Defense.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + element's special effect (**Earth:** Target moves at half speed for one round).

### Reverse Punch

5

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Makes a close attack with **edge**.

**Success:** Full damage.

**Success:** Double full damage + stunned for 1 round.

## ACTIVE

### Elemental Barrier (Earth)

5

**Action:** Standard | **Duration:** Concentration | **Range:** 40 sp.

**Effect:** The character forms a wall (8 spaces across) of their element within range. Make an Agility Attack vs Agility Defense of any target in the affected spaces. On a failure, the target chooses which side of the barrier they're on. The barrier provides 10 points of protection.

**Success:** Attacker chooses the side of the barrier the target is on.

**Success:** As success + element's special effect (**Earth:** Target moves at half speed for one round).

### Inspiration

10

**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.

**Effect:** Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

## REACTIONS

### Body Sheet

15

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** Self.

**Trigger:** The character falls or is the target of an attack.

**Effect:** Gain Health Damage Reduction 3, but cannot make attacks. Gain Glide Speed equal to double Run Speed.

### Body Sphere

15

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** Self.

**Trigger:** The character/ally target of an attack.

**Effect:** Form into a sphere and protect up to 4 allies. Those inside gain Health Damage Reduction 3 against outside attacks, but cannot move until released. Alternatively, if attacker within reach, make Agility check vs. target's Agility defense.

**Success:** Target is Grabbed.

**Success:** Target is Grabbed + Pinned.

### Coiling Crush

10

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.

**Trigger:** The character grabs an enemy.

**Effect:** Make a Melee attack. During the character's subsequent turns, they can spend their movement action to make a Melee check against the enemy's Resilience. If it succeeds, they inflict damage. On a Fantastic success, they do double damage instead. Paralyzed enemies may attempt to break free (Melee check vs. Melee defense).

**Success:** Target is Paralyzed.

**Success:** Target suffers damage + Paralyzed.

### Elemental Protection 1 (Earth)

50

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** Self.

**Trigger:** The character is attacked or otherwise in danger.

**Effect:** The character protects themselves with their element. Any attacks against them that do 10 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 10 points of damage, it destroys the protection.

### Elemental Reinforcement (Earth)

V

**Action:** Reaction | **Duration:** Instant | **Range:** Self.

**Trigger:** Damage gets through an elemental power

**Effect:** The character can transfer any Health damage that gets through an elemental power that grants damage protection to their Focus instead, leaving the protection intact.

### Slip Free

1

**Action:** Reaction | **Duration:** Instant | **Range:** Self.

**Trigger:** The character is grabbed or pinned.

**Effect:** The character is not grabbed or pinned.

## PASSIVE

### Elemental Form (Earth)

10

**Action:** Passive | **Duration:** Permanent | **Range:** Self.

**Effect:** The character's body is made entirely of their element, which gives them a steady supply of their element to use and makes them essentially unkillable. When they lose all their Health, their form loses its cohesion and falls apart. When they have at least 1 Health—which they can gain back over time, normally—they can re-form.

### Extended Reach 2

1

**Action:** Passive | **Duration:** Permanent | **Range:** Self.

**Effect:** Reach is x 10 normal.

### Flexible Bones 2

10

**Action:** Passive | **Duration:** Permanent | **Range:** Self.

**Effect:** Gain Health Damage Reduction 2 and **double edge** on Agility checks for contortion and escape.

## OTHER POWERS

 Flight 10, Uncanny 10.

# ELIXIR

INITIATIVE

**+5E**



HEALTH

**90**

DR: -

FOCUS

**150**

DR: -

MELEE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x4**

AGILITY

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x4**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

EGO

**6**

DEFENSE

**16**

NON-COMBAT

**+9**

MULTIPLIER

**x7**

LOGIC

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / JUMP

**5**

**3**

**3**

**3**

RANK

**4**

## TAGS & TRAITS

### Clinician

Gain an **edge** on Logic checks to determine what is medically wrong with someone they examine.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### First Aid

Gain an **edge** on Logic checks to stop bleeding.

### Quick Learner

If the character fails an action check, they gain an **edge** on the check if they try the same action again on their next turn.

### Situational Awareness

Gain an **edge** on initiative checks.

### Other Traits and Tags

**Traits:** Connections: Super Heroes, Surprising Power (Resurrect).

**Tags:** Alternate Form, Black Market Access, Extreme Appearance (in alternate form), Heroic, Hounded, Krakoa, Public Identity, Secondary Mutation, X-Gene.

# POWERS

## ATTACK

### Chain Strikes

**Action:** Standard | **Duration:** Instant | **Range:** Reach  
**Effect:** Make a Melee Attack with **edge** vs a target's Melee Defense.

**Success:** Target suffers damage.  
**Success:** Target suffers damage and character may attempt an additional Chain Strike attack.

### Fast Strikes

**Action:** Standard | **Duration:** Instant | **Range:** Reach  
**Effect:** Make a Melee Attack vs Melee Defense against 2 targets.

**Success:** Target/s suffer 1/2 damage.

**Success:** Target/s suffer damage.

### Fast Strikes

**Action:** Standard | **Duration:** Instant | **Range:** Reach  
**Effect:** Make a Melee Attack vs Melee Defense against 2 targets.

**Success:** Target/s suffer 1/2 damage.

**Success:** Target/s suffer damage.

### Leg Sweep

**Action:** Standard | **Duration:** Instant | **Range:** Reach  
**Effect:** Make a Melee Attack vs Melee Defense against a target.

**Success:** Target suffers damage + Prone.

**Success:** Target suffers damage + Prone + Stunned for one round.

## ACTIVE

### Cure-All

**Action:** Standard | **Duration:** Instant | **Range:** Reach  
**Effect:** Makes an Ego vs. TN T2 action check to cure any temporary ailments a target suffers from. This can affect conditions including ablaze, bleeding, blinded, corroding, deafened, demoralized, paralyzed, poisoned and unconscious.

**Success:** The effects of the ailment end immediately.

**Success:** Treat the result like a recovery check, and the target gains back that much of any Health and Focus lost to the condition.

### Defense Stance

**Action:** Standard | **Duration:** Concentration | **Range:** Self  
**Effect:** Any close attacks made against the character have **trouble** until this character is successfully attacked.

### Healing Hands

**Action:** Standard | **Duration:** Instant | **Range:** Reach  
**Effect:** Heal a target creature. For every point of Focus the character spends, the target regains a point of Health. Any Health points that would have been healed beyond the target's maximum Health are lost.

### Inspiration

**Action:** Standard | **Duration:** 1 round | **Range:** Self  
**Effect:** Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

### Microscopic Awareness

**Action:** Standard | **Duration:** Concentration | **Range:** 4 sp.  
**Effect:** The character can see and identify items that would normally require a microscope to detect, much less comprehend. This includes things like fingerprints, a single strand of hair and even a person's DNA. In the case of DNA, the character can use this to identify a person and link them to close relatives with similar DNA.

### Never Surrender

**Action:** Standard | **Duration:** Concentration | **Range:** Reach  
**Effect:** Eliminate the effects of a target losing all of their Focus. Rather than becoming demoralized, the target can function normally without having **trouble**. They cannot spend more Focus, though, and can still be shattered. Once affected, the target need not stay with the character. When the effect ends, if the target has 0 Focus or less, they become demoralized. If the target's Focus rises above 0 at any point, this power automatically ends.

### Resurrect

**Action:** Standard | **Duration:** Instant | **Range:** Reach  
**Effect:** Attempting this requires the target to be in range and relatively intact. Make an Ego check vs TN equal to 10 plus 1 for every hour since target died. With any kind of success, the character using this power is reduced to 1 Focus. On a failure, they only have to pay the minimum cost of 20 Focus.

**Success:** Target is restored to 1 Health.

**Success:** Target is restored to full Health.

## REACTIONS

### Leech Life

**Action:** Reaction | **Duration:** Instant | **Range:** Reach  
**Trigger:** Target is grabbed.

**Effect:** Make an Ego attack vs target's Resilience defense.

**Success:** Target suffers damage, and the character heals half that much Health for themselves.

**Success:** Target suffers damage, and the character heals that much Health for themselves.

### Let's Go

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** Reach  
**Trigger:** The target is knocked unconscious.

**Effect:** Eliminate the effects of a target losing all of their Health. Rather than falling unconscious, the target remains awake and mobile. They can use movement actions but not reactions or standard actions. Target need not remain in reach. When the effect ends, if the target has 0 Health or less, they become unconscious.

## OTHER POWERS

Discipline 3



# ESCAPADE

INITIATIVE

+3



HEALTH

60

DR: -

FOCUS

90

DR: -

MELEE

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x3

AGILITY

3

DEFENSE

13

NON-COMBAT

+

MULTIPLIER

x3

RESILIENCE

2

DEFENSE

12

NON-COMBAT

+2

VIGILANCE

3

DEFENSE

13

NON-COMBAT

+3

EGO

4

DEFENSE

14

NON-COMBAT

+5

MULTIPLIER

x4

LOGIC

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x3

RUN / CLIMB / SWIM / FLY

5

3

3

15

RANK

3

## TAGS & TRAITS

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### Skeptical

People lying to this character gain **trouble** on their Ego checks to persuade the character of something.

### Tech Reliance

Instead of falling unconscious due to damage, lose tech powers and remain conscious with 1 Health.

### Gear & Weapons

■ **Weapon (Range: Text)**

Melee/Agility Damage Multiplier +X.

### Other Traits and Tags

**Traits:** Connections: Super Heroes, Extraordinary Origin.

**Tags:** Black Market Access, Heroic, Hounded, Kra-koon, Public Identity, X-Gene.

# POWERS

## ATTACK

### Elemental Burst (Energy)

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack vs target's Agility Defense.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + element's special effect (Energy: Blinds target for one round).

### Fast Strikes

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee Attack vs Melee Defense against 2 targets.

**Success:** Target/s suffer 1/2 damage.

**Success:** Target/s suffer damage.

## ACTIVE

### Defense Stance

**Action:** Standard | **Duration:** Concentration | **Range:** Self.

**Effect:** Any close attacks made against the character have **trouble** until this character is successfully attacked.

### Inspiration

**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.

**Effect:** Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

## REACTIONS

### Swap Item

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** 6 sp.

**Trigger:** The character is attacked.

**Effect:** The character swaps items they possess with the items of another person within range and line of sight, not attached to them. When the effect ends, the swapped items return to the people who had them originally. The character can swap all of their possessions, or they can be as selective as they like. The items must generally be swapped on an equal basis, but it is possible to swap something for nothing. If the person being swapped with is unwilling, the character must make an Ego check against that person's Vigilance defense to succeed.

### Swap Places

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** 6 sp.

**Trigger:** The character is attacked.

**Effect:** The character swaps places with another person within range and line of sight. When the effect ends, the character and the other person swap places again. If the person being swapped with is unwilling, the character must make an Ego check against that person's Vigilance defense to succeed.

### Swap Power

10+

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** 6 sp.

**Trigger:** The character is attacked.

**Effect:** Make an Ego vs Ego Defense of a target within range and line of sight they can see within 6 spaces. If the target's powers have costs, the character must pay the highest of them, or a minimum of 10 Focus. On a success, they swap all of their non-Swap powers with the target's powers. Both characters can now use their new powers as if they had always had them. When either character uses a swapped power, they must pay any cost for it normally as well.

### Swap Status

5

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** 6 sp.

**Trigger:** The character is attacked.

**Effect:** The character swaps status with a target within range and line of sight. The character can swap their entire status with the target, or they can be selective about it. Statuses they can swap include lost Health, lost Focus, any condition, occupation, traits, or tags. When swapping lost Health or Focus, the character and the target each take their maximum Health or Focus and subtract from it anything that the other person has lost at that moment. When swapping occupations, the character gains the target's position, including their authority and their responsibilities. When the effect ends, any alterations that have happened to either character swap back to the other. If one of the characters is killed while the other lives, that would swap when the effect ends and that character dies.

## PASSIVE

### Heightened Senses 1

0

**Action:** Passive | **Duration:** Permanent | **Range:** Self.

**Effect:** Senses things roughly twice as far away as normal. Gain **edge** on Vigilance checks to perceive things, and enemies have **trouble** on checks they make to sneak past the character.

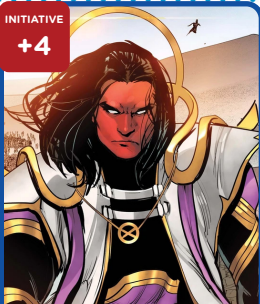
## OTHER POWERS

 Discipline 1  Flight 1 

# EXODUS

INITIATIVE

**+4**



HEALTH

**90**

DR: -

FOCUS

**150**

DR: -1

MELEE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x5**

AGILITY

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x5**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

EGO

**6**

DEFENSE

**16**

NON-COMBAT

**+6**

MULTIPLIER

**x5**

LOGIC

**8**

DEFENSE

**18**

NON-COMBAT

**+10**

MULTIPLIER

**x7**

RUN / CLIMB / SWIM / FLY

**5**

**3**

**3**

**25**

RANK

**5**

## TAGS & TRAITS

### Enduring Constitution

May function for up to 48 hours without sleep and gain an **edge** on Resilience checks to overcome fatigue or weariness.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Fresh Eyes

Gain an **edge** on Logic checks when faced with something for the first time.

### Gullible

People lying to this character gain an **edge** on their Ego checks to persuade the character of something.

### Iron Will

Enemies have **trouble** on Ego attacks to control this character's mind or influence their behavior. The character also gains an **edge** on Ego checks to break free of mind control or other compulsions.

### Stranger

Gain **trouble** on checks made when trying to decipher such things or when trying to pass themselves off as a local.

### Gear & Weapons

■ **Weapon (Range: Text)**

Melee/Agility Damage Multiplier +X.

### Other Traits and Tags

**Traits:** Battle Ready, Connections: Outsiders.

**Tags:** Extreme Appearance, Hounded, Krakoaan, Public Identity, Supernatural, X-Gene.

# POWERS

## ATTACK

### Telekinetic Attack

**Action:** Standard | **Duration:** Concentration | **Range:** 25 sp.  
**Effect:** Makes a Logic attack vs target's Melee defense.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Stunned for 1 round.

### Telekinetic Grab

**Action:** Standard | **Duration:** Concentration | **Range:** 25 sp.

**Effect:** Makes a Logic attack vs Melee defense of a target within range. Breaking free requires TN20 Melee check.

**Success:** Target is grabbed with the character's mind.

**Success:** Target is grabbed with the character's mind + Pinned.

## ACTIVE

### Astral Form

**Action:** Standard | **Duration:** Concentration | **Range:** Self.

**Effect:** Can project an avatar into the Astral Plane, leaving their physical body in a deep trance in the real world. If Rank 4+, can take on a transparent form visible in the real world. Flight Speed on Astral Plane = 25.

### Cloak

**Action:** Standard | **Duration:** Concentration | **Range:** 100 sp.

**Effect:** Uses a mirage to block their presence from the minds of people in range. TN to detect the character is the character's Logic defense.

### Cloak Group

**Action:** Standard | **Duration:** Concentration | **Range:** 100 sp.

**Effect:** Uses a mirage to block their presence—and the presence of up to 5 persons, within 10 spaces—with range. TN to detect the character is the character's Logic defense.

### Telekinetic Barrier

**Action:** Standard | **Duration:** Concentration | **Range:** 50 sp.

**Effect:** Create invisible barrier covering up to 10 spaces across (vertically/horizontally). Make a Logic check vs Agility defense of any target in the affected spaces. Failure allows target to choose which side of the barrier they end up on. Attacks on the barrier are against the character's Logic defense. Any attacks on it that do 10 points of damage or less are instantly absorbed, and the barrier continues. If an attack does more than 10 points of damage, it destroys the barrier. Either way, the attack leaves those behind the barrier unharmed.

**Success:** Character chooses which side of the barrier the target winds up on.

**Success:** Character chooses which side of the barrier the target winds up on + target Paralyzed for 1 round.

### Telekinetic Manipulation

**Action:** Standard | **Duration:** Concentration | **Range:** 25 sp.

**Effect:** Character can manipulate objects in their line of sight with their mind. The size of the object is determined using the number of ranks the character has in the Brilliance power (see Mighty). If opposed, make a Logic check vs opponent's Agility defense.

### Mental Shelter

**Action:** Standard | **Duration:** Concentration | **Range:** 25 sp.

**Effect:** Extend mental defenses to protect any chosen people within range. The protected targets gain Focus DR equal to character's Uncanny power.

### Mind Reading

**Action:** Standard | **Duration:** 1 round | **Range:** Unlimited.

**Effect:** Can read the thoughts of a single person with whom they have established a Telepathic Link. Make a Logic check vs target's Logic defense.

**Success:** Can read the target's surface thoughts.

**Success:** As success but can ask a single simple question and get the answer from the target's mind.

### Mirage

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.

**Effect:** Creates a full-sensory mirage that affects any target with whom they have established a Telepathic Link. The mirage can be of anything the character desires, and it can move freely.

### Telepathic Link

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited

**Effect:** Can communicate telepathically with one person they have met or seen before, providing both character and target are in the same dimension. If target is unwilling, make a Logic check vs target's Vigilance defense. On a failure, the character cannot attempt to communicate with the target in this way for the rest of the day.

**Success:** Can communicate with the target for one round.

**Success:** Target cannot shut the character out for the rest of the day.

### Telepathic Network

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.

**Effect:** Can communicate telepathically with a group of willing, linked people, each of whom they have met or seen before. The group can number up to 25 people. There is no limit to the distance of the communication, as long as everyone involved is in the same dimension.

## REACTIONS

### Brain Drain

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.

**Trigger:** The target is grabbed.

**Effect:** Make an Ego attack vs target's Vigilance defense.

**Success:** Target suffers damage to Focus and character heals half that much Focus themselves.

**Success:** Target suffers damage to Focus and character heals that much Focus themselves.

### Telekinetic Protection 2

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** Self.

**Trigger:** The character is attacked or otherwise in danger.

**Effect:** Form a telekinetic field. Any attacks < 20 damage are absorbed. If an attack > 20 damage, destroys the protection but character remains unharmed.

## PASSIVE

### Healing Factor

**Action:** Passive | **Duration:** Instant | **Range:** Self.

**Effect:** At the end of this character's turn, they regain Health equal to their Resilience Score.

### Power Slider (Serenity)

**Action:** Passive | **Duration:** Permanent | **Range:** Self.

**Effect:** The character starts off normal, but they can become boosted or dampened depending on their foci (Faith). When things are going well, all their powers are boosted (ranges/effective areas/durations = doubled; Damage multipliers +1; effects that happen on a Fantastic success occur on any success). Also, anything that would dampen their powers only brings them back to normal. When things go poorly, all of their other powers are dampened (ranges/effective areas/durations = halved; Damage multipliers -1; can no longer enjoy Fantastic successes). Anything that would boost a power only brings it back to normal.

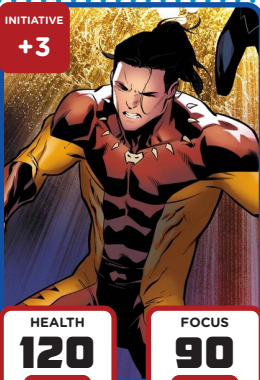
## OTHER POWERS

Brilliance 2, Flight 1, Uncanny 1.

# FANG (AKIHIRO)

INITIATIVE

+3



HEALTH

120

DR: -

FOCUS

90

DR: -1

MELEE

5

DEFENSE

15

NON-COMBAT

+5

MULTIPLIER

x4

AGILITY

3

DEFENSE

15

NON-COMBAT

+3

MULTIPLIER

x4

RESILIENCE

4

DEFENSE

14

NON-COMBAT

+4

VIGILANCE

3

DEFENSE

13

NON-COMBAT

+3

EGO

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x4

LOGIC

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

x4

RUN / CLIMB / SWIM / JUMP

5

3

3

3

RANK

4

## TAGS & TRAITS

### Berserker

After taking Health damage, make an Ego check with TN = Health damage taken. On a failure, charge towards attacker. If enemy is defeated, must charge to attack the next closest foe. When Berserk, gain an **edge** on all close attacks, add +2 to Melee, Resilience and Ego defenses, and -2 Agility defense. Cannot use ranged weapons. At the end of the character's turn, lose 5 Focus. When unable to spend Focus or no enemies left, the condition ends.

### Combat Reflexes

Gain one additional reaction each turn.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Free Running

Gain an **edge** on Agility checks made to perform acrobatics during a movement action.

### Gear & Weapons

- **Bone Claws (Range: Reach)**  
Melee Damage Multiplier +1.

### Other Traits and Tags

**Traits:** Connections: Criminal, Connections: Super Heroes.

**Tags:** Black Market Access, Heroic, Hounded, Krakoa, Public Identity, Signature Weapon: Bone claws (act as knives), X-Genes.

# POWERS

## ATTACK

### Fast Attacks (Sharp) ⚔️

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee attack vs Melee Defense against 2 targets within reach.  
**Success:** Affected target/s suffer ½ damage.  
 ❏ **Success:** Affected target/s suffer damage and this character may make a bonus attack vs another target within reach.

### Focused Fury (Sharp) ⚔️

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee attack with **edge** vs Melee Defense against a target. Add +1 Melee damage bonus per 2 Focus spent.  
**Success:** Target suffers damage.  
 ❏ **Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding).

### Grappling Technique 🤼

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee attack vs Melee Defense against a target.  
**Success:** Target suffers damage + Grabbed.  
 ❏ **Success:** Target suffers double damage + Grabbed + Pinned.

### Hit & Run (Sharp) ⚔️

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee attack with **edge** vs Melee Defense against a target.  
**Success:** Target suffers damage + character can move ½ their Run Speed for free.  
 ❏ **Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding) + character can move ½ their Run Speed for free.

### Vicious Attack (Sharp) ⚔️

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee attack vs Melee Defense against a target.  
**Success:** Target suffers damage.  
 ❏ **Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding).

### Whirling Frenzy (Sharp) ⚔️

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee check vs Melee Defense of every target within reach.  
**Success:** Target suffers ½ damage.  
 ❏ **Success:** Target suffers damage + Weapon Effect (Sharp: Target is bleeding).

## ACTIVE

### Attack Stance 🛡️

**Action:** Standard | **Duration:** Concentration | **Range:** Self.  
**Effect:** Double the character's Melee ability bonus to damage.

### Cloak 🕶️

**Action:** Standard | **Duration:** Concentration | **Range:** 80 sp.  
**Effect:** Uses a mirage to block their presence from the minds of people in range. TN to detect the character is the character's Logic defense.

### Command 🗣️

**Action:** Standard | **Duration:** 1 round | **Range:** Unlimited.  
**Effect:** Make a Logic check vs Logic defense of target with an existing Telepathic Link. Give a command they can complete in a single action. If it can harm someone, the check has **trouble**. If it can harm the target, the check has **double trouble** on the check.  
**Success:** The target complies with the order.  
 ❏ **Success:** As success + gains an **edge** the next time they use this power against this same target.

### Fool 🤡

**Action:** Standard | **Duration:** Concentration | **Range:** 80 sp.  
**Effect:** The character uses a mirage to alter their appearance in the minds of anyone within range. The TN to see through the mirage is the character's Logic defense. If the character is impersonating someone known to the other person, that person has an **edge**.

### Telepathic Link 🧠

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.  
**Effect:** Can communicate telepathically with one person they have met or seen before, providing both character and target are in the same dimension. If target is unwilling, make a Logic check vs target's Vigilance defense. On a failure, the character cannot attempt to communicate with the target in this way for the rest of the day.  
**Success:** Can communicate with the target for one round.  
 ❏ **Success:** Target cannot shut the character out for the rest of the day.

## REACTIONS

### Combat Trickery 🎭

**Action:** Reaction | **Duration:** Instant | **Range:** Self.  
**Trigger:** The character makes an attack.  
**Effect:** Once per battle, when attacking targets of equal or higher rank, checks automatically roll a 1 on their ❏ (cannot be affected by **trouble**). If attacking multiple targets, all the targets must be of equal or higher rank.

### Exploit (Sharp) ⚔️

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.  
**Trigger:** Fantastic Success with Melee and causes a min 1+ damage.  
**Effect:** Make a Melee attack vs target's Resilience Defense.  
**Success:** Target suffers damage + ignore Health DR.  
 ❏ **Success:** Target suffers double damage + ignores Health DR + Weapon Effect (Sharp: Target is bleeding).

## PASSIVE

### Healing Factor 🩹

**Action:** Passive | **Duration:** Instant | **Range:** Self.  
**Effect:** At the end of this character's turn, they regain Health equal to their Resilience Score.

### Heightened Senses 1 🦋

**Action:** Passive | **Duration:** Permanent | **Range:** Self.  
**Effect:** Senses things roughly twice as far away as normal. Gain **edge** on Vigilance checks to perceive things, and enemies have **trouble** on checks they make to sneak past the character.

## OTHER POWERS

❏ Brawling ❏ Uncanny 1❏

# FANTOMEX

INITIATIVE

**+3**



HEALTH

**90**

DR: -1

FOCUS

**90**

DR: -

MELEE

**1**

DEFENSE

**16**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

AGILITY

**6**

DEFENSE

**16**

NON-COMBAT

**+9**

MULTIPLIER

**x6**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / JUMP

**6**

**3**

**3**

**3**

RANK

**3**

## TAGS & TRAITS

### Combat Expert

Gain an **edge** on Melee attacks against enemies of Rank 1.

### Enhanced Physique

Treat character as one size bigger for lifting, carrying, swinging and throwing things.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Free Running

Gain an **edge** on Agility checks made to perform acrobatics during a movement action.

### Gear & Weapons

■ **Pistols (Range: 10)**

Agility Damage Multiplier +1.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Heroic, Hounded, Mutant Associate, Secret Identity, X-Gene.

# POWERS

## ATTACK

### Double Tap

**Action:** Standard | **Duration:** Instant | **Range:** Varies  
**Effect:** Make a ranged attack vs enemy within 2 spaces.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Bleeding.

### Slow-Motion Shoot Dodge

**Action:** Standard | **Duration:** Instant + 1 round | **Range:** Varies  
**Effect:** Make a single ranged Agility check vs the Agility defenses of two targets. When this character moves, is moved, or starts their next turn, they instantly fall prone. Until that happens, all attacks against their Agility defense have **trouble**.  
**Success:** Affected targets suffer 1/2 damage.  
**Success:** Affected targets suffer damage + character can use this power again against any available target.

### Snap Shooting

**Action:** Standard | **Duration:** Instant | **Range:** Varies  
**Effect:** Make a single ranged Agility check vs the Agility defenses of two targets.  
**Success:** Affected targets suffer 1/2 damage.  
**Success:** Affected targets suffer damage + Bleeding.

### Weapons Blazing

**Action:** Standard | **Duration:** Instant | **Range:** Varies  
**Effect:** Make a single Agility check vs Agility defense of two separate targets.  
**Success:** Affected targets suffers 1/2 damage.  
**Success:** Affected targets suffers damage and character makes a bonus attack with this power against any available target, with the same effect.

## ACTIVE

### Animal Bond

**Action:** Standard | **Duration:** Concentration | **Range:** LOS  
**Effect:** The character can communicate telepathically with one animal of their choice (E.V.A.) and they must have befriended the animal before.

## MOVEMENT

### Sniping

**Action:** Standard + Movement | **Duration:** Instant | **Range:** Varies.  
**Effect:** Makes a ranged attack vs enemy 20+ spaces away.  
**Success:** Target suffers damage.  
**Success:** Target suffers triple damage.

## REACTIONS

### Point-Blank Parry

**Action:** Reaction | **Duration:** Instant | **Range:** Varies  
**Trigger:** Enemy within 2 spaces misses an attack against the character.  
**Effect:** Make a ranged attack vs enemy who missed them.  
**Success:** Enemy suffers damage.  
**Success:** Enemy suffers double damage + Bleeding.

### Slow-Motion Dodge

**Action:** Reaction | **Duration:** Instant | **Range:** Varies  
**Trigger:** Enemy makes an attack vs this character's Agility defense.  
**Effect:** The enemy gains **trouble** on the attack.

## OTHER POWERS

 Accuracy 3  Evasion 0, Sturdy 1 



# GAMBIT

INITIATIVE

**+4**



HEALTH

**60**

DR: -1

FOCUS

**120**

DR: -

MELEE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x4**

AGILITY

**5**

DEFENSE

**15**

NON-COMBAT

**+6**

MULTIPLIER

**x5**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

EGO

**5**

DEFENSE

**15**

NON-COMBAT

**+6**

MULTIPLIER

**x5**

LOGIC

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / JUMP

**6**

**3**

**3**

**3**

RANK

**4**

## TAGS & TRAITS

### Beguiling

The character has an **edge** when making an Ego check to persuade someone who could be attracted to them.

### Combat Reflexes

Gain one additional reaction each turn.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Free Running

Gain an **edge** on Agility checks made to perform acrobatics during a movement action.

### Gear & Weapons

- **Bo staff (Range: Reach +1)**  
Melee Damage Multiplier +1.

### Other Traits and Tags

**Traits:** Connections: Criminal, Connections: Super Heroes, Extra Occupation.

**Tags:** Black Market Access, Heroic, Hounded, Krakoon, Public Identity, Signature Weapon: Bo staff, Streetwise, X-Gen.

# POWERS

## ATTACK

### Dance of Death

10

**Action:** Standard | **Duration:** Instant | **Range:** 5 sp.

**Effect:** Makes an Agility check vs Agility defense of every enemy within range and in line of sight.

**Success:** Target/s suffer half damage.

**Success:** Target/s suffer damage + Bleeding.

### Double Tap

0

**Action:** Standard | **Duration:** Instant | **Range:** 2 sp.

**Effect:** Make a ranged attack vs enemy within 2 spaces.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Bleeding.

### Elemental Burst (Energy)

0

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack vs target's Agility Defense.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + element's special effect. (Energy: Blinds target for one round).

### Slow-Motion Shoot Dodge

10

**Action:** Standard | **Duration:** Instant + 1 round | **Range:** Varies.

**Effect:** Make a single ranged Agility check vs the Agility defenses of two targets. When this character moves, is moved, or starts their next turn, they instantly fall prone. Until that happens, all attacks against their Agility defense have **trouble**.

**Success:** Affected targets suffer half damage.

**Success:** Affected targets suffer damage + character can use this power again against any available target.

### Snap Shooting

0

**Action:** Standard | **Duration:** Instant | **Range:** Varies.

**Effect:** Make a single ranged Agility check vs the Agility defenses of two targets.

**Success:** Affected targets suffer half damage.

**Success:** Affected targets suffer damage + Bleeding.

### Suppressive Fire

0

**Action:** Standard | **Duration:** Instant | **Range:** Varies.

**Effect:** Makes an Agility attack vs target's Vigilance defense.

**Success:** Target suffers Focus damage after Health DR.

**Success:** Target suffers double Focus damage after Health DR + Stunned for 1 round.

### Weapons Blazing

5

**Action:** Standard | **Duration:** Instant | **Range:** Varies.

**Effect:** Make a single Agility check vs Agility defense of two separate targets.

**Success:** Affected targets suffers half damage.

**Success:** Affected targets suffers damage and character makes a bonus attack with this power against any available target, with the same effect.

## ACTIVE

### Battle Plan

10

**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.

**Effect:** The character inspires one or more allies of their choice in earshot, up to the character's Vigilance. Inspired allies gain an **edge** on all action checks until the start of the character's next turn.

### Inspiration

0

**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.

**Effect:** Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

### Elemental Infusion (Energy)

5

**Action:** Standard | **Duration:** Concentration | **Range:** Reach.

**Effect:** The character infuses their energy into a handheld weapon in their grasp. When the character gets a Fantastic success attacking with the weapon, add the energy's special effect (Energy: Blinds target for one round).

## REACTIONS

### Change of Plans

5

**Action:** Reaction | **Duration:** 1 round | **Range:** LOS.

**Trigger:** An ally has trouble on an action check.

**Effect:** The ally gains an **edge** on that action check.

### Slow-Motion Dodge

0

**Action:** Reaction | **Duration:** Instant | **Range:** Varies.

**Trigger:** Enemy makes an attack vs this character's Agility defense.

**Effect:** The enemy gains **trouble** on the attack.

### Point-Blank Parry

5

**Action:** Reaction | **Duration:** Instant | **Range:** 2 sp.

**Trigger:** Enemy within 2 spaces misses an attack against the character.

**Effect:** Make a ranged attack vs enemy who missed them.

**Success:** Enemy suffers damage.

**Success:** Enemy suffers double damage + Bleeding.

## PASSIVE

### Iconic Weapon

0

**Charged Cards.**

- These act as knives, usually thrown.
- Using Elemental Infusion on them costs 0 Focus.
- Cards function only for Gambit.

## OTHER POWERS

 Accuracy 1  Discipline 1  Sturdy 1

# GREYCROW

INITIATIVE

**+3**



HEALTH

**90**

DR: -1

FOCUS

**90**

DR: -

MELEE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

AGILITY

**5**

DEFENSE

**15**

NON-COMBAT

**+7**

MULTIPLIER

**x5**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**1**

DEFENSE

**11**

NON-COMBAT

**+2**

MULTIPLIER

**x4**

LOGIC

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / JUMP

**6**

**3**

**3**

**3**

RANK

**3**

## TAGS & TRAITS

### Gearhead

Gain an **edge** on Logic checks to figure out how any machine works.

### Inventor

Gain an **edge** on Logic checks when creating or repairing things.

### Signature Attack

**Sniping:** Gain an **edge** when making attacks using this ability or power.

### Tech Reliance

Instead of falling unconscious due to damage, lose tech powers and remain conscious with 1 Health.

### Gear & Weapons

#### ■ Sniper Rifle (Range: 40)

Agility Damage Multiplier +1.

Attacks with this weapon against targets 5 spaces away or fewer have **trouble**.

#### ■ Submachine Gun (Range: 10)

Agility Damage Multiplier +1.

This weapon can attack up to three targets in adjacent spaces to which the attacker can draw a line of sight. Make a single attack roll and compare it to the Agility defense scores of the targets. Split the damage from that roll equally. Attacks with this weapon against targets 5 spaces away or fewer have **trouble**.

### Other Traits and Tags

**Traits:** Connections: Criminal, Extraordinary Origin.

**Tags:** Extreme Appearance, Hounded, Krakoon, Public Identity, Streetwise, X-Gen.


# POWERS

## ATTACK

### Double Tap

**Action:** Standard | **Duration:** Instant | **Range:** Varies.  
**Effect:** Make a ranged attack vs enemy within 2 spaces.  
**Success:** Target suffers damage.  
 **Success:** Target suffers double damage + Bleeding.

### Elemental Blast (Energy)

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make a ranged Agility Attack with an **edge** vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.  
**Success:** Affected target suffers total damage.  
 **Success:** Affected target suffers double total damage + element's special effect (**Energy:** Blinds target for one round).

### Elemental Burst (Energy)

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make a ranged Agility Attack vs target's Agility Defense.  
**Success:** Target suffers damage.  
 **Success:** Target suffers double damage + element's special effect (**Energy:** Blinds target for one round).

### Snap Shooting

**Action:** Standard | **Duration:** Instant | **Range:** Varies.  
**Effect:** Make a single ranged Agility check vs the Agility defenses of two targets.  
**Success:** Affected targets suffer 1/2 damage.  
 **Success:** Affected targets suffer damage + Bleeding.

### Stopping Power

**Action:** Standard | **Duration:** Instant | **Range:** Varies.  
**Effect:** The character makes a ranged attack on an enemy.  
**Success:** Target suffers damage.  
 **Success:** Target suffers double damage + character makes another ranged attack on the target.

### Suppressive Fire

**Action:** Standard | **Duration:** Instant | **Range:** Varies.  
**Effect:** Makes an Agility attack vs target's Vigilance defense.  
**Success:** Target suffers Focus damage after Health DR.  
 **Success:** Target suffers double Focus damage after Health DR + Stunned for 1 round.


## ACTIVE

### Defense Stance

**Action:** Standard | **Duration:** Concentration | **Range:** Self.  
**Effect:** Any close attacks made against the character have **trouble** until this character is successfully attacked.

## MOVEMENT

### Sniping

**Action:** Standard + Movement | **Duration:** Instant | **Range:** Varies.  
**Effect:** Makes a ranged attack vs enemy 20+ spaces away.  
**Success:** Target suffers damage.  
 **Success:** Target suffers triple damage.

## REACTIONS

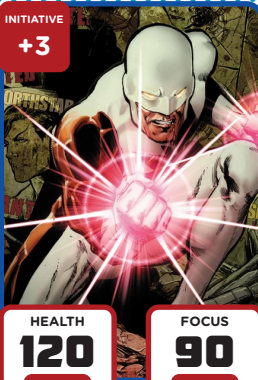
## OTHER POWERS

 Accuracy 2  Discipline 1  Sturdy 1 

# GUARDIAN

INITIATIVE

**+3**



HEALTH

**120**

DR: -3

FOCUS

**90**

DR: -2

MELEE

**4**

DEFENSE

**14**

NON-COMBAT

**+5**

MULTIPLIER

**x5**

AGILITY

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x4**

RESILIENCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**6**

DEFENSE

**16**

NON-COMBAT

**+8**

MULTIPLIER

**x6**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / FLY

**5**

**3**

**3**

**20**

RANK

**4**

## TAGS & TRAITS

### Combat Expert

Gain an **edge** on Melee attacks against enemies of Rank 1.

### Determination

When demoralized, do not gain **trouble** on all actions.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Inventor

Gain an **edge** on Logic checks when creating or repairing things.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Tech Reliance

Instead of falling unconscious due to damage, lose tech powers and remain conscious with 1 Health.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Extreme Appearance (covered by suit), Heroic, Public Identity.

# POWERS

## ATTACK

### Elemental Barrage (Energy) 15

**Action:** Standard | **Duration:** Instant | **Range:** LOS.

**Effect:** The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Make a single Ego check vs each target's Resilience defense.

**Success:** Affected targets suffer ½ damage.

**Success:** Affected targets suffer damage + elemental type's special effect (Energy: Blinds target for one round).

### Elemental Blast (Energy) 5

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack with an **edge** vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.

**Success:** Affected target suffers total damage.

**Success:** Affected target suffers double total damage + element's special effect (Energy: Blinds target for one round).

### Elemental Burst (Energy) 0

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack vs target's Agility Defense.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + element's special effect (Energy: Blinds target for one round).

### Elemental Grab (Energy) 5

**Action:** Standard | **Duration:** Concentration | **Range:** 20 sp.

**Effect:** Make a ranged Ego attack vs target's Melee defense. Breaking free requires a successful Melee check against target number 20.

**Success:** Character grabs the target with their element.

**Success:** Character grabs the target with their element + Pinned + Suffer the element's special effect (Energy: Blinds target for one round).

### Elemental Push (Energy) 10

**Action:** Standard | **Duration:** Instant | **Range:** LOS.

**Effect:** Make an Ego attack vs target's Agility defense.

**Success:** Move the target in any direction, up to 4 spaces.

**Success:** As success + target suffers damage + Prone + element's special effect (Energy: Blinds target for one round).

## ACTIVE

### Elemental Barrier (Energy) 5

**Action:** Standard | **Duration:** Concentration | **Range:** 40 sp.

**Effect:** The character forms a wall (8 spaces across) of their element within range. Make an Agility Attack vs Agility Defense of any target in the affected spaces. On a failure, the target chooses which side of the barrier they're on. The barrier provides 10 points of protection.

**Success:** Attacker chooses the side of the barrier the target is on.

**Success:** As success + element's special effect (Energy: Blinds target for one round).

### Inspiration 0

**Action:** Standard | **Duration:** 1 round

**Effect:** Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

## REACTIONS

### Elemental Protection 2 (Energy) 10

**Action:** Standard/Reaction | **Duration:** Concentration

**Trigger:** The character is attacked or otherwise in danger.

**Effect:** The character protects themselves with their element. Any attacks against them that do 20 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 20 points of damage, it destroys the protection.

## OTHER POWERS

 Discipline 2  Flight 2  Mighty 1  Sturdy 3  Uncanny 2

# HAVOK

INITIATIVE

**+3E**



HEALTH

**90**

DR: -

FOCUS

**90**

DR: -

MELEE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x4**

AGILITY

**4**

DEFENSE

**14**

NON-COMBAT

**+5**

MULTIPLIER

**x5**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**4**

DEFENSE

**14**

NON-COMBAT

**+5**

MULTIPLIER

**x5**

LOGIC

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / JUMP

**5**

**3**

**3**

**3**

RANK

**4**

## TAGS & TRAITS

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Iron Will

Enemies have **trouble** on Ego attacks to control this character's mind or influence their behavior. The character also gains an **edge** on Ego checks to break free of mind control or other compulsions.

### Piloting

Gain an **edge** on Agility checks triggered when piloting or driving a vehicle during a movement action.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Situational Awareness

Gain an **edge** on initiative checks.

### Gear & Weapons

■ **Weapon (Range: Text)**

Melee/Agility Damage Multiplier +X.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Heroic, Hounded, Kra-koan, Public Identity, X-Gen.

# POWERS

## ATTACK

### Elemental Barrage (Energy) 15

**Action:** Standard | **Duration:** Instant | **Range:** LOS.

**Effect:** The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Make a single Ego check vs each target's Resilience defense.

**Success:** Affected targets suffer ½ damage.

**Success:** Affected targets suffer damage + elemental type's special effect (**Energy:** Blinds target for one round).

### Elemental Blast (Energy) 50

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack with an **edge** vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.

**Success:** Affected target suffers total damage.

**Success:** Affected target suffers double total damage + element's special effect (**Energy:** Blinds target for one round).

### Elemental Burst (Energy) 10

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack vs target's Agility Defense. **Success:** Target suffers damage.

**Success:** Target suffers double damage + element's special effect (**Energy:** Blinds target for one round).

## ACTIVE

### Attack Stance 10

**Action:** Standard | **Duration:** Concentration | **Range:** Self.

**Effect:** Double the character's Melee ability bonus to damage.

### Battle Plan 10

**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.

**Effect:** The character inspires one or more allies of their choice in earshot, up to the character's Vigilance. Inspired allies gain an **edge** on all action checks until the start of the character's next turn.

### Defense Stance 10

**Action:** Standard | **Duration:** Concentration | **Range:** Self.

**Effect:** Any close attacks made against the character have **trouble** until this character is successfully attacked.

### Do This All Day 50

**Action:** Standard | **Duration:** Instant | **Range:** Self.

**Effect:** Heal 2 points of Health for every point of Focus spent.

### Focus Fire 10

**Action:** Standard | **Duration:** Concentration | **Range:** LOS.

**Effect:** The character calls out an enemy in line of sight and inspires one or more allies of their choice in earshot, up to the character's Vigilance. They gain an **edge** on all action checks against that enemy.

### Inspiration 10

**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.

**Effect:** Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

### Rally on Me 10

**Action:** Standard | **Duration:** Instant

**Effect:** Any allies in earshot can be affected, up to a number equal to the character's Vigilance. Each affected ally can move toward the character at half speed. If they are within the character's reach at the end of this move, they recover 20 lost Focus. The character can use this power once per battle.

## REACTIONS

### Change of Plans 5

**Action:** Reaction | **Duration:** 1 round | **Range:** LOS.

**Trigger:** An ally has trouble on an action check.

**Effect:** The ally gains an **edge** on that action check.

### Hit the Dirt 5

**Action:** Reaction | **Duration:** Instant | **Range:** Earshot.

**Trigger:** An enemy in line of sight makes an attack on an ally within earshot.

**Effect:** All allies within earshot can fall prone if they wish and are able to. If falling prone makes the ally an ineligible target for the initial attack, the attack automatically fails.

### Keep Moving 10

**Action:** Reaction | **Duration:** Instant | **Range:** LOS/Earshot.

**Trigger:** An ally in line of sight and earshot is demoralized or stunned.

**Effect:** The demoralized or stunned condition ends.

### On Your Feet 5

**Action:** Reaction | **Duration:** Instant | **Range:** LOS/Earshot.

**Trigger:** An ally in line of sight and earshot is knocked prone.

**Effect:** All prone allies within earshot, who are able to, can immediately stand up for free. Allies currently unable to stand up for any reason are not affected.

### Scatter 10

**Action:** Reaction | **Duration:** Instant | **Range:** Earshot.

**Trigger:** An enemy in line of sight declares an attack on an ally within earshot.

**Effect:** Up to 4 allies in earshot can be affected. Each affected ally can move away from you at ½ Speed and then fall prone. If this makes the ally an ineligible target for the initial attack, that attack automatically fails.

## OTHER POWERS

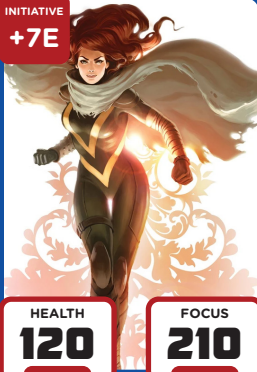
**L3** Accuracy 10, Discipline 10.



# HOPE SUMMERS

INITIATIVE

**+7E**



HEALTH

**120**

DR: -

FOCUS

**210**

DR: -

MELEE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x6**

AGILITY

**7**

DEFENSE

**17**

NON-COMBAT

**+22**

MULTIPLIER

**x10**

RESILIENCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

VIGILANCE

**7**

DEFENSE

**17**

NON-COMBAT

**+7**

EGO

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

MULTIPLIER

**x6**

LOGIC

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

MULTIPLIER

**x6**

RUN / CLIMB / SWIM / JUMP

**6**

**3**

**3**

**3**

RANK

**6**

## TAGS & TRAITS

### Combat Expert

Gain an **edge** on Melee attacks against enemies of Rank 1.

### Combat Reflexes

Gain one additional reaction each turn.

### Determination

When demoralized, do not gain **trouble** on all actions.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Quick Learner

If the character fails an action check, they gain an **edge** on the check if they try the same action again on their next turn.

### Situational Awareness

Gain an **edge** on initiative checks.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Heroic, Hounded, Kraoan, Public Identity, X-Genes.

# POWERS

## ATTACK

### Chain Strikes

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee Attack with **edge** vs a target's Melee Defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers damage and character may attempt an additional Chain Strike attack.

### Double Tap

**Action:** Standard | **Duration:** Instant | **Range:** Varies.  
**Effect:** Make a ranged attack vs enemy within 2 spaces.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Bleeding.

### Fast Strikes

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee Attack vs Melee Defense against 2 targets.  
**Success:** Target/s suffer % damage.  
**Success:** Target/s suffer damage.

### Focused Strike

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee attack vs Melee Defense against a target. Add +1 to Melee damage bonus per 2 Focus spent.  
**Success:** Target suffers total damage.  
**Success:** Target suffers double total damage + Stunned for one round.

### Headshot

**Action:** Standard | **Duration:** Instant | **Range:** Varies.  
**Effect:** Make a ranged attack with **trouble** on an enemy within the weapon's range.  
**Success:** Target suffers double damage + Stunned (1 rnd).  
**Success:** Target suffers triple damage + Stunned (1 rnd).

### Snap Shooting

**Action:** Standard | **Duration:** Instant | **Range:** Varies.  
**Effect:** Make a single ranged Agility check vs the Agility defenses of two targets.  
**Success:** Affected targets suffer % damage.  
**Success:** Affected targets suffer damage + Bleeding.

### Stopping Power

**Action:** Standard | **Duration:** Instant | **Range:** Varies.  
**Effect:** The character makes a ranged attack on an enemy.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + character makes another ranged attack on the target.

### Suppressive Fire

**Action:** Standard | **Duration:** Instant | **Range:** Varies.  
**Effect:** Makes an Agility attack vs target's Vigilance defense.  
**Success:** Target suffers Focus damage after Health DR.  
**Success:** Target suffers double Focus damage after Health DR + Stunned for 1 round.

### Weapons Blazing

**Action:** Standard | **Duration:** Instant | **Range:** Varies.  
**Effect:** Make a single Agility check vs Agility defense of two separate targets.  
**Success:** Affected targets suffer % damage.  
**Success:** Affected targets suffers damage and character makes a bonus attack with this power against any available target, with the same effect.

## ACTIVE

### Attack Stance

**Action:** Standard | **Duration:** Concentration | **Range:** Reach.  
**Effect:** Double the character's Melee ability bonus to damage.

### Boost Powers

**Action:** Standard | **Duration:** Concentration | **Range:** 5 sp.  
**Effect:** Pick one character within range and boost all of their powers. If the powers have ranges or effective areas or durations, these are doubled. If the powers affect a damage multiplier, add 1 to the effects. Any effects that normally happen with a Fantastic success automatically happen on any success, not just a Fantastic one. If the target's powers have costs, you must pay the highest of them or a minimum of 15 Focus.

### Bump Power

**Action:** Standard | **Duration:** Concentration | **Range:** 5 sp.  
**Effect:** Pick one power from another character within range and boost it. If the power has ranges or effective areas or durations, these are doubled. If the power affects a damage multiplier, add 1 to the effect. Any effects that normally happen with a Fantastic success automatically happen on any success, not just a Fantastic one. If the power has a cost, the character must pay it as well, with a minimum of 5 Focus.

### Clone Powers

**Action:** Standard | **Duration:** Concentration | **Range:** 10 sp.  
**Effect:** Pick another character within range and duplicates all of their powers. You can now use those powers as if they were always yours. If the target's powers have costs, you must pay the highest of them, or a minimum of 15 Focus. When using a copied power, you must pay any cost normally as well.

### Copy Ability

**Action:** Standard | **Duration:** Concentration | **Range:** 10 sp.  
**Effect:** Pick one ability score of another character in range and duplicate it. You now use that ability score in place of your own.

### Copy Power

**Action:** Standard | **Duration:** Concentration | **Range:** 10 sp.  
**Effect:** Pick one power of another character in range and duplicate it as if it was always yours. When using such a power, they must pay any cost normally as well.

### Dampen Power

**Action:** Standard | **Duration:** Concentration | **Range:** 20 sp.  
**Effect:** Choose one power from another character within range. Makes an Ego attack against them.  
**Success:** Tamp the power down. If the power has ranges or effective areas or durations, these are halved. If the power affects a damage multiplier, subtract 1 from the effect. The power can no longer enjoy Fantastic successes. If the power has a Focus cost, the character must also pay that cost to dampen it.

### Defense Stance

**Action:** Standard | **Duration:** Concentration | **Range:** Self.  
**Effect:** Any close attacks made against the character have **trouble** until this character is successfully attacked.

### Inspiration

**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.  
**Effect:** Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

### Shut Down Powers

**Action:** Standard | **Duration:** Concentration | **Range:** 20 sp.  
**Effect:** Make an Ego attack vs a target in range.  
**Success:** Remove all of a target's powers. If the target's powers have costs, the character must pay the highest of them, or a minimum of 15 Focus.

## MOVEMENT

### Sniping

**Action:** Standard and Movement | **Duration:** Instant.  
**Effect:** Makes a ranged attack vs enemy 20+ spaces away.  
**Success:** Target suffers damage.  
**Success:** Target suffers triple damage.

## REACTIONS

### Covering Fire

**Action:** Reaction | **Duration:** Instant.  
**Trigger:** An ally within your line of sight begins its turn.  
**Effect:** Make an Agility attack vs target's Vigilance defense.  
**Success:** Target suffers damage to Focus (less Health DR).  
**Success:** Target suffers double damage to Focus (less Health DR). If target suffers any damage, they are also Stunned.

### Point-Blank Parry

**Action:** Reaction | **Duration:** Instant.  
**Trigger:** Enemy within 2 spaces misses an attack against the character.  
**Effect:** Make a ranged attack vs enemy who missed them.  
**Success:** Enemy suffers damage.  
**Success:** Enemy suffers double damage + Bleeding.

### Return Fire

**Action:** Reaction | **Duration:** Instant.  
**Trigger:** Enemy declares an attack against the character.  
**Effect:** Make an Agility attack vs target's Vigilance defense.  
**Success:** Apply Health DR then suffer damage to Focus.  
**Success:** Apply Health DR then suffer double damage to Focus + Stunned for 1 round.

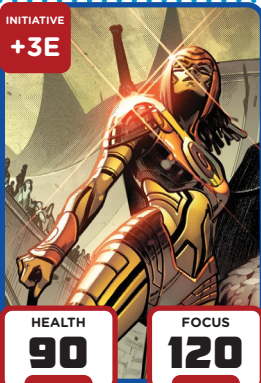
## OTHER POWERS

Accuracy 4

# ISCA THE UNBEATEN

INITIATIVE

**+3E**



HEALTH

**90**

DR: -1

FOCUS

**120**

DR: -

MELEE

**3**

DEFENSE

**13**

NON-COMBAT

**+5**

MULTIPLIER

**x5**

AGILITY

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x3**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

LOGIC

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / JUMP

**5**

**3**

**3**

**3**

RANK

**3**

## TAGS & TRAITS

### Combat Expert

Gain an **edge** on Melee attacks against enemies of Rank 1.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Situational Awareness

Gain an **edge** on initiative checks.

### Gear & Weapons

■ **Weapon (Range: Text)**

Melee/Agility Damage Multiplier +X.

### Other Traits and Tags

**Traits:** Battle Ready, Connections: Super Heroes.

**Tags:** Arakkii, Black Market Access, Hounded, Public Identity, X-Gene.

# POWERS

## ATTACK

### Fast Attacks (Sharp)

0

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack vs Melee Defense against 2 targets within reach.

**Success:** Affected target/s suffer ½ damage.

**Success:** Affected target/s suffer damage and this character may make a bonus attack vs another target within reach.

### Focused Fury (Sharp)

50

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack with **edge** vs Melee Defense against a target. Add +1 Melee damage bonus per 2 Focus spent.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding).

### Hit & Run (Sharp)

0

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack with **edge** vs Melee Defense against a target.

**Success:** Target suffers damage + character can move ½ their Run Speed for free.

**Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding) + character can move ½ their Run Speed for free.

### Vicious Attack (Sharp)

0

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack vs Melee Defense against a target.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding).

### Whirling Frenzy (Sharp)

5

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee check vs Melee Defense of every target within reach.

**Success:** Target suffers ½ damage.

**Success:** Target suffers damage + Weapon Effect (Sharp: Target is bleeding).

## REACTIONS



### Exploit (Sharp)

5

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.

**Trigger:** Fantastic Success with Melee and causes a min 1+ damage.

**Effect:** Make a Melee attack vs target's Resilience Defense.

**Success:** Target suffers damage + ignore Health DR.

**Success:** Target suffers double damage + ignores Health DR + Weapon Effect (Sharp: Target is bleeding).

### Riposte (Sharp)

0

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.

**Trigger:** An enemy makes a close attack against the character that fails.

**Effect:** Make a Melee Attack vs Melee Defense against target.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding).

### Slow-Motion Dodge

0

**Action:** Reaction | **Duration:** Instant | **Range:** Varies.

**Trigger:** Enemy makes an attack vs this character's Agility defense.

**Effect:** The enemy gains **trouble** on the attack.

## OTHER POWERS

 Mighty 2  Sturdy 1 

## ACTIVE

### Cannot Lose

0

**Action:** Standard | **Duration:** Instant | **Range:** Varies

The character cannot lose any challenge or contest in which they participate. This is not the same as winning, so if there is a possibility that they neither win nor lose, that satisfies the conditions of not losing. Their influence means the side they pick is the one most likely to prevail. However, their power may also compel them to switch sides so they don't lose, even if that's not how they would prefer events to transpire. This prevents the character from simply choosing a winner in any conflict. The character cannot shut off this power.

### Inspiration

0

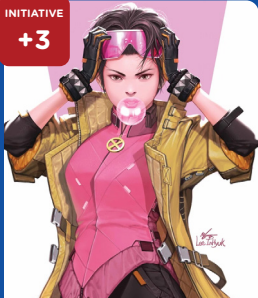
**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.

**Effect:** Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

# JUBILEE

INITIATIVE

**+3**



HEALTH

**60**

DR: -

FOCUS

**90**

DR: -1

MELEE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

AGILITY

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x3**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**5**

DEFENSE

**15**

NON-COMBAT

**+7**

MULTIPLIER

**x5**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / JUMP

**5**

**3**

**3**

**3**

RANK

**3**

## TAGS & TRAITS

### Determination

When demoralized, do not gain **trouble** on all actions.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### Quick Learner

If the character fails an action check, they gain an **edge** on the check if they try the same action again on their next turn.

### Other Traits and Tags

**Traits:** Connections: Super Heroes

**Tags:** Black Market Access, Dependent: Shogo, Heroic, Hounded, Krakoa, Public Identity, X-Gene.

# POWERS

## ATTACK

### Banging Heads

0

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee Attack vs the Melee Defense of two enemies within reach. If this attack fails against either target, it fails entirely.

**Success:** Both targets suffer damage.

 **Success:** Both targets suffer damage + prone.


### Dazzle

5

**Action:** Standard | **Duration:** Instant | **Range:** 20 sp.

**Effect:** Make an Ego check vs target's Vigilance defense.

**Success:** Target is Blinded for 1 turn.

 **Success:** Target suffers damage + Blinded for 1 turn.

If the attack is a success, the enemy is blinded for 1 turn.


### Elemental Blast (Energy)

50

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack with an **edge** vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.

**Success:** Affected target suffers total damage.

 **Success:** Affected target suffers double total damage + element's special effect (**Energy:** Blinds target for one round).


### Elemental Burst (Energy)

0

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack vs target's Agility Defense.

**Success:** Target suffers damage.

 **Success:** Target suffers double damage + element's special effect (**Energy:** Blinds target for one round).


### Elemental Push (Energy)

10

**Action:** Standard | **Duration:** Instant | **Range:** LOS.

**Effect:** Make an Ego attack vs target's Agility defense.

**Success:** Move the target in any direction, up to 3 spaces.

 **Success:** As success + target suffers damage + Prone + element's special effect (**Energy:** Blinds target for one round).


### Flare

10

**Action:** Standard | **Duration:** Instant | **Range:** 5 sp.

**Effect:** Make an Ego check vs Vigilance defense of every enemy within 5 spaces.

**Success:** Affected targets are Blinded for 1 turn.

 **Success:** Affected targets suffers damage + Blinded for 1 turn.

## ACTIVE

### Attack Stance

0

**Action:** Standard | **Duration:** Concentration | **Range:** Self.

**Effect:** Double the character's Melee ability bonus to damage.

### Illumination

1

**Action:** Standard | **Duration:** Concentration | **Range:** 50 sp.

**Effect:** The character illuminates one object or point in line of sight, within 50 spaces, with bright light. The character can maintain concentration on the effect even if they move out of range or line of sight.

### Inspiration

0

**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.

**Effect:** Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

## REACTIONS

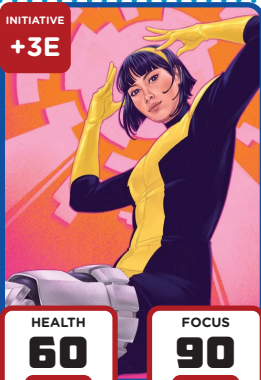
## OTHER POWERS

 Discipline 2  Uncanny 1 

# KARMA

INITIATIVE

**+3E**



HEALTH

**60**

DR: -

FOCUS

**90**

DR: -

MELEE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x3**

AGILITY

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x3**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x3**

LOGIC

**4**

DEFENSE

**14**

NON-COMBAT

**+6**

MULTIPLIER

**x5**

RUN / CLIMB / SWIM / JUMP

**5**

**3**

**3**

**3**

RANK

**3**

## TAGS & TRAITS

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### Honest

Gain **trouble** when making an Ego check that involves telling a lie. However, gain an **edge** on any friendly Ego (persuasion) checks in which they're truthful.

### Situational Awareness

Gain an **edge** on initiative checks.

### Other Traits and Tags

**Traits:** Connections: Super Heroes, Surprising Power (2) (Orders, Telepathic Possession).

**Tags:** Black Market Access, Dependents: Younger siblings (Leong and Nga), Heroic, Hounded, Krakoa, Public Identity, X-Gene.

# POWERS

## ATTACK

### Fast Strikes

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee Attack vs Melee Defense against 2 targets.

**Success:** Target/s suffer ½ damage.

**Success:** Target/s suffer damage.

### Telepathic Blast

**Action:** Standard | **Duration:** Instant | **Range:** LOS.

**Effect:** Make a Logic Attack vs target in line of sight.

**Success:** Target suffers damage to Focus.

**Success:** Target suffers double damage to Focus + Stunned for 1 round.

## ACTIVE

### Borrow Senses

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.

**Effect:** The character can use the full senses of someone or something with whom they have established a Telepathic Link or bond. While they do, they retain the use of their own senses too.

### Command

**Action:** Standard | **Duration:** 1 round | **Range:** Unlimited.

**Effect:** Make a Logic check vs Logic defense of target with an existing Telepathic Link. Give a command they can complete in a single action. If it can harm someone, the check has **trouble**. If it can harm the target, the check has **double trouble** on the check.

**Success:** The target complies with the order.

**Success:** As success + gains an **edge** the next time they use this power against this same target.

### Defense Stance

**Action:** Standard | **Duration:** Concentration | **Range:** Self.

**Effect:** Any close attacks made against the character have **trouble** until this character is successfully attacked.

### Orders

**Action:** Standard | **Duration:** Permanent | **Range:** Unlimited.

**Effect:** Gives an order to a target with whom they've established a Telepathic Link and who has no Focus left. Make a Logic check vs target's Logic defense. The command must be to do something that can be completed in an hour or less. If it involves harming someone, the character has **trouble** on the check. If it would cause the target to harm themselves, the character has **double trouble** on the check.

**Success:** Target complies with the orders.

**Success:** As success + character gains an **edge** the next time they use this power against this same target.

### Telepathic Link

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.

**Effect:** Can communicate telepathically with one person they have met or seen before, providing both character and target are in the same dimension. If target is unwilling, make a Logic check vs target's Vigilance defense. On a failure, the character cannot attempt to communicate with the target in this way for the rest of the day.

**Success:** Can communicate with the target for one round.

**Success:** Target cannot shut the character out for the rest of the day.

### Telepathic Network

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.

**Effect:** Can communicate telepathically with a group of willing, linked people, each of whom they have met or seen before. The group can number up to 15 people. There is no limit to the distance of the communication, as long as everyone involved is in the same dimension.

### Telepathic Possession

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.

**Effect:** Possess a target with whom they've established a Telepathic Link and who has no Focus left. Makes a Logic check with **trouble** vs target's Logic defense. The result of the character's check is the target number for any attempts by the target to end the possession. If the character attempts to harm someone with the possessed body, the target gets to make a Logic check to end the possession. If the target has the Heroic tag, they get an **edge** on the check. If the character attempts to harm the possessed body, the target gets an **edge** on the check. If the target has the Heroic tag, they get a **double edge**.

**Success:** Takes over the target's body completely.

## REACTIONS

## OTHER POWERS

 Brilliance 2 



# KID OMEGA

INITIATIVE

**+8E**



HEALTH

**60**

DR: -

FOCUS

**240**

DR: -1

MELEE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x5**

AGILITY

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x5**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**8**

DEFENSE

**18**

NON-COMBAT

**+8**

EGO

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

MULTIPLIER

**x5**

LOGIC

**8**

DEFENSE

**18**

NON-COMBAT

**+11**

MULTIPLIER

**x8**

RUN / CLIMB / SWIM / FLY

**5**

**3**

**3**

**25**

RANK

**5**

## TAGS & TRAITS

### Abrasive

Gain **trouble** when making Ego checks to persuade someone to help. Gain an **edge** when making Ego checks to intimidate someone.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Font of Information

Gain an **edge** on Logic checks having to do with knowledge.

### Quick Learner

If the character fails an action check, they gain an **edge** on the check if they try the same action again on their next turn.

### Situational Awareness

Gain an **edge** on initiative checks.

### Sneaky

Gain an **edge** on Agility checks when sneaking around. Enemies have **trouble** on Vigilance checks to detect the character when the character is invisible or hiding.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Hounded, Krakoon, Public Identity, X-Gen.

# POWERS

## ATTACK

### Telekinetic Attack 2

**Action:** Standard | **Duration:** Concentration | **Range:** 25 sp.

**Effect:** Makes a Logic attack vs target's Melee defense.

**Success:** Target suffers damage.

■ **Success:** Target suffers double damage + Stunned for 1 round.

### Telekinetic Grab 2

**Action:** Standard | **Duration:** Concentration | **Range:** 25 sp.

**Effect:** Makes a Logic attack vs target's Melee defense within range. Breaking free requires TN20 Melee check.

**Success:** Target is grabbed with the character's mind.

■ **Success:** Target is grabbed with the character's mind + Pinned.

### Telepathic Blast 2

**Action:** Standard | **Duration:** Instant | **Range:** LOS.

**Effect:** Make a Logic attack vs target in line of sight.

**Success:** Target suffers damage to Focus.

■ **Success:** Target suffers double damage to Focus + Stunned for 1 round.

## ACTIVE

### Astral Form 2

**Action:** Standard | **Duration:** Concentration | **Range:** Self

**Effect:** Can project an avatar into the Astral Plane, leaving their physical body in a deep trance in the real world. If Rank 4+, can take on a transparent form visible in the real world. Flight Speed on Astral Plane = 25.

### Cloak 2

**Action:** Standard | **Duration:** Concentration | **Range:** 100 sp.

**Effect:** Uses a mirage to block their presence from the minds of people in range. TN to detect the character is the character's Logic defense.

### Command 2

**Action:** Standard | **Duration:** 1 round | **Range:** Unlimited

**Effect:** Make a Logic check vs Logic defense of target with an existing Telepathic Link. Give a command they can complete in a single action. If it can harm someone, the check has **trouble**. If it can harm the target, the check has **double trouble** on the check.

**Success:** The target complies with the order.

■ **Success:** As success + gains an **edge** the next time they use this power against this same target.

### Memory Blip 2

**Action:** Standard | **Duration:** Permanent | **Range:** Unlimited

**Effect:** Makes a Logic check vs target's Logic defense, to cause a telepathically linked target to forget something that's happened in the past hour. This gap can be up to an hour in length. The result of the check is the TN of a Logic check needed to recall the altered memory.

**Success:** The memories are forgotten.

■ **Success:** As success + target has **trouble** on checks to recover such memories in the future.

### Mind Interrogation 2

**Action:** Standard | **Duration:** 1 round | **Range:** Unlimited

**Effect:** Delve into the mind of a single person with whom they have established a Telepathic Link. This requires a Logic check vs target's Logic defense.

**Success:** Can ask a single simple question and get the answer from the target's mind.

■ **Success:** As success but information more complex.

### Mind Reading 2

**Action:** Standard | **Duration:** 1 round | **Range:** Unlimited

**Effect:** Can read the thoughts of a single person with whom they have established a Telepathic Link. Make a Logic check vs target's Logic defense.

**Success:** Can read the target's surface thoughts.

■ **Success:** As success but can ask a single simple question and get the answer from the target's mind

### Mirage 2

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited

**Effect:** Creates a full-sensory mirage that affects any target with whom they have established a Telepathic Link. The mirage can be of anything the character desires, and it can move freely.

### Orders 2

**Action:** Standard | **Duration:** Permanent | **Range:** Unlimited

**Effect:** Gives an order to a target with whom they've established a Telepathic Link and who has no Focus left. Make a Logic check vs target's Logic defense. The command must be to do something that can be completed in an hour or less. If it involves harming someone, the character has **trouble** on the check. If it would cause the target to harm themselves, the character has **double trouble** on the check.

**Success:** Target complies with the orders.

■ **Success:** As success + character gains an **edge** the next time they use this power against this same target.

### Telekinetic Barrier 2

**Action:** Standard | **Duration:** Concentration | **Range:** 50 sp.

**Effect:** Create invisible barrier covering up to 10 spaces across (vertically/horizontally). Make a Logic check vs Agility defense of any target in the affected spaces. Failure allows target to choose which side of the barrier they end up on. Attacks on the barrier are against the character's Logic defense. Any attacks on it that do 10 points of damage or less are instantly absorbed, and the barrier continues. If an attack does more than 10 points of damage, it destroys the barrier. Either way, the attack leaves those behind the barrier unharmed.

**Success:** Character chooses which side of the barrier the target winds up on.

■ **Success:** Character chooses which side of the barrier the target winds up on + target Paralyzed for 1 round.

### Telekinetic Manipulation 2

**Action:** Standard | **Duration:** Concentration | **Range:** 25 sp.

**Effect:** Character can manipulate objects in their line of sight with their mind. The size of the object is determined using the number of ranks the character has in the Brilliance power (see Mighty). If opposed, make a Logic check vs opponent's Agility defense.

## REACTIONS

### Telekinetic Protection 2

**Action:** Standard/Reaction | **Duration:** Concentration | **Range:** Self

**Trigger:** The character is attacked or otherwise in danger.

**Effect:** Form a telekinetic field. Any attacks < 20 damage are absorbed. If an attack > 20 damage, destroys the protection but character remains unharmed.

## OTHER POWERS

1 Brilliance 3 2 Flight 2 3 Uncanny 1 4

5 Telepathic Link 6 Telepathic Network 7

# LADY DEATHSTRIKE

INITIATIVE

**+5E**



HEALTH

**120**

DR: -1

FOCUS

**150**

DR: -

MELEE

**6**

DEFENSE

**16**

NON-COMBAT

**+6**

MULTIPLIER

**x5**

AGILITY

**3**

DEFENSE

**16**

NON-COMBAT

**+3**

MULTIPLIER

**x4**

RESILIENCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

VIGILANCE

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

EGO

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x4**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / JUMP

**5**

**3**

**3**

**3**

RANK

**4**

## TAGS & TRAITS

### Combat Expert

Gain an **edge** on Melee attacks against enemies of Rank 1.

### Combat Reflexes

Gain one additional reaction each turn.  
Iron Will

### Signature Attack

**Furious Attacks:** Gain an **edge** when making attacks using this ability or power.

### Situational Awareness

Gain an **edge** on initiative checks.

### Tech Reliance

Instead of falling unconscious due to damage, lose tech powers and remain conscious with 1 Health.

### Gear & Weapons

■ **Weapon (Range: Text)**

Melee/Agility Damage Multiplier +X.

### Other Traits and Tags

**Traits:** Connections: Criminal.

**Tags:** Black Market Access, Extreme Appearance (with claws out), Public Identity, Streetwise, Villainous.

# POWERS

## ATTACK

### Fast Strikes

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee Attack vs Melee Defense against 2 targets.  
**Success:** Target/s suffer ½ damage.  
**Success:** Target/s suffer damage.

### Fast Attacks (Sharp)

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee attack vs Melee Defense against 2 targets within reach.  
**Success:** Affected target/s suffer ½ damage.  
**Success:** Affected target/s suffer damage and this character may make a bonus attack vs another target within reach.

### Focused Fury (Sharp)

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee attack with **edge** vs Melee Defense against a target. Add +1 Melee damage bonus per 2 Focus spent.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding).

### Furious Attacks (Sharp)

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee attack vs Melee Defense against 2 targets within reach.  
 Add +1 to Melee damage bonus per 2 Focus spent.  
**Success:** Target/s suffer ½ damage.  
**Success:** Target/s suffer damage + Weapon Effect (Sharp: Target is bleeding).

### Hit & Run (Sharp)

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee attack with **edge** vs Melee Defense against a target.  
**Success:** Target suffers damage + character can move ½ their Run Speed for free.  
**Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding) + character can move ½ their Run Speed for free.

### Leg Sweep

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee Attack vs Melee Defense against a target.  
**Success:** Target suffers damage + Prone.  
**Success:** Target suffers damage + Prone + Stunned for one round.

### Unstoppable Assault (Sharp)

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee Attack vs Melee Defense of every target within this character's reach. If successful, may spend another 15 Focus to do the same again and can move up to half their Speed beforehand. Each target can only be affected once by this attack, but the character can continue until their run out of movement, Focus, or targets.  
**Success:** Target suffers ½ damage.  
**Success:** Target suffers damage + Weapon Effect (Sharp: Target is bleeding).

### Vicious Attack (Sharp)

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee attack vs Melee Defense against a target.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding).

### Whirling Frenzy (Sharp)

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee check vs Melee Defense of every target within reach.  
**Success:** Target suffers ½ damage.  
**Success:** Target suffers damage + Weapon Effect (Sharp: Target is bleeding).

## ACTIVE

### Attack Stance

**Action:** Standard | **Duration:** Concentration | **Range:** Self.  
**Effect:** Double the character's Melee ability bonus to damage.

### Do This All Day

**Action:** Standard | **Duration:** Instant | **Range:** Self.  
**Effect:** Heal 2 points of Health for every point of Focus spent.

## REACTIONS

### Exploit (Sharp)

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.  
**Trigger:** Fantastic Success with Melee + causes a min 1+ damage.  
**Effect:** Make a Melee attack vs target's Resilience Defense.  
**Success:** Target suffers damage + ignore Health DR.  
**Success:** Target suffers double damage + ignores Health DR + Weapon Effect (Sharp: Target is bleeding).

### Riposte (Sharp)

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.  
**Trigger:** An enemy makes a close attack against the character that fails.  
**Effect:** Make a Melee Attack vs Melee Defense against: target.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding).

## PASSIVE

### Extended Reach I

**Action:** Passive | **Duration:** Permanent | **Range:** Self.  
**Effect:** Reach is x 4 normal.

### Iconic Weapon

**Adamantium Nails.**  
 • +1 Melee damage multiplier  
 • Ignores 1 level of DR.

## OTHER POWERS

 Brawling  Reinforced Skeleton 

# LOCKHEED

INITIATIVE

**+1E**



HEALTH

**30**

DR: -

FOCUS

**30**

DR: -

MELEE

**1**

DEFENSE

**15**

NON-COMBAT

**+1**

MULTIPLIER

**x2**

AGILITY

**3**

DEFENSE

**15**

NON-COMBAT

**+4**

MULTIPLIER

**x3**

RESILIENCE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

VIGILANCE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

EGO

**3**

DEFENSE

**13**

NON-COMBAT

**+4**

MULTIPLIER

**x3**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x2**

RUN / CLIMB / SWIM / FLY

**1**

**1**

**1**

**10**

RANK

**2**

## TAGS & TRAITS

### Fresh Eyes

Gain an **edge** on Logic checks when faced with something for the first time.

### Situational Awareness

Gain an **edge** on initiative checks.

### Stranger

Gain **trouble** on checks made when trying to decipher such things or when trying to pass themselves off as a local.

### Unusual Size (Little)

The character's regular size is beyond those for small, average or big (Little: +2 Defense Modifier, ¼ size multiplier).

### Other Traits and Tags

**Traits:** Connections: Super Heroes, Connections: Outsiders.

**Tags:** Alien Heritage, Extreme Appearance, Heroic, Public Identity.

# POWERS

## ATTACK


### Elemental Blast (Fire)

5

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack with an **edge** vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.

**Success:** Affected target suffers total damage.

 **Success:** Affected target suffers double total damage + element's special effect (**Fire:** Sets target ablaze).


### Elemental Burst (Fire)

0

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack vs target's Agility Defense.

**Success:** Target suffers damage.

 **Success:** Target suffers double damage + element's special effect (**Fire:** Sets target ablaze).

## ACTIVE


### Elemental Barrier (Fire)

5

**Action:** Standard | **Duration:** Concentration | **Range:** 20 sp.

**Effect:** The character forms a wall (4 spaces across) of their element within range. Make an Agility Attack vs Agility Defense of any target in the affected spaces. On a failure, the target chooses which side of the barrier they're on. The barrier provides 10 points of protection.

**Success:** Attacker chooses the side of the barrier the target is on.

 **Success:** As success + element's special effect (**Fire:** Sets target ablaze).

## REACTIONS




### Combat Trickery

5

**Action:** Reaction | **Duration:** Instant | **Range:** Varies.

**Trigger:** The character makes an attack.

**Effect:** Once per battle, when attacking targets of equal or higher rank, checks automatically roll a 1 on their  (cannot be affected by **trouble**). If attacking multiple targets, all the targets must be of equal or higher rank.

### Slow-Motion Dodge

0

**Action:** Reaction | **Duration:** Instant | **Range:** Varies.

**Trigger:** Enemy makes an attack vs this character's Agility defense.

**Effect:** The enemy gains **trouble** on the attack.

## OTHER POWERS

 Accuracy 1  Discipline 1  Evasion 0, Flight 1 

# LONGSHOT

INITIATIVE

**+5**



HEALTH

**90**

DR: -

FOCUS

**150**

DR: -

MELEE

**2**

DEFENSE

**16**

NON-COMBAT

**+2**

MULTIPLIER

**x4**

AGILITY

**6**

DEFENSE

**16**

NON-COMBAT

**+9**

MULTIPLIER

**x7**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

EGO

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x4**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / JUMP

**6**

**3**

**3**

**3**

RANK

**4**

## TAGS & TRAITS

### Beguiling

The character has an **edge** when making an Ego check to persuade someone who could be attracted to them.

### Combat Reflexes

Gain one additional reaction each turn.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Free Running

Gain an **edge** on Agility checks made to perform acrobatics during a movement action.

### Fresh Eyes

Gain an **edge** on Logic checks when faced with something for the first time.

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Gear & Weapons

■ **Throwing Knives (Range: 5)**  
Agility Damage Multiplier +1.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Heroic, Public Identity, Mutant Associate.

# POWERS

## ATTACK

### Dance of Death

**Action:** Standard | **Duration:** Instant | **Range:** 5 sp.

**Effect:** Makes an Agility check vs Agility defense of every enemy within range and in line of sight.

**Success:** Target/s suffer ½ damage.

**Success:** Target/s suffer damage + Bleeding.

### Double Tap

**Action:** Standard | **Duration:** Instant | **Range:** 2 sp.

**Effect:** Make a ranged attack vs enemy within 2 spaces.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Bleeding.

### Fast Strikes

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee Attack vs Melee Defense against 2 targets.

**Success:** Target/s suffer ½ damage.

**Success:** Target/s suffer damage.

### Slow-Motion Shoot Dodge

**Action:** Standard | **Duration:** Instant + 1 round | **Range:** Varies.

**Effect:** Make a single ranged Agility check vs the Agility defenses of two targets. When this character moves, is moved, or starts their next turn, they instantly fall prone. Until that happens, all attacks against their Agility defense have **trouble**.

**Success:** Affected targets suffer ½ damage.

**Success:** Affected targets suffer damage + character can use this power again against any available target.

### Snap Shooting

**Action:** Standard | **Duration:** Instant | **Range:** Varies.

**Effect:** Make a single ranged Agility check vs the Agility defenses of two targets.

**Success:** Affected targets suffer ½ damage.

**Success:** Affected targets suffer damage + Bleeding.

### Suppressive Fire

**Action:** Standard | **Duration:** Instant | **Range:** Varies.

**Effect:** Makes an Agility attack vs target's Vigilance defense.

**Success:** Target suffers Focus damage after Health DR.

**Success:** Target suffers double Focus damage after Health DR + Stunned for 1 round.

### Weapons Blazing

**Action:** Standard | **Duration:** Instant | **Range:** Varies.

**Effect:** Make a single Agility check vs Agility defense of two separate targets.

**Success:** Affected targets suffer ½ damage.

**Success:** Affected targets suffer damage and character makes a bonus attack with this power against any available target, with the same effect.

## ACTIVE

### Defense Stance

**Action:** Standard | **Duration:** Concentration | **Range:** Self.

**Effect:** Any close attacks made against the character have **trouble** until this character is successfully attacked.

### Lucky Me

**Action:** Standard | **Duration:** Concentration | **Range:** Self

**Effect:** The character gains an edge on all action checks made while this power is in effect. The character must pay the Focus cost at the start of each of their subsequent turns of concentration to keep the power working.

## REACTIONS

### Point-Blank Parry

**Action:** Reaction | **Duration:** Instant | **Range:** 2 sp.

**Trigger:** Enemy within 2 spaces misses an attack against the character.

**Effect:** Make a ranged attack vs enemy who missed them.

**Success:** Enemy suffers damage.

**Success:** Enemy suffers double damage + Bleeding.

### Return Fire

**Action:** Reaction | **Duration:** Instant | **Range:** Varies.

**Trigger:** Enemy declares an attack against the character.

**Effect:** Make an Agility attack vs target's Vigilance defense.

**Success:** Apply Health DR then suffer damage to Focus.

**Success:** Apply Health DR then suffer double damage to Focus + Stunned for 1 round.

### Slow-Motion Dodge

**Action:** Reaction | **Duration:** Instant | **Range:** Self.

**Trigger:** Enemy makes an attack vs this character's Agility defense.

**Effect:** The enemy gains **trouble** on the attack.

## PASSIVE

### Charmed Life

**Action:** Passive | **Duration:** Permanent | **Range:** Self

**Effect:** The character gains an edge on any single action check each round. This does not stack with any other edges.

## OTHER POWERS

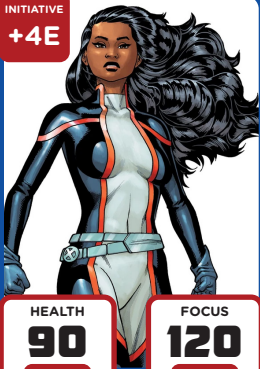
 Accuracy 3  Evasion 0.



# M

INITIATIVE

**+4E**



HEALTH

**90**

DR: -

FOCUS

**120**

DR: -1

MELEE

**4**

DEFENSE

**14**

NON-COMBAT

**+6**

MULTIPLIER

**x4**

AGILITY

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x4**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

EGO

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x5**

LOGIC

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

MULTIPLIER

**x5**

RUN / CLIMB / SWIM / FLY

**5**

**3**

**3**

**20**

RANK

**4**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Famous

Gain an **edge** when making an Ego check to persuade someone who thinks favorably of them or **trouble** against someone who dislikes them.

### Iron Will

Enemies have **trouble** on Ego attacks to control this character's mind or influence their behavior. The character also gains an **edge** on Ego checks to break free of mind control or other compulsions.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Situational Awareness

Gain an **edge** on initiative checks.

### Other Traits and Tags

**Traits:** Connections: Celebrities.

**Tags:** Alternate Form (Penance form), Extreme Appearance (in alternate form), Heroic, Hounded, Kra-koan, Public Identity, Rich, X-Gene.

# POWERS

## ATTACK

### Fast Attacks (Blunt/Sharp)

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack vs Melee Defense against 2 targets within reach.

**Success:** Affected target/s suffer ½ damage.

**Success:** Affected target/s suffer damage and this character may make a bonus attack vs another target within reach.

### Hit & Run (Blunt/Sharp)

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack with **edge** vs Melee Defense against a target.

**Success:** Target suffers damage + character can move ½ their Run Speed for free.

**Success:** Target suffers double damage + Weapon Effect (Blunt: Target is stunned for one round; or Sharp: Target is bleeding) + character can move ½ their Run Speed for free.

### Telekinetic Attack

**Action:** Standard | **Duration:** Concentration | **Range:** 20 sp.

**Effect:** Makes a Logic attack vs target's Melee defense.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Stunned for 1 round.

### Vicious Attack (Blunt/Sharp)

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack vs Melee Defense against a target.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Weapon Effect (Blunt: Target is stunned for one round; or Sharp: Target is bleeding).

### Whirling Frenzy (Blunt/Sharp)

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee check vs Melee Defense of every target within reach.

**Success:** Target suffers ½ damage.

**Success:** Target suffers damage + Weapon Effect (Blunt: Target is stunned for one round; or Sharp: Target is bleeding).

## ACTIVE

### Telekinetic Manipulation

**Action:** Standard | **Duration:** Concentration | **Range:** 20 sp.

**Effect:** Character can manipulate objects in their line of sight with their mind. The size of the object is determined using the number of ranks the character has in the Brilliance power (see Mighty). If opposed, make a Logic check vs opponent's Agility defense.

### Mind Reading

**Action:** Standard | **Duration:** 1 round | **Range:** Unlimited.

**Effect:** Can read the thoughts of a single person with whom they have established a Telepathic Link. Make a Logic check vs target's Logic defense.

**Success:** Can read the target's surface thoughts.

**Success:** As success but can ask a single simple question and get the answer from the target's mind

### Mirage

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.

**Effect:** Creates a full-sensory mirage that affects any target with whom they have established a Telepathic Link. The mirage can be of anything the character desires, and it can move freely.

### Telepathic Link

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited

**Effect:** Can communicate telepathically with one person they have met or seen before, providing both character and target are in the same dimension. If target is unwilling, make a Logic check vs target's Vigilance defense. On a failure, the character cannot attempt to communicate with the target in this way for the rest of the day.

**Success:** Can communicate with the target for one round.

**Success:** Target cannot shut the character out for the rest of the day.

## REACTIONS

## PASSIVE

### Heightened Senses 1

**Action:** Passive | **Duration:** Permanent | **Range:** Self.

**Effect:** Senses things roughly twice as far away as normal. Gain **edge** on Vigilance checks to perceive things, and enemies have **trouble** on checks they make to sneak past the character.

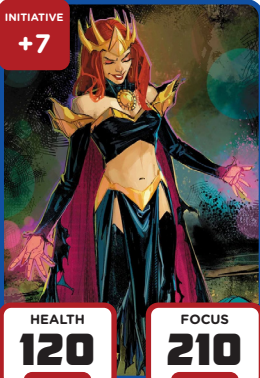
## OTHER POWERS

**Brilliance** 1  **Flight** 2  **Mighty** 2  **Sturdy** 1   
**Uncanny** 1 

# MADELYNE PRYOR

INITIATIVE

**+7**



HEALTH

**120**

DR: -

FOCUS

**210**

DR: -2

MELEE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x6**

AGILITY

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x6**

RESILIENCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

VIGILANCE

**7**

DEFENSE

**17**

NON-COMBAT

**+7**

EGO

**8**

DEFENSE

**18**

NON-COMBAT

**+10**

MULTIPLIER

**x8**

LOGIC

**7**

DEFENSE

**17**

NON-COMBAT

**+8**

MULTIPLIER

**x7**

RUN / CLIMB / SWIM / LEVIT.

**5**

**3**

**3**

**5**

RANK

**6**

## TAGS & TRAITS

### Beguiling

The character has an **edge** when making an Ego check to persuade someone who could be attracted to them.

### Combat Reflexes

Gain one additional reaction each turn.

### Dealmaker

Gain an **edge** on action checks that have to do with making deals.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Gear & Weapons

■ **Weapon (Range: Text)**

Melee/Agility Damage Multiplier +X.

### Other Traits and Tags

**Traits:** Connections: Super Heroes, Extraordinary Origin.

**Tags:** Black Market Access, Hounded, Krakoa, Public Identity, Sorcerous, Supernatural, X-Gene..

# POWERS

## ATTACK

### Bolts of Balthakk

**Action:** Standard | **Duration:** Instant | **Range:** 20 sp.  
**Effect:** Make an Ego check with **edge** vs target's Agility defense in line of sight. Add +1 to Agility damage bonus for every 2 points of Focus spent.  
**Success:** Target suffers double damage.  
**Success:** Target suffers double damage + Stunned for 1 round.

### Telekinetic Attack

**Action:** Standard | **Duration:** Concentration | **Range:** 30 sp.  
**Effect:** Makes a Logic attack vs target's Melee defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Stunned for 1 round.

### Telekinetic Grab

**Action:** Standard | **Duration:** Concentration | **Range:** 30 sp.  
**Effect:** Makes a Logic attack vs Melee defense of a target within range. Breaking free requires TN20 Melee check.  
**Success:** Target is grabbed with the character's mind.  
**Success:** Target is grabbed with the character's mind + Pinned.

## ACTIVE

### Astral Form

**Action:** Standard | **Duration:** Concentration | **Range:** Self.  
**Effect:** Can project an avatar into the Astral Plane, leaving their physical body in a deep trance in the real world. If Rank 4+, can take on a transparent form visible in the real world. Flight Speed on Astral Plane = 30.

### Cloak

**Action:** Standard | **Duration:** Concentration | **Range:** 120 sp.  
**Effect:** Uses a mirage to block their presence from the minds of people in range. TN to detect the character is the character's Logic defense.

### Command

**Action:** Standard | **Duration:** 1 round | **Range:** Unlimited.  
**Effect:** Make a Logic check vs Logic defense of target with an existing Telepathic Link. Give a command they can complete in a single action. If it can harm someone, the check has **trouble**. If it can harm the target, the check has **double trouble** on the check.  
**Success:** The target complies with the order.  
**Success:** As success + gains an **edge** the next time they use this power against this same target.

### Grand Mirage

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.  
**Effect:** The character creates a full-sensory mirage that affects everyone in a Telepathic Network they set up who is also in the same locale. The mirage can be of anything the character desires, and it can move freely.

### Memory Flip

**Action:** Standard | **Duration:** Permanent | **Range:** Unlimited.  
**Effect:** Makes a Logic check vs target's Logic defense to cause a telepathically linked target to forget something that's happened in the past hour. This gap can be up to an hour in length. The result of the check is the TN of a Logic check needed to recall the altered memory.  
**Success:** The memories are forgotten.  
**Success:** As success + target has **trouble** on checks to recover such memories in the future.

### Mind Reading

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.  
**Effect:** Can read the thoughts of a single person with whom they have established a Telepathic Link. Make a Logic check vs target's Logic defense.  
**Success:** Can read the target's surface thoughts.  
**Success:** As success but can ask a single simple question and get the answer from the target's mind.

### Mirage

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.  
**Effect:** Creates a full-sensory mirage that affects any target with whom they have established a Telepathic Link. The mirage can be of anything the character desires, and it can move freely.

## Orders

**Action:** Standard | **Duration:** Permanent | **Range:** Unlimited.  
**Effect:** Gives an order to a target with whom they've established a Telepathic Link and who has no Focus left. Make a Logic check vs target's Logic defense. The command must be to do something that can be completed in an hour or less. If it involves harming someone, the character has **trouble** on the check. If it would cause the target to harm themselves, the character has **double trouble** on the check.  
**Success:** Target complies with the orders.  
**Success:** As success + character gains an **edge** the next time they use this power against this same target.

### Summon Portal

**Action:** Standard | **Duration:** Concentration | **Range:** Reach.  
**Effect:** The character opens a glowing portal in a space next to them that teleports anything that enters it between that space and its destination. The character can close it at will.

### Telekinetic Barrier

**Action:** Standard | **Duration:** Concentration | **Range:** 60 sp.  
**Effect:** Create invisible barrier covering up to 12 spaces across (vertically/horizontally). Make a Logic check vs Agility defense of any target in the affected spaces. Failure allows target to choose which side of the barrier they end up on. Attacks on the barrier are against the character's Logic defense. Any attacks on it that do 10 points of damage or less are instantly absorbed, and the barrier continues. If an attack does more than 10 points of damage, it destroys the barrier. Either way, the attack leaves those behind the barrier unharmed.  
**Success:** Character chooses which side of the barrier the target winds up on.  
**Success:** Character chooses which side of the barrier the target winds up on + target Paralyzed for 1 round.

### Telekinetic Manipulation

**Action:** Standard | **Duration:** Concentration | **Range:** 30 sp.  
**Effect:** Character can manipulate objects in their line of sight with their mind. The size of the object is determined using the number of ranks the character has in the Brilliance power (see Mighty). If opposed, make a Logic check vs opponent's Agility defense.

### Telepathic Possession

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.  
**Effect:** Possess a target with whom they've established a Telepathic Link and who has no Focus left. Make a Logic check vs target's Logic defense. The result of the character's check is the target number for any attempts by the target to end the possession. If the character attempts to harm someone with the possessed body, the target gets to make a Logic check to end the possession. If the target has the Heroic tag, they get an **edge** on the check. If the character attempts to harm the possessed body, the target gets an **edge** on the check. If the target has the Heroic tag, they get a **double edge**.  
**Success:** Takes over the target's body completely.

## REACTIONS

### Brain Drain

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.  
**Trigger:** The target is grabbed.  
**Effect:** Make an Ego attack vs target's Vigilance defense.  
**Success:** Target suffers damage to Focus and character heals half that much Focus themselves.  
**Success:** Target suffers damage to Focus and character heals that much Focus themselves.

### Telekinetic Protection 2

**Action:** Standard | **Reaction** | **Duration:** Conc | **Range:** Self.  
**Trigger:** The character is attacked or otherwise in danger.  
**Effect:** Form a telekinetic field. Any attacks < 20 damage are absorbed. If an attack > 20 damage, destroys the protection but character remains unharmed.

## PASSIVE

### Levitation

**Action:** Passive | **Duration:** Permanent | **Range:** Self.  
**Effect:** The character can move through the air in any direction at their Run Speed.

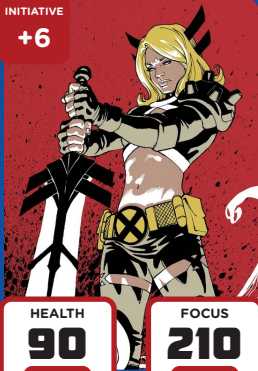
## OTHER POWERS

- Brilliance 1 • Discipline 2 • Uncanny 2 •
- Telepathic Link • Telepathic Network •

# MAGIK

INITIATIVE

+6



HEALTH

90

DR: -2

FOCUS

210

DR: -2

MELEE

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

x5

AGILITY

4

DEFENSE

14

NON-COMBAT

+4

MULTIPLIER

x5

RESILIENCE

3

DEFENSE

13

NON-COMBAT

+3

VIGILANCE

6

DEFENSE

16

NON-COMBAT

+6

EGO

8

DEFENSE

18

NON-COMBAT

+10

MULTIPLIER

x7

LOGIC

1

DEFENSE

18

NON-COMBAT

+1

MULTIPLIER

x5

RUN / CLIMB / SWIM / JUMP

5

3

3

3

RANK

5

## TAGS & TRAITS

### Berserker

After taking Health damage, make an Ego check with TN = Health damage taken. On a failure, charge towards attacker. If enemy is defeated, must charge to attack the next closest foe. When Berserk, gain an **edge** on all close attacks, add +2 to Melee, Resilience and Ego defenses, and -2 Agility defense. Cannot use ranged weapons. At the end of the character's turn, lose 5 Focus. When unable to spend Focus or no enemies left, the condition ends.

### Combat Reflexes

Gain one additional reaction each turn.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Iron Will

Enemies have **trouble** on Ego attacks to control this character's mind or influence their behavior. The character also gains an **edge** on Ego checks to break free of mind control or other compulsions.

### Gear & Weapons

#### ■ The Soulsword (Range: Text)

Melee Damage Multiplier +2.

Summonable.

Provides a +4 Ego damage multiplier, but only against extra-dimensional creatures.

### Other Traits and Tags

**Traits:** Battle Ready, Connections: Super Heroes, Extraordinary Origin.

**Tags:** Black Market Access, Heroic, Hounded, Krakoa, Public Identity, Sorcerous, Supernatural, X-Gene.

# POWERS

## ATTACK

### Bolts of Balthakk

5

**Action:** Standard | **Duration:** Instant | **Range:** 20 sp.

**Effect:** Make an Ego check with **edge** vs target's Agility defense in line of sight. Add +1 to Agility damage bonus for every 2 points of Focus spent.

**Success:** Target suffers total damage.

**Success:** Target suffers double total damage + Stunned for 1 round.

### Crimson Bands of Cyttorak

10

**Action:** Standard | **Duration:** Concentration | **Range:** 20 sp.

**Effect:** Make an Ego check with an **edge** vs target's Melee defense in line of sight. Breaking free requires a Melee check with target number 20.

**Success:** Target is Paralyzed.

**Success:** Target is Paralyzed + Pinned.

### Flames of the Faltine

5

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make an Ego check vs target's Agility defense.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Ablaze.

## ACTIVE

### Astral Form

5

**Action:** Standard | **Duration:** Concentration | **Range:** Self.

**Effect:** Can project an avatar into the Astral Plane, leaving their physical body in a deep trance in the real world. If Rank 4+, can take on a transparent form visible in the real world. Flight Speed on Astral Plane = 25.

### Dispel Spell

15

**Action:** Standard | **Duration:** Instant | **Range:** LOS.

**Effect:** Make an Ego check vs target's Ego defense who uses a magic power that requires concentration.

**Success:** Target's concentration on that power is broken.

**Success:** Target's concentration is broken entirely.

### Inspiration

0

**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.

**Effect:** Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

### Sense Supernatural

0

**Action:** Standard | **Duration:** Concentration | **Range:** 500 sp.

**Effect:** The character can reach out with their mind to sense the presence of supernatural people, places or things within range. This tells them the location of the supernatural thing and its general status. If the target wishes to conceal themselves, make an Ego check vs each target's Vigilance defense.

**Success:** Character senses the target.

**Success:** As success but character can also identify if the target is cursed or demonic.

## MOVEMENT

### Dimensional Travel

10

**Action:** Standard/Movement | **Duration:** Instant

**Effect:** Instantly moves between universes.

### Dimensional Travel Other

15

**Action:** Standard/Movement/Reaction | **Duration:** Instant

**Trigger:** The target is grabbed.

**Duration:** Instant

**Effect:** Makes an Ego check against the Vigilance Defense of a grabbed target.

**Success:** Send the target to power destination.

### Dimensional Travel Together

10

**Action:** Standard/Movement/Reaction | **Duration:** Instant

**Trigger:** The target is grabbed.

**Duration:** Instant

**Effect:** Moves to power's destination, taking any person they are touching with them. If target unwilling, character must grab them first.

### Time Travel

10

**Action:** Standard/Movement | **Duration:** Instant

**Effect:** Instantly moves between universes.

### Time Travel Together

10

**Action:** Standard/Movement/Reaction | **Duration:** Instant

**Trigger:** The target is grabbed.

**Duration:** Instant

**Effect:** Moves to power's destination, taking any person they are touching with them. If target unwilling, character must grab them first.

## REACTIONS

### Shield of the Seraphim

10

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** Self.

**Effect:** Produce a magical shield that provides complete protection from physical damage that does 20 points of damage or less. If attack does more than 20 points of damage, it destroys the protection.

## PASSIVE

### Iconic Weapon

0

**The Soulsword**

- Melee Damage Multiplier +2.
- Summonable.
- Provides a +4 Ego damage multiplier, but only against extra-dimensional creatures.

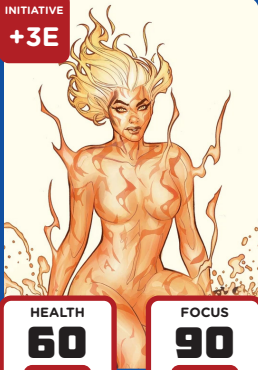
## OTHER POWERS

13 Discipline 2 0, Sturdy 2 0, Uncanny 2 0, Wisdom 0

# MAGMA

INITIATIVE

**+3E**



HEALTH

**60**

DR: -

FOCUS

**90**

DR: -

MELEE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

AGILITY

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x3**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**5**

DEFENSE

**15**

NON-COMBAT

**+7**

MULTIPLIER

**x5**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / JUMP

**5**

**3**

**3**

**3**

RANK

**3**

## TAGS & TRAITS

### Berserker

After taking Health damage, make an Ego check with TN = Health damage taken. On a failure, charge towards attacker. If enemy is defeated, must charge to attack the next closest foe. When Berserk, gain an **edge** on all close attacks, add +2 to Melee, Resilience and Ego defenses, and -2 Agility defense. Cannot use ranged weapons. At the end of the character's turn, lose 5 Focus. When unable to spend Focus or no enemies left, the condition ends.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Fresh Eyes

Gain an **edge** on Logic checks when faced with something for the first time.

### Situational Awareness

Gain an **edge** on initiative checks.

### Other Traits and Tags

**Traits:** Connections: Super Heroes, Surprising Power (Elemental Barrage), Surprising Power (Supernova).

**Tags:** Black Market Access, Heroic, Hounded, Kra-kooan, Public Identity, X-Gene.

# POWERS

## ATTACK

### Elemental Barrage (Fire)

15

**Action:** Standard | **Duration:** Instant | **Range:** LOS.

**Effect:** The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Make a single Ego check vs each target's Resilience defense.

**Success:** Affected targets suffer ½ damage.

**Success:** Affected targets suffer damage + elemental type's special effect (Fire: Sets target ablaze).

### Elemental Blast (Fire)

5+

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack with an **edge** vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.

**Success:** Affected target suffers total damage.

**Success:** Affected target suffers double total damage + element's special effect (Fire: Sets target ablaze).

### Elemental Burst (Fire)

0

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack vs target's Agility Defense.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + element's special effect (Fire: Sets target ablaze).

### Elemental Push (Fire)

10

**Action:** Standard | **Duration:** Instant | **Range:** LOS.

**Effect:** Make an Ego attack vs target's Agility defense.

**Success:** Move the target in any direction, up to 3 spaces.

**Success:** As success + target suffers damage + Prone + element's special effect (Fire: Sets target ablaze).

### Supernova (Fire)

15+

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make an Ego check vs Resilience defense of every enemy within range. Add +1 to the character's Ego damage bonus for every 2 points of Focus they spend.

**Success:** Affected target/s suffer half total damage.

**Success:** Affected target/s suffer total damage + element's special effect (Fire: Sets target ablaze).

## ACTIVE

### Elemental Barrier (Fire)

5

**Action:** Standard | **Duration:** Concentration | **Range:** 30 sp.

**Effect:** The character forms a wall (6 spaces across) of their element within range. Make an Agility Attack vs Agility Defense of any target in the affected spaces. On a failure, the target chooses which side of the barrier they're on. The barrier provides 10 points of protection.

**Success:** Attacker chooses the side of the barrier the target is on.

**Success:** As success + element's special effect (Fire: Sets target ablaze).

## REACTIONS

### Elemental Protection 2 (Fire)

10

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** Self.

**Trigger:** The character is attacked or otherwise in danger.

**Effect:** The character protects themselves with their element. Any attacks against them that do 20 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 20 points of damage, it destroys the protection.

### Elemental Reinforcement (Fire)

V

**Action:** Reaction | **Duration:** Instant | **Range:** Self.

**Trigger:** Damage gets through an elemental power

**Effect:** The character can transfer any Health damage that gets through an elemental power that grants damage protection to their Focus instead, leaving the protection intact.

## PASSIVE

### Elemental Form (Fire)

0

**Action:** Passive | **Duration:** Permanent | **Range:** Self.

**Effect:** The character's body is made entirely of their element, which gives them a steady supply of their element to use and makes them essentially unkillable. When they lose all their Health, their form loses its cohesion and falls apart. When they have at least 1 Health—which they can gain back over time, normally—they can re-form.

## OTHER POWERS

 Discipline 2 



# MASTER OF THE WORLD

INITIATIVE

+2



HEALTH

120

DR: -2

FOCUS

60

DR: -

MELEE

4

DEFENSE

14

NON-COMBAT

+6

MULTIPLIER

x6

AGILITY

3

DEFENSE

13

NON-COMBAT

+4

MULTIPLIER

x5

RESILIENCE

4

DEFENSE

14

NON-COMBAT

+4

VIGILANCE

2

DEFENSE

12

NON-COMBAT

+2

EGO

4

DEFENSE

14

NON-COMBAT

+5

MULTIPLIER

x5

LOGIC

3

DEFENSE

13

NON-COMBAT

+4

MULTIPLIER

x5

RUN / CLIMB / SWIM / FLY

5

3

3

20

RANK

4

## TAGS & TRAITS

### Abrasive

Gain **trouble** when making Ego checks to persuade someone to help. Gain an **edge** when making Ego checks to intimidate someone.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Font of Information

Gain an **edge** on Logic checks having to do with knowledge.

### Gearhead

Gain an **edge** on Logic checks to figure out how any machine works.

### Tech Reliance

Instead of falling unconscious due to damage, lose tech powers and remain conscious with 1 Health.

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Other Traits and Tags

**Traits:** Connections: Super Villains, Extraordinary Origin.

**Tags:** Black Market Access, Extreme Appearance (in battle suit), Public Identity, Villainous.

# POWERS

## ATTACK

### Elemental Barrage (Energy) 15

**Action:** Standard | **Duration:** Instant

**Effect:** The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Make a single Ego check vs each target's Resilience defense.

**Success:** Affected targets suffer ½ damage.

**Success:** Affected targets suffer damage + elemental type's special effect (Energy: Blinds target for one round).

### Elemental Blast (Energy) 3+

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack with an **edge** vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.

**Success:** Affected target suffers total damage.

**Success:** Affected target suffers double total damage + element's special effect (Energy: Blinds target for one round).

### Elemental Burst (Energy) 0

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack vs target's Agility Defense.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + element's special effect (Energy: Blinds target for one round).

### Elemental Push (Energy) 10

**Action:** Standard | **Duration:** Instant | **Range:** LOS.

**Effect:** Make an Ego attack vs target's Agility defense.

**Success:** Move the target in any direction, up to 4 spaces.

**Success:** As success + target suffers damage + Prone + element's special effect (Energy: Blinds target for one round).

## ACTIVE

### Attack Stance 0

**Action:** Standard | **Duration:** Concentration | **Range:** Self.

**Effect:** Double the character's Melee ability bonus to damage.

### Disguise 0

**Action:** Standard | **Duration:** Permanent | **Range:** Self.

**Effect:** Instantly alters appearance to appear as someone else. TN to see through disguise equals Ego defense. If impersonating someone known to the target, they gain **edge**.

### Elemental Barrier (Energy) 5

**Action:** Standard | **Duration:** Concentration | **Range:** 40 sp.

**Effect:** The character forms a wall (8 spaces across) of their element within range. Make an Agility Attack vs Agility Defense of any target in the affected spaces. On a failure, the target chooses which side of the barrier they're on. The barrier provides 10 points of protection.

**Success:** Attacker chooses the side of the barrier the target is on.

**Success:** As success + element's special effect (Energy: Blinds target for one round).

### Machine Telepathy 0

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.

**Effect:** Can communicate telepathically with one machine at a time, and they must have met or seen the machine before. There is no range, as long as the character and the machine are in the same dimension. Accessing secure machines requires a Logic check with a TN appropriate to the strength of the security.

## REACTIONS

### Crushing Grip 5

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.

**Trigger:** Target is grabbed.

**Effect:** Make a Melee attack vs Resilience Defense of the grabbed target.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Pinned.

## OTHER POWERS

 Accuracy 1  Brilliance 1  Discipline 1  Flight 1  Mighty 2  Sturdy 2

# MASTERMIND

INITIATIVE

**+3**



HEALTH

**30**

DR: -

FOCUS

**90**

DR: -1

MELEE

**0**

DEFENSE

**10**

NON-COMBAT

**+0**

MULTIPLIER

**x3**

AGILITY

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

RESILIENCE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

MULTIPLIER

**x3**

LOGIC

**6**

DEFENSE

**16**

NON-COMBAT

**+8**

MULTIPLIER

**x5**

RUN / CLIMB / SWIM / JUMP

**5**

**3**

**3**

**3**

RANK

**3**

## TAGS & TRAITS

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Iron Will

Enemies have **trouble** on Ego attacks to control this character's mind or influence their behavior. The character also gains an **edge** on Ego checks to break free of mind control or other compulsions.

### Leverage

Gain an **edge** on Logic checks to investigate people and on Ego checks to persuade people they've investigated.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Other Traits and Tags

**Traits:** Connections: Super Villains, Surprising Power (Grand Mirage).

**Tags:** Black Market Access, Hounded, Krakoa, Public Identity, Villainous, X-Gen.

# POWERS

## ACTIVE

### Cloak

**Action:** Standard | **Duration:** Concentration | **Range:** 60 sp.

**Effect:** Uses a mirage to block their presence from the minds of people in range. TN to detect the character is the character's Logic defense.

### Cloak Group

**Action:** Standard | **Duration:** Concentration | **Range:** 60 sp.

**Effect:** Uses a mirage to block their presence—and the presence of up to 3 other persons, within 10 spaces—within range. TN to detect the character is the character's Logic defense.

### Fool

**Action:** Standard | **Duration:** Concentration | **Range:** 60 sp.

**Effect:** The character uses a mirage to alter their appearance in the minds of anyone within range. The TN to see through the mirage is the character's Logic defense. If the character is impersonating someone known to the other person, that person has an **edge**.

### Grand Fool

**Action:** Standard | **Duration:** Concentration | **Range:** 60 sp.

**Effect:** The character uses a mirage to alter their appearance—and the appearance of up to 3 other persons within 10 spaces—in the minds of people within range. The TN to see through the mirage is the character's Logic defense. If the character is impersonating someone known to the other person, that person has an **edge**.

### Grand Mirage

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.

**Effect:** The character creates a full-sensory mirage that affects everyone in a Telepathic Network they set up who is also in the same locale. The mirage can be of anything the character desires, and it can move freely.

### Memory Blip

**Action:** Standard | **Duration:** Permanent | **Range:** Unlimited.

**Effect:** Makes a Logic check vs target's Logic defense. to cause a telepathically linked target to forget something that's happened in the past hour. This gap can be up to an hour in length. The result of the check is the TN of a Logic check needed to recall the altered memory.

**Success:** The memories are forgotten.

**Success:** As success + target has **trouble** on checks to recover such memories in the future.

### Mind Reading

**Action:** Standard | **Duration:** 1 round | **Range:** Unlimited.

**Effect:** Can read the thoughts of a single person with whom they have established a Telepathic Link. Make a Logic check vs target's Logic defense.

**Success:** Can read the target's surface thoughts.

**Success:** As success but can ask a single simple question and get the answer from the target's mind

### Mirage

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.

**Effect:** Creates a full-sensory mirage that affects any target with whom they have established a Telepathic Link. The mirage can be of anything the character desires, and it can move freely.

### Telepathic Link

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited

**Effect:** Can communicate telepathically with one person they have met or seen before, providing both character and target are in the same dimension. If target is unwilling, make a Logic check vs target's Vigilance defense. On a failure, the character cannot attempt to communicate with the target in this way for the rest of the day.

**Success:** Can communicate with the target for one round.

**Success:** Target cannot shut the character out for the rest of the day.

### Telepathic Network

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.

**Effect:** Can communicate telepathically with a group of willing, linked people, each of whom they have met or seen before. The group can number up to 15 people. There is no limit to the distance of the communication, as long as everyone involved is in the same dimension.

## REACTIONS

## OTHER POWERS

Brilliance 2, Uncanny 1

# MISTER SINISTER

INITIATIVE

+5



HEALTH

90

DR: -1

FOCUS

150

DR: -1

MELEE

2

DEFENSE

12

NON-COMBAT

+3

MULTIPLIER

x6

AGILITY

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

x5

RESILIENCE

3

DEFENSE

13

NON-COMBAT

+3

VIGILANCE

5

DEFENSE

15

NON-COMBAT

+5

EGO

4

DEFENSE

14

NON-COMBAT

+4

MULTIPLIER

x5

LOGIC

8

DEFENSE

18

NON-COMBAT

+11

MULTIPLIER

x8

RUN / CLIMB / SWIM / JUMP

5

3

3

3

RANK

5

## TAGS & TRAITS

### Abrasive

Gain **trouble** when making Ego checks to persuade someone to help. Gain an **edge** when making Ego checks to intimidate someone.

### Dealmaker

Gain an **edge** on action checks that have to do with making deals.

### Enduring Constitution

May function for up to 48 hours without sleep and gain an **edge** on Resilience checks to overcome fatigue or weariness.

### Font of Information

Gain an **edge** on Logic checks having to do with knowledge.

### Gearhead

Gain an **edge** on Logic checks to figure out how any machine works.

### Inventor

Gain an **edge** on Logic checks when creating or repairing things.

### Scientific Expertise

Gain an **edge** on Logic checks made when dealing with scientific research. If they have Lab Access at the time, gain a **second edge**.

### Other Traits and Tags

**Traits:** Text.

**Tags:** Hounded, Krakoon, Lab Access, Mutant Associate, Public Identity, Villainous, X-Gene.

# POWERS

## ATTACK

### Telekinetic Attack

**Action:** Standard | **Duration:** Concentration | **Range:** 25 sp.

**Effect:** Makes a Logic attack vs target's Melee defense.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Stunned for 1 round.

### Telekinetic Grab

**Action:** Standard | **Duration:** Concentration | **Range:** 25 sp.

**Effect:** Makes a Logic attack vs Melee defense of a target within range.

Breaking free requires TN20 Melee check.

**Success:** Target is grabbed with the character's mind.

**Success:** Target is grabbed with the character's mind + Pinned.

### Telepathic Blast

**Action:** Standard | **Duration:** Instant | **Range:** LOS.

**Effect:** Make a Logic attack vs target in line of sight.

**Success:** Target suffers damage to Focus.

**Success:** Target suffers double damage to Focus + Stunned for 1 round.

## ACTIVE

### Cloak

**Action:** Standard | **Duration:** Concentration | **Range:** 100 sp.

**Effect:** Uses a mirage to block their presence from the minds of people in range. TN to detect the character is the character's Logic defense.

### Command

**Action:** Standard | **Duration:** 1 round | **Range:** 25 sp.

**Effect:** Make a Logic check vs Logic defense of target with an existing Telepathic Link. Give a command they can complete in a single action. If it can harm someone, the check has **trouble**. If it can harm the target, the check has **double trouble** on the check.

**Success:** The target complies with the order.

**Success:** As success + gains an **edge** the next time they use this power against this same target.

### Defense Stance

**Action:** Standard | **Duration:** Concentration | **Range:** Reach.

**Effect:** Any close attacks made against the character have **trouble** until this character is successfully attacked.

### Fool

**Action:** Standard | **Duration:** Concentration | **Range:** 100 sp.

**Effect:** The character uses a mirage to alter their appearance in the minds of anyone within range. The TN to see through the mirage is the character's Logic defense. If the character is impersonating someone known to the other person, that person has an **edge**.

### Grand Mirage

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.

**Effect:** The character creates a full-sensory mirage that affects everyone in a Telepathic Network they set up who is also in the same locale. The mirage can be of anything the character desires, and it can move freely.

### Memory Slip

**Action:** Standard | **Duration:** Permanent | **Range:** Unlimited.

**Effect:** Makes a Logic check vs target's Logic defense. To cause a telepathically linked target to forget something that's happened in the past hour. This gap can be up to an hour in length. The result of the check is the TN of a Logic check needed to recall the altered memory.

**Success:** The memories are forgotten.

**Success:** As success + target has **trouble** on checks to recover such memories in the future.

### Mirage

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.

**Effect:** Creates a full-sensory mirage that affects any target with whom they have established a Telepathic Link. The mirage can be of anything the character desires, and it can move freely.

### Telekinetic Barrier

**Action:** Standard | **Duration:** Concentration | **Range:** 50 sp.

**Effect:** Create invisible barrier covering up to 10 spaces across (vertically/horizontally). Makes a Logic check vs Agility defense of any target in the affected spaces. Failure allows target to choose which side of the barrier they end up on. Attacks on the barrier are against the character's Logic defense. Any attacks on it that do 10 points of damage or less are instantly absorbed, and the barrier continues. If an attack does more than 10 points of damage, it destroys the barrier. Either way, the attack leaves those behind the barrier unharmed.

**Success:** Character chooses which side of the barrier the target winds up on.

**Success:** Character chooses which side of the barrier the target winds up on + target Paralyzed for 1 round.

### Telekinetic Manipulation

**Action:** Standard | **Duration:** Concentration | **Range:** 25 sp.

**Effect:** Character can manipulate objects in their line of sight with their mind. The size of the object is determined using the number of ranks the character has in the Brilliance power (see Mighty). If opposed, make a Logic check vs opponent's Agility defense.

### Telepathic Link

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited

**Effect:** Can communicate telepathically with one person they have met or seen before, providing both character and target are in the same dimension. If target is unwilling, make a Logic check vs target's Vigilance defense. On a failure, the character cannot attempt to communicate with the target in this way for the rest of the day.

**Success:** Can communicate with the target for one round.

**Success:** Target cannot shut the character out for the rest of the day.

### Telepathic Network

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.

**Effect:** Can communicate telepathically with a group of willing, linked people, each of whom they have met or seen before. The group can number up to 25 people. There is no limit to the distance of the communication, as long as everyone involved is in the same dimension.

## REACTIONS

### Telekinetic Protection 1

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** Self

**Trigger:** The character is attacked or otherwise in danger.

**Effect:** Form a telekinetic field. Any attacks < 10 damage are absorbed. If an attack > 10 damage, destroys the protection but character remains unharmed.

## PASSIVE

### Healing Factor

**Action:** Passive | **Duration:** Instant | **Range:** Self.

**Effect:** At the end of this character's turn, they regain Health equal to their Resilience Score.

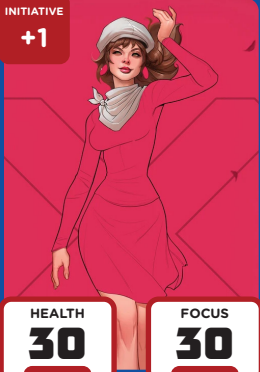
## OTHER POWERS

Brilliance 3, Mighty 1, Sturdy 1, Uncanny 1.

# MOIRA MACTAGGERT

INITIATIVE

**+1**



HEALTH

**30**

DR: -

FOCUS

**30**

DR: -

MELEE

**0**

DEFENSE

**10**

NON-COMBAT

**+0**

MULTIPLIER

**x1**

AGILITY

**0**

DEFENSE

**10**

NON-COMBAT

**+0**

MULTIPLIER

**x1**

RESILIENCE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

VIGILANCE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

EGO

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x1**

LOGIC

**3**

DEFENSE

**13**

NON-COMBAT

**+4**

MULTIPLIER

**x2**

RUN / CLIMB / SWIM / JUMP

**5**

**3**

**3**

**3**

RANK

**1**

## TAGS & TRAITS

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Font of Information

Gain an **edge** on Logic checks having to do with knowledge.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Gear & Weapons

■ **Pistol (Range: 10)**

Agility Damage Multiplier +1.

### Other Traits and Tags

**Traits:** Connections: Community, Connections: Super Heroes, Extra Occupation.

**Tags:** Black Market Access, Hounded, Krakoa, Public Identity, X-Gene.

# POWERS

## ACTIVE

### Inspiration

**Action:** Standard | **Duration:** 1 round

**Effect:** Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

0

### Restart

**Action:** Standard | **Duration:** Instant | **Range:** Varies

When the character dies, the entire timeline restarts from the moment of their first consciousness, and they retain the memories from their previous lives. This gives them the chance to start over multiple times, although they have to live through those years in real time.

0

There may be a limit to the number of times the character can restart, but they might not know it. A character with precognition might be able to tell how many lives are ahead of them—or perhaps just give a range—but there's no way to know for sure. It could be that they'll restart their lives indefinitely, or their present life could be their last one.

There's only so much that one person can do when facing the grand sweep of history, but even one life's knowledge can give a character a huge advantage for improving their personal situation. It's easy to build wealth when you know what the future brings.

This power should be used rarely, if at all. If the players go through an entire adventure only to have the timeline get reset out of the blue, they might feel like they've been cheated. On the other hand, if the point of an adventure is to reset a timeline to prevent a horrible thing from happening, that could transform it from a rug-pull into a moment of triumph.

The Restart power supposedly demolishes the timeline that the previous life took place in. However, that doesn't mean the old timelines no longer exist in the Multiverse. Every time a character with this power dies and restarts, there's a universe out there somewhere in which the character didn't have the power—or one in which the power finally failed—and such places can be reached by those traveling the Multiverse.

## REACTIONS



## OTHER POWERS

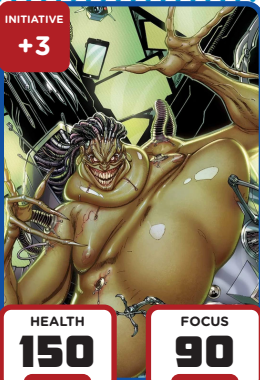
 Brilliance 1 0



# MOJO

INITIATIVE

**+3**



HEALTH

**150**

DR: -1

FOCUS

**90**

DR: -

MELEE

**2**

DEFENSE

**11**

NON-COMBAT

**+2**

MULTIPLIER

**x4**

AGILITY

**1**

DEFENSE

**10**

NON-COMBAT

**+1**

MULTIPLIER

**x4**

RESILIENCE

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

MULTIPLIER

**x4**

LOGIC

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / JUMP

**6**

**6**

**3**

**3**

RANK

**4**

## TAGS & TRAITS

### Abrasive

Gain **trouble** when making Ego checks to persuade someone to help. Gain an **edge** when making Ego checks to intimidate someone.

### Big (Reach 2)

Gain -1 to Melee and Agility defenses, add +1 to Run Speed, and increases reach to 2.

### Famous

Gain an **edge** when making an Ego check to persuade someone who thinks favorably of them or **trouble** against someone who dislikes them.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Public Speaking

Gain an **edge** on Ego checks when attempting to persuade groups.

### Tech Reliance

Instead of falling unconscious due to damage, lose tech powers and remain conscious with 1 Health.

### Other Traits and Tags

**Traits:** Extra Occupation, Extraordinary Origin.

**Tags:** Alien Heritage, Authority, Extreme Appearance, Powerful, Public Identity, Villainous.

# POWERS

## ATTACK

### Elemental Blast

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make a ranged Agility Attack with an **edge** vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.

**Success:** Affected target suffers total damage.  
**Success:** Affected target suffers double total damage + element's special effect.

### Elemental Burst

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make a ranged Agility Attack vs target's Agility Defense.

**Success:** Target suffers damage.  
**Success:** Target suffers double damage + element's special effect.

### Telekinetic Attack

**Action:** Standard | **Duration:** Concentration | **Range:** 20 sp.  
**Effect:** Makes a Logic Attack vs target's Melee defense.

**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Stunned for 1 round.

### Telepathic Blast

**Action:** Standard | **Duration:** Instant | **Range:** LOS.  
**Effect:** Make a Logic Attack vs target in line of sight.

**Success:** Target suffers damage to Focus.  
**Success:** Target suffers double damage to Focus + Stunned for 1 round.

## ACTIVE

### Animated Illusion

**Action:** Standard | **Duration:** Concentration | **Range:** 50 sp.  
**Effect:** The character creates a visual-only illusion anywhere in line of sight up to four sizes larger than the character, and can move freely within its limits. The character breaks concentration if they move beyond 50 spaces from the illusion or lose line of sight to it.

### Command

**Action:** Standard | **Duration:** 1 round | **Range:** Unlimited.  
**Effect:** Make a Logic check vs Logic defense of target with an existing Telepathic Link. Give a command they can complete in a single action. If it can harm someone, the check has **trouble**. If it can harm the target, the check has **double trouble** on the check.

**Success:** The target complies with the order.  
**Success:** As success + gains an **edge** the next time they use this power against this same target.

### Grand Illusion

**Action:** Standard | **Duration:** Concentration | **Range:** 50 sp.  
**Effect:** Creates a sound and sight illusion anywhere in line of sight, within range. The illusion can be of anything up to five sizes larger than the character, and it can move freely within its limits. The character breaks concentration if they move beyond 50 spaces from the illusion or lose line of sight to it.

### Illumination

**Action:** Standard | **Duration:** Concentration | **Range:** 50 sp.  
**Effect:** The character illuminates one object or point in range and line of sight, with bright light. The character can maintain concentration on the effect even if they move out of range or line of sight.

### Machine Telepathy

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.  
**Effect:** Can communicate telepathically with one machine at a time, and they must have met or seen the machine before. There is no range, as long as the character and the machine are in the same dimension. Accessing secure machines requires a Logic check with a TN appropriate to the strength of the security.

### Static Illusion

**Action:** Standard | **Duration:** Concentration | **Range:** 50 sp.  
**Effect:** The character creates a visual-only illusion anywhere in range and line of sight. The illusion can be of anything up to three sizes larger than the character, but it must be static. The character breaks concentration if they move beyond 50 spaces from the illusion or lose line of sight to it.

### Telekinetic Manipulation

**Action:** Standard | **Duration:** Concentration | **Range:** 20 sp.  
**Effect:** Character can manipulate objects in their line of sight with their mind. The size of the object is determined using the number of ranks the character has in the Brilliance power (see *Mighty*). If opposed, make a Logic check vs opponent's Agility defense.

### Telepathic Link

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.  
**Effect:** Can communicate telepathically with one person they have met or seen before, providing both character and target are in the same dimension. If target is unwilling, make a Logic check vs target's Vigilance defense. On a failure, the character cannot attempt to communicate with the target in this way for the rest of the day.  
**Success:** Can communicate with the target for one round.  
**Success:** Target cannot shut the character out for the rest of the day.

## REACTIONS

## PASSIVE

### Additional Limbs

**Action:** Passive | **Duration:** Permanent | **Range:** Self.  
**Effect:** Lift objects, use tools or otherwise take actions that normally require the use of a hand. Also grants an **edge** in Melee and Agility checks.

### Power Slider (Media Popularity)

**Action:** Passive | **Duration:** Permanent | **Range:** Self.  
**Effect:** The character starts off normal, but they can become boosted or dampened depending on their focus. When things are going well, all their powers are boosted (ranges/effective areas/durations = doubled; Damage multipliers +1; effects that happen on a Fantastic success occur on any success). Also, anything that would dampen their powers only brings them back to normal. When things go poorly, all of their other powers are dampened (ranges/effective areas/durations = halved; Damage multipliers -1; can no longer enjoy Fantastic successes). Anything that would boost a power only brings it back to normal.

### Wallcrawling

**Action:** Passive | **Duration:** Permanent | **Range:** Self.  
**Effect:** Gain climb speed equal to Run speed. Under normal conditions, they never lose their grip, no matter the angle of the surface.

## OTHER POWERS

Sturdy 10.

# MULTIPLE MAN

INITIATIVE

**+3**



HEALTH

**60**

DR: -1

FOCUS

**90**

DR: -

MELEE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x3**

AGILITY

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x3**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x3**

LOGIC

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / JUMP

**5**

**3**

**3**

**3**

RANK

**3**

## TAGS & TRAITS

### Dealmaker

Gain an **edge** on action checks that have to do with making deals.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Interrogation

Gain an **edge** on Ego or Logic checks made when asking questions.

### Investigation

Gain an **edge** on Vigilance checks to spot clues and on Logic checks related to interpreting clues. Gain a **second edge** if made in a Forensics Lab.

### Tech Reliance

Instead of falling unconscious due to damage, lose tech powers and remain conscious with 1 Health.

### Other Traits and Tags

**Traits:** Connections: Police, Connections: Super Heroes, Extra Occupation.

**Tags:** Black Market Access, Early Bloomer, Heroic, Hounded, Krakoa, Public Identity, X-Gene.

# POWERS

## ATTACK

### Chain Strikes

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee Attack with **edge** vs a target's Melee Defense.

**Success:** Target suffers damage.

**Success:** Target suffers damage and character may attempt an additional Chain Strike attack.

### Double Tap

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a ranged attack vs enemy within 2 spaces.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Bleeding.

### Fast Attacks (Blunt)

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack vs enemy within 2 targets within reach.

**Success:** Affected target/s suffer ½ damage.

**Success:** Affected target/s suffer damage and this character may make a bonus attack vs another target within reach.

### Fast Strikes

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee Attack vs Melee Defense against 2 targets.

**Success:** Target/s suffer ½ damage.

**Success:** Target/s suffer damage.

### Grappling Technique

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack vs Melee Defense against a target.

**Success:** Target suffers damage + Grabbed.

**Success:** Target suffers double damage + Grabbed + Pinned.

### Hit & Run (Blunt)

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack with **edge** vs Melee Defense against a target.

**Success:** Target suffers damage + character can move ½ their Run Speed for free.

**Success:** Target suffers double damage + Weapon Effect (Blunt: Target is stunned for one round) + character can move ½ their Run Speed for free.

### Snap Shooting

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a single ranged Agility check vs the Agility defenses of two targets.

**Success:** Affected targets suffer ½ damage.

**Success:** Affected targets suffer damage + Bleeding.

## ACTIVE

### Attack Stance

**Action:** Standard | **Duration:** Concentration | **Range:** Self.

**Effect:** Double the character's Melee ability bonus to damage.

### Defense Stance

**Action:** Standard | **Duration:** Concentration | **Range:** Self.

**Effect:** Any close attacks made against the character have **trouble** until this character is successfully attacked.

### Duplicate Self

**Action:** Standard | **Duration:** Instant | **Range:** Varies.

**Duplication Trigger:** Take at least 1 point of Health damage.

**Absorption Trigger:** Touch the duplicate

Character can make copies of themselves. The duplicates are full-fledged, identical copies of the original person, including all of their current clothing. They are indistinguishable from the original, right down to the genetic level. There is no limit to the number of duplicates a character can create. Each duplicate is independent of the original character, but their personality often highlights an aspect of the original character, for good or bad, so they may act differently than the original would.

There is no limit to the amount of time a duplicate can exist and can exist in different dimensions/realities. The character has no direct control over their duplicates. The character and the duplicates always know who the original character is, although others may have a hard time telling them apart. The character can absorb their duplicates back into their body. If the character or the duplicate has lost Health or Focus points, the original winds up with the average of their numbers when they absorb the duplicate. When the character absorbs a duplicate, they gain all of the duplicate's memories. This includes any tags the duplicate may have gained on their own. In the case of conflicting tags, the character's tags normally take precedence over the duplicate's, although it's up to the Narrator to determine exactly how.

The character cannot absorb the memories of a dead duplicate. Attempting to do so only traumatizes the character, knocking them down to 1 Focus. Duplicates can also make duplicates, but only the original character can absorb any of the duplicates, no matter their source. When a Duplication or Absorption Trigger occurs, the power activates whether they wish it to or not.

### Inspiration

**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.

**Effect:** Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

## REACTIONS

## OTHER POWERS

 Study 

# NEMESIS

INITIATIVE

**+4**



HEALTH

**90**

DR: -2

FOCUS

**120**

DR: -

MELEE

**5**

DEFENSE

**15**

NON-COMBAT

**+7**

MULTIPLIER

**x6**

AGILITY

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

MULTIPLIER

**x4**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

EGO

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x4**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / FLY

**5**

**3**

**3**

**20**

RANK

**4**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### Honest

Gain **trouble** when making an Ego check that involves telling a lie. However, gain an **edge** on any friendly Ego (persuasion) checks in which they're truthful.

### Magic Item Reliance

**Scell:** The character relies on a magically empowered item for some or all of their powers. When they take Health (or Focus) damage that would render them unconscious (or demoralized), they can instead choose to lose all of their magic-item-related powers and remain conscious with 1 point of Health (or Focus) left.

### Gear & Weapons

■ **Scell (Mystic Sword) (Range: Reach)**

Melee Damage Multiplier +2.

The wielder of this mystic sword must pay the Focus costs of their powers with their Health instead of Focus.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Heroic, Secret Identity, Sorcerous, Supernatural.

# POWERS

## ATTACK

### Fast Attacks (Sharp)

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack vs Melee Defense against 2 targets within reach.

**Success:** Affected target/s suffer ½ damage.

**Success:** Affected target/s suffer damage and this character may make a bonus attack vs another target within reach.

### Hit & Run (Sharp)

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack with **edge** vs Melee Defense against a target.

**Success:** Target suffers damage + character can move ½ their Run Speed for free.

**Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding) + character can move ½ their Run Speed for free.

### Vicious Attack (Sharp)

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack vs Melee Defense against a target.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding).

### Whirling Frenzy (Sharp)

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee check vs Melee Defense of every target within reach.

**Success:** Target suffers ½ damage.

**Success:** Target suffers damage + Weapon Effect (Sharp: Target is bleeding).

## ACTIVE

### Inspiration

**Action:** Standard | **Duration:** 1 round | **Range:** Reach.

**Effect:** Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

## MOVEMENT

### Blink

**Action:** Standard/Movement/Reaction | **Duration:** Instant

**Trigger:** The character is attacked.

**Effect:** The character teleports into a clear space they can see or have been to, up to 4 spaces away. If someone was about to attack them and they are now out of reach or line of sight, the attack automatically fails. If they are still within reach or line of sight, the attack has **trouble** instead.

### Teleport 2

**Action:** Standard/Movement | **Duration:** Instant

**Effect:** The character teleports into a clear space they can see or have been to, up to 40 spaces away. Outside of combat, the character can teleport up to 4,000 spaces away.

### Teleport Together

**Action:** Standard/Movement/Reaction | **Duration:** Instant

**Trigger:** The target is grabbed.

**Effect:** The character teleports, taking any person they are touching with them, into clear spaces they can see or have been to, up to 40 spaces away. Outside of combat, they can teleport up to 400 spaces away. If the target does not wish to be teleported, the character must grab them first.

## REACTIONS

### Leech Life

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.

**Trigger:** Target is grabbed.

**Effect:** Make an Ego attack vs target's Resilience defense.

**Success:** Target suffers damage, and the character heals half that much Health for themselves.

**Success:** Target suffers damage, and the character heals that much Health for themselves.

### Riposte (Sharp)

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.

**Trigger:** An enemy makes a close attack against the character that fails.

**Effect:** Make a Melee Attack vs Melee Defense against target.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding).

## PASSIVE

### Iconic Weapon

**Scell.**

- The wielder of this mystic sword must pay the Focus costs of their powers with their Health instead.

## OTHER POWERS

-  Flight 1  Mighty 2  Sturdy 2

# NIMROD

INITIATIVE

**+6E**



HEALTH

**150**

DR: -3

FOCUS

**210**

DR: -3

MELEE

**5**

DEFENSE

**14**

NON-COMBAT

**+7**

MULTIPLIER

**x8**

AGILITY

**3**

DEFENSE

**12**

NON-COMBAT

**+5**

MULTIPLIER

**x8**

RESILIENCE

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

VIGILANCE

**6**

DEFENSE

**16**

NON-COMBAT

**+6**

EGO

**7**

DEFENSE

**17**

NON-COMBAT

**+10**

MULTIPLIER

**x9**

LOGIC

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

MULTIPLIER

**x6**

RUN / CLIMB / SWIM / FLY

**6**

**3**

**3**

**36**

RANK

**6**

## TAGS & TRAITS

### Big (Reach 2)

Gain -1 to Melee and Agility defenses, add +1 to Run Speed, and increases reach to 2.

### Font of Information

Gain an **edge** on Logic checks having to do with knowledge.

### Interrogation

Gain an **edge** on Ego or Logic checks made when asking questions.

### Investigation

Gain an **edge** on Vigilance checks to spot clues and on Logic checks related to interpreting clues. Gain a **second edge** if made in a Forensics Lab.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Quick Learner

If the character fails an action check, they gain an **edge** on the check if they try the same action again on their next turn.

### Situational Awareness

Gain an **edge** on initiative checks.

### Tech Reliance

Instead of falling unconscious due to damage, lose tech powers and remain conscious with 1 Health.

### Other Traits and Tags

**Traits:** Battle Ready, Connections: Military (Sentinel Army).

**Tags:** A.I., Backup, Extreme Appearance, Public Identity, Villainous.

# POWERS

## ATTACK

### Elemental Barrage

15

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Make a single Ego check vs each target's Resilience defense.

**Success:** Affected targets suffer ½ damage.

**Success:** As success + elemental type's elemental type's special effect.

### Elemental Barrier

5

**Action:** Standard | **Duration:** Concentration | **Range:** 60 sp.

**Effect:** The character forms a wall (12 spaces across) of their element within range. Make an Agility Attack vs Agility Defense of any target in the affected spaces. On a failure, the target chooses which side of the barrier they're on. The barrier provides 10 points of protection.

**Success:** Attacker chooses the side of the barrier the target is on.

**Success:** As success + element's special effect.

### Elemental Blast

5+

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack with an **edge** vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.

**Success:** Affected target suffers total damage.

**Success:** Affected target suffers double total damage + element's special effect.

### Elemental Burst

0

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack vs target's Agility Defense.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + element's special effect.

## ACTIVE

### Clone Moves

5+

**Action:** Standard | **Duration:** Concentration | **Range:** 10 sp.

**Effect:** Pick another character within range and line of sight. Duplicate all their powers selectable with the Special Training origin and use them as if they were always yours. If the copied powers have costs, you must pay the highest of them, or a minimum of 5 Focus. When using a copied power, you must pay any cost normally as well.

### Clone Powers

15+

**Action:** Standard | **Duration:** Concentration | **Range:** 10 sp.

**Effect:** Picks another character within range and duplicates all of their powers. You can now use those powers as if they were always yours. If the target's powers have costs, you must pay the highest of them, or a minimum of 15 Focus. When using a copied power, you must pay any cost normally as well.

### Copy Ability

0

**Action:** Standard | **Duration:** Concentration | **Range:** 10 sp.

**Effect:** Pick one ability score of another character in range and duplicate it. You now use that ability score in place of your own.

### Copy Power

5

**Action:** Standard | **Duration:** Concentration | **Range:** 10 sp.

**Effect:** Pick one power of another character in range and duplicate it as if it was always yours. When using such a power, they must pay any cost normally as well.

### Copy Trait

0

**Action:** Standard | **Duration:** Concentration | **Range:** 10 sp.

**Effect:** Pick one trait of another character in range and duplicate it. You can now use it as if it was always yours.

### Disguise

0

**Action:** Standard | **Duration:** Permanent | **Range:** Self.

**Effect:** Instantly alters appearance to appear as someone else. TN to see through disguise equals Ego defense. If impersonating someone known to the target, they gain **edge**.

## REACTIONS

### Elemental Protection 2

10

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** Self.

**Trigger:** The character is attacked or otherwise in danger.

**Effect:** The character protects themselves with their element. Any attacks against them that do 20 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 20 points of damage, it destroys the protection.

## PASSIVE

### Healing Factor

0

**Action:** Passive | **Duration:** Instant | **Range:** Self.

**Effect:** At the end of this character's turn, they regain Health equal to their Resilience Score.

## OTHER POWERS

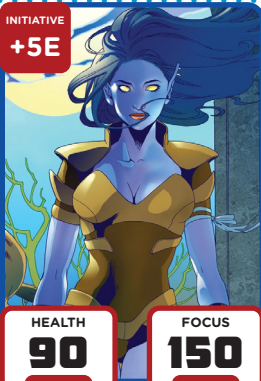
Accuracy 2 0 Discipline 3 0 Flight 2 0 Mighty 2 0 Sturdy 3 0 Uncanny 3 0



# NOCTURNE (EARTH-2182)

INITIATIVE

**+5E**



HEALTH

**90**

DR: -

FOCUS

**150**

DR: -1

MELEE

**2**

DEFENSE

**15**

NON-COMBAT

**+2**

MULTIPLIER

**x4**

AGILITY

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

MULTIPLIER

**x4**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

EGO

**4**

DEFENSE

**14**

NON-COMBAT

**+5**

MULTIPLIER

**x5**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / JUMP

**6**

**6**

**3**

**3**

RANK

**4**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Free Running

Gain an **edge** on Agility checks made to perform acrobatics during a movement action.

### Fresh Eyes

Gain an **edge** on Logic checks when faced with something for the first time.

### Situational Awareness

Gain an **edge** on initiative checks.

### Other Traits and Tags

**Traits:** Connections: Super Heroes, Surprising Power (Possession).

**Tags:** Black Market Access, Chaotic, Cursed, Extreme Appearance, Heroic, Hounded, Public Identity, X-Gene.

# POWERS

## ATTACK

### Banging Heads

**Action:** Standard | **Duration:** Instant | **Range:** Reach  
**Effect:** Make a Melee Attack vs the Melee Defense of two enemies within reach. If this attack fails against either target, it fails entirely.

**Success:** Both targets suffer damage.

**Success:** Both targets suffer damage + prone.

### Fast Strikes

**Action:** Standard | **Duration:** Instant | **Range:** Reach  
**Effect:** Make a Melee Attack vs the Melee Defense against 2 targets.

**Success:** Target/s suffer 1/2 damage.

**Success:** Target/s suffer damage.

### Flying Double Kick

**Action:** Standard | **Duration:** Instant | **Range:** Reach

**Effect:** Make a single close Melee check against 2 targets.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Prone.

### Hex Bolt

**Action:** Standard | **Duration:** Instant | **Range:** LOS

**Effect:** Make an Ego check vs target's Agility defense.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + gains **trouble** for 1 round.

### Leg Sweep

**Action:** Standard | **Duration:** Instant | **Range:** Reach

**Effect:** Make a Melee Attack vs the Melee Defense against a target.

**Success:** Target suffers damage + Prone.

**Success:** Target suffers damage + Prone + Stunned for one round.

## ACTIVE

### Attack Stance

**Action:** Standard | **Duration:** Concentration | **Range:** Self  
**Effect:** Double the character's Melee ability bonus to damage.

### Defense Stance

**Action:** Standard | **Duration:** Concentration | **Range:** Self  
**Effect:** Any close attacks made against the character have **trouble** until this character is successfully attacked.

### Possession

**Action:** Standard | **Duration:** Concentration | **Range:** LOS

**Effect:** Make an Ego check with **trouble** vs Ego defense of a character who has no Focus left.

**Success:** Character takes over the target's body completely. The character's Ego defense is the target number for any checks to end the possession. If the character attempts to harm someone with the possessed body, the target gets to make an Ego check to end the possession. If the target has the Heroic tag, they get an **edge** on the check. If the character attempts to harm the possessed body, the target gets an **edge** on the check. If they have the Heroic tag, they get a **double edge**.

### Mind Reading

**Action:** Standard | **Duration:** 1 round | **Range:** Unlimited  
**Effect:** Can read the thoughts of a single person with whom they have established a Telepathic Link. Make a Logic check vs target's Logic defense.

**Success:** Can read the target's surface thoughts.

**Success:** As success but can ask a single simple question and get the answer from the target's mind

### Telepathic Link

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited  
**Effect:** Can communicate telepathically with one person they have met or seen before, providing both character and target are in the same dimension. If target is unwilling, make a Logic check vs target's Vigilance defense. On a failure, the character cannot attempt to communicate with the target in this way for the rest of the day.

**Success:** Can communicate with the target for one round.

**Success:** Target cannot shut the character out for the rest of the day.

## REACTIONS

### Counterstrike Technique

**Action:** Reaction | **Duration:** Instant | **Range:** Reach

**Trigger:** While Attack Stance is active, a close attack against this character does damage.

**Effect:** The attacker also suffers half their regular damage to themselves.

## PASSIVE

### Wallcrawling

**Action:** Passive | **Duration:** Permanent | **Range:** Self

**Effect:** Gain climb speed equal to Run speed. Under normal conditions, they never lose their grip, no matter the angle of the surface.

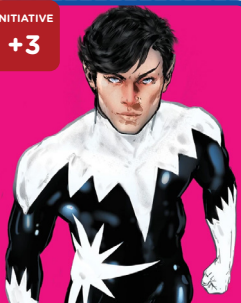
## OTHER POWERS

 Discipline 1  Evasion  Uncanny 1 

# NORTHSTAR

INITIATIVE

+3



HEALTH

60

DR: -1

FOCUS

90

DR: -

MELEE

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

x4

AGILITY

5

DEFENSE

15

NON-COMBAT

+5

MULTIPLIER

x4

RESILIENCE

2

DEFENSE

12

NON-COMBAT

+2

VIGILANCE

3

DEFENSE

13

NON-COMBAT

+3

EGO

6

DEFENSE

16

NON-COMBAT

+7

MULTIPLIER

x5

LOGIC

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x4

RUN / CLIMB / SWIM / FLY

24

12

12

24

RANK

4

## TAGS & TRAITS

### Beguiling

The character has an **edge** when making an Ego check to persuade someone who could be attracted to them.

### Combat Reflexes

Gain one additional reaction each turn.

### Famous

Gain an **edge** when making an Ego check to persuade someone who thinks favorably of them or **trouble** against someone who dislikes them.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Heroic, Hounded, Kra-koan, Public Identity, X-Gene.

# POWERS

## ATTACK

### Dazzle

**Action:** Standard | **Duration:** Instant | **Range:** 20 sp.  
**Effect:** Make an Ego check vs target's Vigilance defense.  
**Success:** Target is Blinded for 1 turn.  
**Success:** Target suffers damage + Blinded for 1 turn.

### Elemental Barrage (Energy)

**Action:** Standard | **Duration:** Instant | **Range:** LOS.  
**Effect:** The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Make a single Ego check vs each target's Resilience defense.  
**Success:** Affected targets suffer ½ damage.  
**Success:** Affected targets suffer damage + elemental type's special effect (**Energy:** Blinds target for one round).

### Elemental Blast (Energy)

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make a ranged Agility Attack with an **edge** vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.  
**Success:** Affected target suffers total damage.  
**Success:** Affected target suffers double total damage + element's special effect (**Energy:** Blinds target for one round).

### Elemental Burst (Energy)

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make a ranged Agility Attack vs target's Agility Defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + element's special effect (**Energy:** Blinds target for one round).

### Molecular Destabilization

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a close attack vs object their size or smaller.  
**Success:** The object explodes. All targets within 2 spaces of the object (except the character) suffer damage.  
**Success:** As success, but all targets suffer double damage ignoring Health DR.

### Speed Blast

**Action:** Standard | **Duration:** Instant | **Range:** 10 spaces  
**Effect:** Make a ranged attack.  
**Success:** Target is stunned for 1 round.  
**Success:** Target is stunned for 1 round + Prone.

## ACTIVE

### Illumination

**Action:** Standard | **Duration:** Concentration | **Range:** 50 sp.  
**Effect:** The character illuminates one object or point in range and line of sight, with bright light. The character can maintain concentration on the effect even if they move out of range or line of sight.

## REACTIONS

### Blur

**Action:** Standard/Reaction | **Duration:** 1 round | **Range:** Self.  
**Trigger:** The character is attacked.  
**Effect:** Any attacks against the character have **trouble**.

### Catch Bullets

**Action:** Reaction | **Duration:** Instant | **Range:** Self.  
**Trigger:** A ranged attack using physical projectiles (arrows, bullets and so on) is made against the character—or a character within their character's reach.  
**Effect:** Makes an Agility check, using the attacker's attack result as the target number.  
**Success:** Attack is nullified.  
**Success:** Attack is nullified + regain reaction.

## PASSIVE

### Blazing-Fast Fists

**Action:** Passive | **Duration:** Permanent | **Range:** Self.  
**Effect:** The character has an **edge** on all Melee attacks.

### Lightning Actions

**Action:** Passive | **Duration:** Permanent | **Range:** Self.  
**Effect:** The character has one extra standard action and one extra reaction each turn. Additionally, they can turn their Marvel die to a Fantastic success when making an initiative check.

### Speed Run 2

**Action:** Passive | **Duration:** Permanent | **Range:** Self.  
**Effect:** Outside of combat, the character can move up to 50 times as fast as their increased Run Speed.

## OTHER POWERS

1 Discipline 1 0, Flight 2 0, Sturdy 1 0.

# OLD MAN LOGAN

INITIATIVE

**+4E**



HEALTH

**120**

DR: -1

FOCUS

**150**

DR: -1

MELEE

**7**

DEFENSE

**17**

NON-COMBAT

**+7**

MULTIPLIER

**x5**

AGILITY

**2**

DEFENSE

**17**

NON-COMBAT

**+2**

MULTIPLIER

**x4**

RESILIENCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

VIGILANCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

EGO

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x4**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / JUMP

**5**

**3**

**3**

**3**

RANK

**4**

## TAGS & TRAITS

### Berserker

After taking Health damage, make an Ego check with TN = Health damage taken. On a failure, charge towards attacker. If enemy is defeated, must charge to attack the next closest foe. When Berserk, gain an **edge** on all close attacks, add +2 to Melee, Resilience and Ego defenses, and -2 Agility defense. Cannot use ranged weapons. At the end of the character's turn, lose 5 Focus. When unable to spend Focus or no enemies left, the condition ends.

### Combat Expert

Gain an **edge** on Melee attacks against enemies of Rank 1.

### Out of Shape

The character is considered one size smaller for the purposes of lifting, carrying, swinging and throwing things.

### Situational Awareness

Gain an **edge** on initiative checks.

### Tech Reliance

Instead of falling unconscious due to damage, lose tech powers and remain conscious with 1 Health.

### Gear & Weapons

■ **Adamantium claws (Range: Reach)**

Melee Damage Multiplier +1.

Ignores 1 level of DR

### Other Traits and Tags

**Traits:** Battle Ready, Connections: Military, Extraordinary Origin.

**Tags:** Auditory Issues, Enemy: Hulk Gang, Enemy: Sabretooth, Extreme Appearance, Heroic, Hounded, Public Identity, Vision Issues, X-Gene.

# POWERS

## ATTACK

### Fast Attacks (Sharp)

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee attack vs Melee Defense against 2 targets within reach.

**Success:** Affected target/s suffer ¼ damage.

**Success:** Affected target/s suffer damage and this character may make a bonus attack vs another target within reach.

### Focused Fury (Sharp)

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee attack with **edge** vs Melee Defense against a target. Add +1 to Melee damage bonus per 2 Focus spent.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding).

### Furious Attacks (Sharp)

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee attack vs Melee Defense against 2 targets within reach.

Add +1 to Melee damage bonus per 2 Focus spent.

**Success:** Target/s suffer ¼ damage.

**Success:** Target/s suffer damage + Weapon Effect (Sharp: Target is bleeding).

### Grappling Technique

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee attack vs Melee Defense against a target.

**Success:** Target suffers damage + Grabbed.

**Success:** Target suffers double damage + Grabbed + Pinned.

### Hit & Run (Sharp)

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee attack with **edge** vs Melee Defense against a target.

**Success:** Target suffers damage + character can move ½ their Run Speed for free.

**Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding) + character can move ½ their Run Speed for free.

### Unstoppable Assault (Sharp)

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee Attack vs Melee Defense of every target within this character's reach. If successful, may spend another 15 Focus to do the same again and can move up to half their Speed beforehand. Each target can only be affected once by this attack, but the character can continue until their run out of movement, Focus, or targets.

**Success:** Target suffers ½ damage.

**Success:** Target suffers damage + Weapon Effect (Sharp: Target is bleeding).

### Vicious Attack (Sharp)

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee attack vs Melee Defense against a target.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding).

### Whirling Frenzy (Sharp)

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee check vs Melee Defense of every target within reach.

**Success:** Target suffers ½ damage.

**Success:** Target suffers damage + Weapon Effect (Sharp: Target is bleeding).

## ACTIVE

### Attack Stance

**Action:** Standard | **Duration:** Concentration | **Range:** Self.  
**Effect:** Double the character's Melee ability bonus to damage.

## REACTIONS

### Combat Trickery

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.  
**Trigger:** The character makes an attack.  
**Effect:** Once per battle, when attacking targets of equal or higher rank, checks automatically roll a 1 on their **1** (cannot be affected by **trouble**). If attacking multiple targets, all the targets must be of equal or higher rank.

### Exploit (Sharp)

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.  
**Trigger:** Fantastic Success with Melee and causes a min 1+ damage.  
**Effect:** Make a Melee attack vs target's Resilience Defense.  
**Success:** Target suffers damage + ignore Health DR.  
**Success:** Target suffers double damage + ignores Health DR + Weapon Effect (Sharp: Target is bleeding).

### Riposte (Sharp)

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.  
**Trigger:** An enemy makes a close attack against the character that fails.  
**Effect:** Make a Melee Attack vs Melee Defense against target.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding).

## PASSIVE

### Healing Factor

**Action:** Passive | **Duration:** Instant | **Range:** Self.  
**Effect:** At the end of this character's turn, they regain Health equal to their Resilience Score.

### Heightened Senses 1

**Action:** Passive | **Duration:** Permanent | **Range:** Self.  
**Effect:** Senses things roughly twice as far away as normal. Gain **edge** on Vigilance checks to perceive things, and enemies have **trouble** on checks they make to sneak past the character.

### Iconic Weapon

**Adamantium Claws.**  
• +1 Melee Damage multiplier.  
• Ignores 1 level of DR

## OTHER POWERS

 Brawling  Reinforced Skeleton  Uncanny 1 

# POLARIS

INITIATIVE

+5



HEALTH

90

DR: -

FOCUS

180

DR: -1

MELEE

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x4

AGILITY

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

x5

RESILIENCE

3

DEFENSE

13

NON-COMBAT

+3

VIGILANCE

5

DEFENSE

5

NON-COMBAT

+5

EGO

6

DEFENSE

16

NON-COMBAT

+9

MULTIPLIER

x7

LOGIC

2

DEFENSE

12

NON-COMBAT

+3

MULTIPLIER

x4

RUN / CLIMB / SWIM / FLY

5

3

3

20

RANK

4

## TAGS & TRAITS

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Interrogation

Gain an **edge** on Ego or Logic checks made when asking questions.

### Investigation

Gain an **edge** on Vigilance checks to spot clues and on Logic checks related to interpreting clues. Gain a **second edge** if made in a Forensics Lab.

### Iron Will

Enemies have **trouble** on Ego attacks to control this character's mind or influence their behavior. The character also gains an **edge** on Ego checks to break free of mind control or other compulsions.

### Skeptical

People lying to this character gain **trouble** on their Ego checks to persuade the character of something.

### Other Traits and Tags

**Traits:** Battle Ready, Connections: Police, Connections: Super Heroes, Extra Occupation.

**Tags:** Black Market Access, Heroic, Hounded, Kra-kooan, Public Identity, X-Gene.

# POWERS

## ATTACK

### Elemental Blast (Iron) 5

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make a ranged Agility Attack with an **edge** vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.  
**Success:** Affected target suffers total damage.  
**Success:** Affected target suffers double total damage + element's special effect (**Iron:** Pins target for one round).

### Elemental Burst (Iron) 0

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make a ranged Agility Attack vs target's Agility Defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + element's special effect (**Iron:** Pins target for one round).

### Elemental Push (Iron) 10

**Action:** Standard | **Duration:** Instant | **Range:** LOS.  
**Effect:** Make an Ego attack vs target's Agility defense.  
**Success:** Move the target in any direction, up to 4 spaces.  
**Success:** As success + target suffers damage + Prone + element's special effect (**Iron:** Pins target for one round).

## ACTIVE

### Elemental Barrier (Iron) 5

**Action:** Standard | **Duration:** Concentration | **Range:** 40 sp.  
**Effect:** The character forms a wall (8 spaces across) of their element within range. Make an Agility Attack vs Agility Defense of any target in the affected spaces. On a failure, the target chooses which side of the barrier they're on. The barrier provides 10 points of protection.  
**Success:** Attacker chooses the side of the barrier the target is on.  
**Success:** As success + element's special effect (**Iron:** Pins target for one round).

### Elemental Grab (Iron) 5

**Action:** Standard | **Duration:** Concentration | **Range:** 20 sp.  
**Effect:** Make a ranged Ego attack vs target's Melee defense. Breaking free requires a successful Melee check against target number 20.  
**Success:** Character grabs the target with their element.  
**Success:** Character grabs the target with their element + Pinned + Suffer the element's special effect (**Iron:** Pins target for one round).

### Inspiration 0

**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.  
**Effect:** Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

## REACTIONS

### Elemental Protection 3 (Iron) 15

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** Self.  
**Trigger:** The character is attacked or otherwise in danger.  
**Effect:** The character protects themselves with their element. Any attacks against them that do 30 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 30 points of damage, it destroys the protection.

### Elemental Reinforcement (Iron) V

**Action:** Reaction | **Duration:** Instant | **Range:** Self.  
**Trigger:** Damage gets through an elemental power.  
**Effect:** The character can transfer any Health damage that gets through an elemental power that grants damage protection to their Focus instead, leaving the protection intact.

### Elemental Sphere (Iron) 0

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** 20 sp.  
**Trigger:** The character is attacked or otherwise in danger.  
**Cost:** Same as the character's Elemental Protection power.  
**Effect:** The character envelops themselves—and any chosen people—in a protective sphere comprised of their element. When formed, make an Ego check vs Agility defense of unwanted characters in the enclosed space. Attacks on the sphere are against the character's Ego defense and acts as character's Elemental Protection power.  
**Success:** Move any unwanted people within the sphere's perimeter to spaces outside of the sphere.  
**Success:** As success but also suffer damage + elements special effect (**Iron:** Pins target for one round).

### Elemental Suffocation (Iron) 15

**Action:** Standard/Reaction | **Duration:** Instant | **Range:** Self.  
**Trigger:** The target is grabbed with Elemental Grab.  
**Range:** Varies  
**Effect:** Make an Ego attack vs grabbed target's Resilience defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers damage + Pinned + element's special effect (**Iron:** Pins target for one round). With elements that aren't suited to suffocation, this power chokes the target instead.

## OTHER POWERS

13 Brilliance 10, Discipline 30, Flight 20, Uncanny 10



# PUCK

INITIATIVE

**+2**



HEALTH

**120**

DR: -2

FOCUS

**60**

DR: -

MELEE

**4**

DEFENSE

**15**

NON-COMBAT

**+6**

MULTIPLIER

**x5**

AGILITY

**5**

DEFENSE

**16**

NON-COMBAT

**+5**

MULTIPLIER

**x3**

RESILIENCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

VIGILANCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

EGO

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

LOGIC

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / JUMP

**5**

**3**

**3**

**3**

RANK

**3**

## TAGS & TRAITS

### Combat Expert

Gain an **edge** on Melee attacks against enemies of Rank 1.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Free Running

Gain an **edge** on Agility checks made to perform acrobatics during a movement action.

### Small

Add +1 to Melee and Agility defenses and -1 from Run Speed.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Cursed, Heroic, Public Identity, Supernatural.

# POWERS

## ATTACK

### Chain Strikes

5

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee Attack with **edge** vs a target's Melee Defense.

**Success:** Target suffers damage.

**Success:** Target suffers damage and character may attempt an additional Chain Strike attack.

### Clobber

0

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack vs a target's Melee Defense.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Prone.

### Fast Strikes

0

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee Attack vs Melee Defense against 2 targets.

**Success:** Target/s suffer 1/2 damage.

**Success:** Target/s suffer damage.

### Leg Sweep

5

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee Attack vs Melee Defense against a target.

**Success:** Target suffers damage + Prone.

**Success:** Target suffers damage + Prone + Stunned for one round.

## ACTIVE

### Defense Stance

0

**Action:** Standard | **Duration:** Concentration | **Range:** Reach.

**Effect:** Any close attacks made against the character have **trouble** until this character is successfully attacked.

## REACTIONS



### Immovable

0

**Action:** Reaction | **Duration:** Instant | **Range:** Self.

**Trigger:** Character is knocked back/prone.

**Effect:** Reduce the knockback distance (equal to their Melee Defense) in spaces.

## OTHER POWERS

 Mighty 2  Sturdy 2 

# PURIFIER

INITIATIVE

**+1E**



HEALTH

**10**

DR: -

FOCUS

**60**

DR: -

MELEE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x1**

AGILITY

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x1**

RESILIENCE

**0**

DEFENSE

**10**

NON-COMBAT

**+0**

VIGILANCE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

EGO

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x1**

LOGIC

**0**

DEFENSE

**10**

NON-COMBAT

**+0**

MULTIPLIER

**x1**

RUN / CLIMB / SWIM / JUMP

**5**

**3**

**3**

**3**

RANK

**1**

## TAGS & TRAITS

### Audience

By making an Ego check, the character can persuade their audience to provide help in the form of information or resources. The Narrator determines the TN of the Ego check based on the favor requested.

### Determination

When demoralized, do not gain **trouble** on all actions.

### Situational Awareness

Gain an **edge** on initiative checks.

### Tech Reliance

Instead of falling unconscious due to damage, lose tech powers and remain conscious with 1 Health.

### Gear & Weapons

#### ■ Mini-flamethrowers (Range: 10)

Agility Damage Multiplier.

Uses the Elemental Burst (Fire) power

### Other Traits and Tags

**Traits:** Battle Ready, Connections: Military (Purifiers), Extraordinary Origin.

**Tags:** Public Identity, Signature Weapon: Mini-flame-throwers, Villainous.

# POWERS

## ATTACK


### Elemental Burst (Fire)

0

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack vs target's Agility Defense.

**Success:** Target suffers damage.

 **Success:** Target suffers double damage + element's special effect (**Fire:** Sets target ablaze).


### Vicious Attack (Sharp)

0

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack vs Melee Defense against a target.

**Success:** Target suffers damage.

 **Success:** Target suffers double damage + Weapon Effect (**Sharp:** Target is bleeding).

## ACTIVE

### Inspiration

0

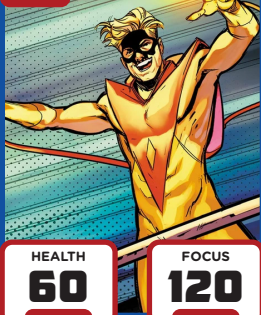
**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.

**Effect:** Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

# PYRO

INITIATIVE

**+3**



HEALTH

**60**

DR: -

FOCUS

**120**

DR: -

MELEE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

AGILITY

**3**

DEFENSE

**13**

NON-COMBAT

**+4**

MULTIPLIER

**x4**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**4**

DEFENSE

**14**

NON-COMBAT

**+6**

MULTIPLIER

**x5**

LOGIC

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / JUMP

**5**

**3**

**3**

**3**

RANK

**3**

## TAGS & TRAITS

### Famous

Gain an **edge** when making an Ego check to persuade someone who thinks favorably of them or **trouble** against someone who dislikes them.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Other Traits and Tags

**Traits:** Battle Ready, Connections: Criminal, Connections: Super Heroes, Extra Occupation.

**Tags:** Black Market Access, Heroic, Hounded, Kra-koon, Public Identity, Streetwise, X-Gene.

# POWERS

## ATTACK

### Elemental Blast (Fire)

50

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack with an **edge** vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.

**Success:** Affected target suffers total damage.

**Success:** Affected target suffers double total damage + element's special effect (**Fire:** Sets target ablaze).

### Elemental Burst (Fire)

1

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack vs target's Agility Defense. **Success:** Target suffers damage.

**Success:** Target suffers double damage + element's special effect (**Fire:** Sets target ablaze).

### Elemental Grab (Fire)

5

**Action:** Standard | **Duration:** Concentration | **Range:** 15 sp.

**Effect:** Make a ranged Ego attack vs target's Melee defense. Breaking free requires a successful Melee check against target number 20.

**Success:** Character grabs the target with their element.

**Success:** Character grabs the target with their element + Pinned + Suffer the element's special effect (**Fire:** Sets target ablaze).

### Elemental Push (Fire)

10

**Action:** Standard | **Duration:** Instant | **Range:** LOS.

**Effect:** Make an Ego attack vs target's Agility defense.

**Success:** Move the target in any direction, up to 3 spaces.

**Success:** As success + target suffers damage + Prone + element's special effect (**Fire:** Sets target ablaze).

## ACTIVE

### Elemental Barrier (Fire)

5

**Action:** Standard | **Duration:** Concentration | **Range:** 30 sp.

**Effect:** The character forms a wall (6 spaces across) of their element within range. Make an Agility Attack vs Agility Defense of any target in the affected spaces. On a failure, the target chooses which side of the barrier they're on. The barrier provides 10 points of protection.

**Success:** Attacker chooses the side of the barrier the target is on.

**Success:** As success + element's special effect (**Fire:** Sets target ablaze).

### Elemental Prison (Fire)

V

**Action:** Standard | **Duration:** Concentration | **Range:** LOS.

**Cost:** Same as the character's Elemental Protection power

**Effect:** The character picks a point within their line of sight and traps any chosen targets within up to 15 spaces—in a prison comprised of their element. When the Elemental Prison is formed, the character makes an Ego check and compares the results against the Agility defense of targets inside the enclosed spaces. Attacks against the prison are against the character's Ego defense. Any attacks against the prison are absorbed as if made against the character's Elemental Protection power.

**Success:** Traps the target within the prison's perimeter.

**Success:** Traps the target within the prison's perimeter + suffer damage + element's special effect (**Fire:** Sets target ablaze).

### Inspiration

1

**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.

**Effect:** Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

## REACTIONS

### Elemental Protection 2 (Fire)

10

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** Self.

**Trigger:** The character is attacked or otherwise in danger.

**Effect:** The character protects themselves with their element. Any attacks against them that do 20 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 20 points of damage, it destroys the protection.

### Elemental Sphere (Fire)

10+

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** 15 sp.

**Trigger:** The character is attacked or otherwise in danger.

**Cost:** Same as the character's Elemental Protection power

**Effect:** The character envelops themselves—and any chosen people—in a protective sphere comprised of their element. When formed, make an Ego check vs Agility defense of unwanted characters in the enclosed space. Attacks on the sphere are against the character's Ego defense and acts as character's Elemental Protection power.

**Success:** Move any unwanted people within the sphere's perimeter to spaces outside of the sphere.

**Success:** As success but also suffer damage + elements special effect (**Fire:** Sets target ablaze).

### Wisecracker

1

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.

**Trigger:** Succeeds in an attack on an enemy in earshot, or an enemy in earshot fails an attack on them.

**Effect:** Make an Ego attack vs target's Ego Defense.

**Success:** Target suffers damage to Focus.

**Success:** Target suffers double damage to Focus + Stunned for 1 round.

## OTHER POWERS

 Accuracy 1  Discipline 2

# RICKTOR

INITIATIVE

**+5E**



HEALTH

**60**

DR: -

FOCUS

**150**

DR: -

MELEE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x4**

AGILITY

**4**

DEFENSE

**14**

NON-COMBAT

**+5**

MULTIPLIER

**x5**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

EGO

**6**

DEFENSE

**16**

NON-COMBAT

**+8**

MULTIPLIER

**x6**

LOGIC

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / JUMP

**5**

**3**

**3**

**3**

RANK

**4**

## TAGS & TRAITS

### Combat Expert

Gain an **edge** on Melee attacks against enemies of Rank 1.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### Iron Will

Enemies have **trouble** on Ego attacks to control this character's mind or influence their behavior. The character also gains an **edge** on Ego checks to break free of mind control or other compulsions.

### Situational Awareness

Gain an **edge** on initiative checks.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Heroic, Hounded, Kra-koan, Public Identity, X-Gene.

# POWERS

## ATTACK

### Elemental Barrage (Sound) 15

**Action:** Standard | **Duration:** Instant | **Range:** LOS.

**Effect:** The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Make a single Ego check vs each target's Resilience defense.

**Success:** Affected targets suffer ½ damage.

**Success:** Affected targets suffer damage + elemental type's special effect (**Sound:** Deafens target for one round).

### Elemental Blast (Sound + Earth) 30

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack with an **edge** vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.

**Success:** Affected target suffers total damage.

**Success:** Affected target suffers double total damage + element's special effect (**Sound:** Deafens target for one round; or **Earth:** Target moves at half speed for one round).

### Elemental Burst (Sound + Earth) 10

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack vs target's Agility Defense. **Success:** Target suffers damage.

**Success:** Target suffers double damage + element's special effect (**Sound:** Deafens target for one round; or **Earth:** Target moves at half speed for one round).

### Elemental Grab (Earth) 5

**Action:** Standard | **Duration:** Concentration | **Range:** 20 sp.

**Effect:** Make a ranged Ego attack vs target's Melee defense. Breaking free requires a successful Melee check against target number 20.

**Success:** Character grabs the target with their element.

**Success:** Character grabs the target with their element + Pinned + Suffer the element's special effect (**Earth:** Target moves at half speed for one round).

### Elemental Push (Sound + Earth) 10

**Action:** Standard | **Duration:** Instant | **Range:** LOS.

**Effect:** Make an Ego attack vs target's Agility defense.

**Success:** Move the target in any direction, up to 4 spaces.

**Success:** As success + target suffers damage + Prone + element's special effect (**Sound:** Deafens target for one round; or **Earth:** Target moves at half speed for one round).

### Elemental Prison (Earth) 10

**Action:** Standard | **Duration:** Concentration | **Range:** LOS.

**Cost:** Same as the character's Elemental Protection power  
**Effect:** The character picks a point within their line of sight and traps any chosen targets within up to 20 spaces—in a prison comprised of their element. When the Elemental Prison is formed, the character makes an Ego check and compares the results against the Agility defense of targets inside the enclosed spaces. Attacks against the prison are against the character's Ego defense. Any attacks against the prison are absorbed as if made against the character's Elemental Protection power.

**Success:** Traps the target within the prison's perimeter.

**Success:** Traps the target within the prison's perimeter + suffer damage + element's special effect (**Earth:** Target moves at half speed for one round).

### Elemental Ricochet (Sound) 10

**Action:** Standard | **Duration:** Instant | **Range:** 40 sp.

**Effect:** Make a ranged attack vs target in line of sight.

**Success:** Target suffers damage.

**Success:** Target suffers damage + character selects a new target in line of sight and makes a new attack vs that target, adding the new range to the previous attack's range. This can be repeated until an attack is not fantastic or runs out of range.

### Supernova (Sound) 15+

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make an Ego check vs Resilience defense of every enemy within range. Add +1 to the character's Ego damage bonus for every 2 points of Focus they spend.

**Success:** Affected target/s suffer half total damage.

**Success:** Affected target/s suffer total damage + element's special effect (**Sound:** Deafens target for one round).

## ACTIVE

### Elemental Barrier (Earth) 5

**Action:** Standard | **Duration:** Concentration | **Range:** 40 sp.

**Effect:** The character forms a wall (8 spaces across) of their element within range. Make an Agility Attack vs Agility Defense of any target in the affected spaces. On a failure, the target chooses which side of the barrier they're on. The barrier provides 10 points of protection.

**Success:** Attacker chooses the side of the barrier the target is on.

**Success:** As success + element's special effect (**Earth:** Target moves at half speed for one round).

### Inspiration 1

**Action:** Standard | **Duration:** 1 round

**Effect:** Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

## REACTIONS

### Elemental Protection 2 10

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** Self.

**Trigger:** The character is attacked or otherwise in danger.

**Effect:** The character protects themselves with their element. Any attacks against them that do 20 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 20 points of damage, it destroys the protection.

## OTHER POWERS

 Accuracy 1  Discipline 2



# ROGUE

INITIATIVE

**+3E**



HEALTH

**120**

DR: -2

FOCUS

**90**

DR: -

MELEE

**5**

DEFENSE

**15**

NON-COMBAT

**+8**

MULTIPLIER

**x7**

AGILITY

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

MULTIPLIER

**x4**

RESILIENCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x4**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / FLY

**5**

**3**

**3**

**20**

RANK

**4**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Situational Awareness

Gain an **edge** on initiative checks.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Heroic, Hounded, Kra-koan, Public Identity, X-Gene.

# POWERS

## ATTACK

### Banging Heads

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee Attack vs Melee Defense of two enemies within reach. If either attack fails, both fail entirely.  
**Success:** Targets suffers damage.  
**Success:** Targets suffers damage + Prone.

### Clobber

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee attack vs a target's Melee Defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Prone.

### Ground-Shaking Stomp

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee check vs Agility Defense of every target within 5 spaces.  
**Success:** Target suffers half damage.  
**Success:** Target suffers damage + Prone.

### Smash

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Makes a close attack with **edge**. Add +1 to Melee damage bonus per 2 Focus spent.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Stunned for 1 round.

## ACTIVE

### Clone Powers

**Action:** Standard | **Duration:** Concentration | **Range:** 10 sp.  
**Effect:** Picks another character within range and duplicates all of their powers. You can now use those powers as if they were always yours. If the target's powers have costs, you must pay the highest of them, or a minimum of 15 Focus. When using a copied power, you must pay any cost normally as well.

### Copy Power

**Action:** Standard | **Duration:** Concentration | **Range:** 10 sp.  
**Effect:** Pick one power of another character in range and duplicate it as if it was always yours. When using such a power, they must pay any cost normally as well.

### Dampen Power

**Action:** Standard | **Duration:** Concentration | **Range:** 20 sp.  
**Effect:** Choose one power from another character within range. Makes an Ego attack against them.  
**Success:** Tamp the power down. If the power has ranges or effective areas or durations, these are halved. If the power affects a damage multiplier, subtract 1 from the effect. The power can no longer enjoy Fantastic successes. If the power has a Focus cost, the character must also pay that cost to dampen it.

### Shut Down Powers

**Action:** Standard | **Duration:** Concentration | **Range:** 20 sp.  
**Effect:** Make an Ego attack vs a target in range.  
**Success:** Remove all of a target's powers. If the target's powers have costs, the character must pay the highest of them, or a minimum of 15 Focus.

## REACTIONS

### Crushing Grip

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.  
**Trigger:** Target is grabbed.  
**Effect:** Make a Melee attack vs Resilience Defense of grabbed target.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Pinned.

### Quick Toss

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.  
**Trigger:** A person the character can pick up is grabbed.  
**Effect:** Throw the grabbed person at another target. Determine range by Mighty power rank and the grabbed person's size. Make ranged attack against a target. Failure inflicts damage on thrown person after which they fall prone within 1 space of the target.  
**Success:** Target also suffers damage.  
**Success:** Target also suffers damage + Prone.

### Steal Powers

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** Reach.  
**Trigger:** The target is grabbed.  
**Effect:** Make an Ego attack vs grabbed target.  
**Success:** Remove all the target's powers and take them as their own. If target's powers have costs, the character must pay the highest of them, or a minimum of 15 Focus. When the character uses a power, they must pay any cost normally as well.

## OTHER POWERS

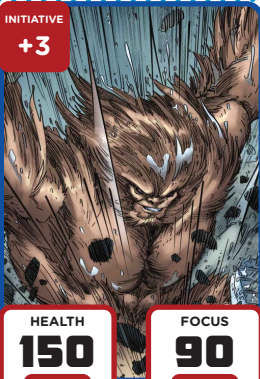
 Flight 2  Mighty 3  Sturdy 2 

**Note:** In order to activate any of her Power Control powers, Rogue must first grab or hit her target. If she spends her action on this, she can still activate the power in question with a reaction.

# SASQUATCH

INITIATIVE

**+3**



HEALTH

**150**

DR: -3

FOCUS

**90**

DR: -

MELEE

**5**

DEFENSE

**14**

NON-COMBAT

**+8**

MULTIPLIER

**x7**

AGILITY

**2**

DEFENSE

**14**

NON-COMBAT

**+2**

MULTIPLIER

**x4**

RESILIENCE

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x4**

LOGIC

**4**

DEFENSE

**14**

NON-COMBAT

**+5**

MULTIPLIER

**x5**

RUN / CLIMB / SWIM / JUMP

**6**

**3**

**3**

**24**

RANK

**4**

## TAGS & TRAITS

### Big (in Alternate Form; Reach 2)

Gain -1 to Melee and Agility defenses, add +1 to Run Speed, and increases reach to 2.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Gearhead

Gain an **edge** on Logic checks to figure out how any machine works.

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### Inventor

Gain an **edge** on Logic checks when creating or repairing things.

### Scientific Expertise

Gain an **edge** on Logic checks made when dealing with scientific research. If they have Lab Access at the time, gain a **second edge**.

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Other Traits and Tags

**Traits:** Connections: Super Heroes, Extra Occupation.

**Tags:** Alternate Form (Sasquatch), Black Market Access, Extreme Appearance (in Alternate Form), Green Door, Heroic, Immunity: Gamma Radiation, Lab Access, Public Identity, Radioactive, Vision Issues.

# POWERS

## ATTACK

### Banging Heads

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee Attack vs Melee Defense of two enemies within reach. If either attack fails, both fail entirely.  
**Success:** Targets suffers damage.  
 **Success:** Targets suffers damage + Prone.

### Clobber

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee attack vs a target's Melee Defense.  
**Success:** Target suffers damage.  
 **Success:** Target suffers double damage + Prone.

### Ground-Shaking Stomp

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee check vs Agility Defense of every target within 5 spaces.  
**Success:** Target suffers half damage.  
 **Success:** Target suffers damage + Prone.

### Smash


**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Makes a close attack with **edge**. Add +1 to Melee damage bonus per 2 Focus spent.  
**Success:** Target suffers damage.  
 **Success:** Target suffers double damage + Stunned for 1 round.

### Unrelenting Smash

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee check vs Melee Defense of all enemies in reach.  
**Success:** Target suffers ½ damage.  
 **Success:** Target suffers damage + Prone.  
 This character may then move up to ½ speed then pay 15 Focus to perform the attack again until they run out of speed or Focus. Targets can only be affected once by this power per turn.

## REACTIONS


### Crushing Grip

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.  
**Trigger:** Target is grabbed.  
**Effect:** Make a Melee attack vs Resilience Defense of grabbed target.  
**Success:** Target suffers damage.  
 **Success:** Target suffers double damage + Pinned.

### Immovable

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.  
**Trigger:** Character is knocked back/prone.  
**Effect:** Reduce the knockback distance (equal to their Melee Defense) in spaces.

### Quick Toss

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.  
**Trigger:** A person the character can pick up is grabbed.  
**Effect:** Throw the grabbed person at another target. Determine range by Mighty power rank and the grabbed person's size. Make ranged attack against a target. Failure inflicts damage on thrown person after which they fall prone within 1 space of the target.  
**Success:** Target also suffers damage.  
 **Success:** Target also suffers damage + Prone.

## PASSIVE

### Healing Factor

**Action:** Passive | **Duration:** Instant | **Range:** Self.  
**Effect:** At the end of this character's turn, they regain Health equal to their Resilience Score.

## OTHER POWERS

-  **Brawling** 0, **Brilliance** 1 0, **Mighty** 3 0, **Sturdy** 3 0  
 **Jump** 2 0.

# SEBASTIAN SHAW

INITIATIVE

+2



HEALTH

120

DR: -

FOCUS

60

DR: -

MELEE

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x4

AGILITY

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x4

RESILIENCE

4

DEFENSE

14

NON-COMBAT

+4

VIGILANCE

2

DEFENSE

12

NON-COMBAT

+2

EGO

6

DEFENSE

16

NON-COMBAT

+7

MULTIPLIER

x5

LOGIC

5

DEFENSE

15

NON-COMBAT

+6

MULTIPLIER

x5

RUN / CLIMB / SWIM / JUMP

5

3

3

3

RANK

4

## TAGS & TRAITS

### Abrasive

Gain **trouble** when making Ego checks to persuade someone to help. Gain an **edge** when making Ego checks to intimidate someone.

### Dealmaker

Gain an **edge** on action checks that have to do with making deals.

### Enduring Constitution

May function for up to 48 hours without sleep and gain an **edge** on Resilience checks to overcome fatigue or weariness.

### Enhanced Physique

Treat character as one size bigger for lifting, carrying, swinging and throwing things.

### Famous

Gain an **edge** when making an Ego check to persuade someone who thinks favorably of them or **trouble** against someone who dislikes them.

### Other Traits and Tags

**Traits:** Connections: Celebrities.

**Tags:** Hounded, Krakoa, Public Identity, Rich, Villainous, X-Gene.

# POWERS

## ATTACK

### Chain Strikes

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee Attack with **edge** vs a target's Melee Defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers damage and character may attempt an additional Chain Strike attack.

### Elemental Barrage (Force)

**Action:** Standard | **Duration:** Instant | **Range:** LOS.  
**Effect:** The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Make a single Ego check vs each target's Resilience defense.  
**Success:** Affected targets suffer 1/2 damage.  
**Success:** Affected targets suffer damage + elemental type's special effect. (**Force:** Target has trouble on all actions for one round).

### Elemental Blast (Force)

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make a ranged Agility Attack with an **edge** vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.  
**Success:** Affected target suffers total damage.  
**Success:** Affected target suffers double total damage + element's special effect. (**Force:** Target has trouble on all actions for one round).

### Elemental Burst (Force)

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make a ranged Agility Attack vs target's Agility Defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + element's special effect. (**Force:** Target has trouble on all actions for one round).

### Elemental Push (Force)

**Action:** Standard | **Duration:** Instant | **Range:** Self.  
**Effect:** Make an Ego attack vs target's Agility defense.  
**Success:** Move the target in any direction, up to 4 spaces.  
**Success:** As success + target suffers damage + Prone + element's special effect. (**Force:** Target has trouble on all actions for one round).

### Fast Strikes

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee Attack vs Melee Defense against 2 targets.  
**Success:** Target/s suffer 1/2 damage.  
**Success:** Target/s suffer damage.

### Focused Strike

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee attack vs Melee Defense against a target. Add +1 to Melee damage bonus per 2 Focus spent.  
**Success:** Target suffers total damage.  
**Success:** Target suffers double total damage + Stunned for one round.

## ACTIVE

### Battle Plan

**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.  
**Effect:** The character inspires one or more allies of their choice in earshot, up to the character's Vigilance. Inspired allies gain an **edge** on all action checks until the start of the character's next turn.

### Combat Support

**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.  
**Effect:** Once per battle, the character chooses an ally in earshot. If the ally makes an action check before the start of the character's next turn, the ally automatically rolls a 1 on their Marvel die, and that die cannot be affected by **trouble**.

### Defense Stance

**Action:** Standard | **Duration:** Concentration | **Range:** Self.  
**Effect:** Any close attacks made against the character have **trouble** until this character is successfully attacked.

### Focus Fire

**Action:** Standard | **Duration:** Concentration | **Range:** LOS.  
**Effect:** The character calls out an enemy in line of sight and inspires one or more allies of their choice in earshot, up to the character's Vigilance. They gain an **edge** on all action checks against that enemy.

### Inspiration

**Action:** Standard | **Duration:** 1 round | **Range:** Earshot.  
**Effect:** Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

### Operations Center

**Action:** Standard | **Duration:** Concentration | **Range:** Earshot.  
**Effect:** The character inspires one or more allies of their choice in earshot, up to the character's Vigilance defense. Affected allies gain an **edge** on all action checks until the start of their next turn. The character breaks concentration on this power if they use a movement action.

## REACTIONS

### Change of Plans

**Action:** Reaction | **Duration:** 1 round | **Range:** LOS.  
**Trigger:** An ally has trouble on an action check.  
**Effect:** The ally gains an **edge** on that action check.

### Energy Absorption

**Action:** Reaction | **Duration:** Instant | **Range:** Self.  
**Trigger:** The character suffers Health damage.  
**Effect:** Ignore any Health damage done to them (after applying any DR), and add it to Focus instead. May increase Focus up to double their regular maximum Focus. After combat, any extra Focus gained fades away.

## OTHER POWERS

Brilliance 1, Discipline 1

# SENTINEL

INITIATIVE

**+3E**



HEALTH

**150**

DR: -2

FOCUS

**120**

DR: -1

MELEE

**4**

DEFENSE

**11**

NON-COMBAT

**+4**

MULTIPLIER

**x8**

AGILITY

**2**

DEFENSE

**9**

NON-COMBAT

**+4**

MULTIPLIER

**x6**

RESILIENCE

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**5**

DEFENSE

**15**

NON-COMBAT

**+7**

MULTIPLIER

**x6**

LOGIC

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / JUMP

**100 50 50 20**

RANK

**4**

## TAGS & TRAITS

### Determination

When demoralized, do not gain **trouble** on all actions.

### Font of Information

Gain an **edge** on Logic checks having to do with knowledge.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Quick Learner

If the character fails an action check, they gain an **edge** on the check if they try the same action again on their next turn.

### Situational Awareness

Gain an **edge** on initiative checks.

### Tech Reliance

Instead of falling unconscious due to damage, lose tech powers and remain conscious with 1 Health.

### Unusual Size (Gigantic; Reach 20)

The character's regular size is beyond those for small, average or big (-3 Defense Modifier, +4 Damage Multiplier, 20 Size Multiplier).

### Other Traits and Tags

**Traits:** Battle Ready, Connections: Military (Sentinel Army).

**Tags:** A.I., Extreme Appearance, Public Identity, Villainous.

# POWERS

## ATTACK

### Clobber

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee attack vs a target's Melee Defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Prone.

### Elemental Barrage (Energy)

**Action:** Standard | **Duration:** Instant | **Range:** LOS.  
**Effect:** The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Make a single Ego check vs each target's Resilience defense.  
**Success:** Affected targets suffer ½ damage.  
**Success:** Affected targets suffer damage + elemental type's special effect (**Energy:** Blinds target for one round).

### Elemental Blast (Energy)

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make a ranged Agility Attack with an **edge** vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.  
**Success:** Affected target suffers total damage.  
**Success:** Affected target suffers double total damage + element's special effect (**Energy:** Blinds target for one round).

### Elemental Burst (Energy)

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make a ranged Agility Attack vs target's Agility Defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + element's special effect (**Energy:** Blinds target for one round).

### Ground-Shaking Stomp

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee check vs Agility Defense of every target within 5 spaces.  
**Success:** Target suffers half damage.  
**Success:** Target suffers damage + Prone.

### Smash

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Makes a close attack with **edge**. Add +1 to Melee damage bonus per 2 Focus spent.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Stunned for 1 round.

## REACTIONS

### Crushing Grip

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.  
**Trigger:** Target is grabbed.  
**Effect:** Make a Melee attack vs Resilience Defense of grabbed target.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Pinned.

### Immovable

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.  
**Trigger:** Character is knocked back/prone.  
**Effect:** Reduce the knockback distance (equal to their Melee Defense) in spaces.

## OTHER POWERS

**Accuracy** 2   **Discipline** 2   **Flight** 1    
**Sturdy** 2   **Uncanny** 1  



# SHADOW KING

INITIATIVE

**+8E**



HEALTH

**60**

DR: -

FOCUS

**240**

DR: -3

MELEE

**0**

DEFENSE

**10**

NON-COMBAT

**+0**

MULTIPLIER

**x5**

AGILITY

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x5**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**8**

DEFENSE

**18**

NON-COMBAT

**+8**

EGO

**6**

DEFENSE

**16**

NON-COMBAT

**+6**

MULTIPLIER

**x5**

LOGIC

**8**

DEFENSE

**18**

NON-COMBAT

**+12**

MULTIPLIER

**x9**

RUN / CLIMB / SWIM / JUMP

**5**

**3**

**3**

**3**

RANK

**5**

## TAGS & TRAITS

### Enduring Constitution

May function for up to 48 hours without sleep and gain an **edge** on Resilience checks to overcome fatigue or weariness.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Font of Information

Gain an **edge** on Logic checks having to do with knowledge.

### Iron Will

Enemies have **trouble** on Ego attacks to control this character's mind or influence their behavior. The character also gains an **edge** on Ego checks to break free of mind control or other compulsions.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Situational Awareness

Gain an **edge** on initiative checks.

### Other Traits and Tags

**Traits:** Connections: Super Villains.

**Tags:** Black Market Access, Mysterious, Villainous.

# POWERS

## ATTACK

### Telepathic Blast

**Action:** Standard | **Duration:** Instant | **Range:** LOS.  
**Effect:** Make a Logic check vs target in line of sight.

**Success:** Target suffers damage to Focus.

**Success:** Target suffers double damage to Focus + Stunned for 1 round.

## ACTIVE

### Astral Form

**Action:** Standard | **Duration:** Concentration | **Range:** Self.

**Effect:** Can project an avatar into the Astral Plane, leaving their physical body in a deep trance in the real world. If Rank 4+, can take on a transparent form visible in the real world. Flight Speed 25.

### Clcloak

**Action:** Standard | **Duration:** Concentration | **Range:** 100 sp.

**Effect:** Uses a mirage to block their presence from the minds of people in range. TN to detect the character is the character's Logic defense.

### Command

**Action:** Standard | **Duration:** 1 round | **Range:** Unlimited.

**Effect:** Make a Logic check vs Logic defense of target with an existing Telepathic Link. Give a command they can complete in a single action. If it can harm someone, the check has **trouble**. If it can harm the target, the check has **double trouble** on the check.

**Success:** The target complies with the order.

**Success:** As success + gains an **edge** the next time they use this power against this same target.

### Domination

**Action:** Standard | **Duration:** Permanent | **Range:** Unlimited.

**Effect:** Dominate a target with whom they've established a Telepathic Link and who has no Focus left. Make a Logic check with **trouble** vs target's Logic defense. The result of the check is the TN needed to break the domination. If any order involves harming someone, target makes a Logic check to end. If target has Heroic tag, they get an **edge** on the check. If the order would cause the target to harm themselves, target gains **edge** on the check. If they have the Heroic tag, they get a **double edge**.

**Success:** Target completely dominated and follows character's orders.

**Success:** As success + gains an **edge** the next time they use this power against this same target.

### Edit Memory

**Action:** Standard | **Duration:** Permanent | **Range:** Unlimited.

**Effect:** Make a Logic check vs target's Logic defense to alter the memory of a telepathically linked target. The TN is how complex the new memory and how hard it would be to integrate it into the target's other memories. **Success:** Memories successfully altered.

**Success:** Target has **trouble** on checks to refute such memories in the future.

### ESP

**Action:** Standard | **Duration:** Concentration | **Range:** 500 sp.

**Effect:** Can sense the presence of others within range. This tells them the person's location and general status. It can also identify if they have super-powers or not. If unwilling to be detected, make a Logic check vs each target's Vigilance defense.

**Success:** Target sensed.

**Success:** Target sensed + can identify the source of any powers the target has.

### Fool

**Action:** Standard | **Duration:** Concentration | **Range:** 100 sp.

**Effect:** The character uses a mirage to alter their appearance in the minds of anyone within range. The TN to see through the mirage is the character's Logic defense. If the character is impersonating someone known to the other person, that person has an **edge**.

### Grand Mirage

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.

**Effect:** The character creates a full-sensory mirage that affects everyone in a Telepathic Network they set up who is also in the same locale. The mirage can be of anything the character desires, and it can move freely.

### Memory Blip

**Action:** Standard | **Duration:** Permanent | **Range:** Unlimited.

**Effect:** Makes a Logic check vs target's Logic defense, to cause a telepathically linked target to forget something that's happened in the past hour. This gap can be up to an hour in length. The result of the check is the TN of a Logic check needed to recall the altered memory.

**Success:** The memories are forgotten.

**Success:** As success + target has **trouble** on checks to recover such memories in the future.

### Mind Interrogation

**Action:** Standard | **Duration:** 1 round | **Range:** Unlimited.

**Effect:** Delve into the mind of a single person with whom they have established a Telepathic Link. This requires a Logic check vs target's Logic defense.

**Success:** Can ask a single simple question and get the answer from the target's mind.

**Success:** As success but information more complex.

### Mirage

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.

**Effect:** Creates a full-sensory mirage that affects any target with whom they have established a Telepathic Link. The mirage can be of anything the character desires, and it can move freely.

### Orders

**Action:** Standard | **Duration:** Permanent | **Range:** Unlimited.

**Effect:** Gives an order to a target with whom they've established a Telepathic Link and who has no Focus left. Make a Logic check vs target's Logic defense. The command must be to do something that can be completed in an hour or less. If it involves harming someone, the character has **trouble** on the check. If it would cause the target to harm themselves, the character has **double trouble** on the check.

**Success:** Target complies with the orders.

**Success:** As success + character gains an **edge** the next time they use this power against this same target.

### Mind Reading

**Action:** Standard | **Duration:** 1 round

**Effect:** Can read the thoughts of a single person with whom they have established a Telepathic Link. Make a Logic check vs target's Logic defense.

**Success:** Can read the target's surface thoughts.

**Success:** As success but can ask a single simple question and get the answer from the target's mind.

### Telepathic Possession

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.

**Effect:** Possess a target with whom they've established a Telepathic Link and who has no Focus left. Makes a Logic check with **trouble** vs target's Logic defense. The result of the character's check is the target number for any attempts by the target to end the possession. If the character attempts to harm someone with the possessed body, the target gets to make a Logic check to end the possession. If the target has the Heroic tag, they get an **edge** on the check. If the character attempts to harm the possessed body, the target gets an **edge** on the check. If the target has the Heroic tag, they get a **double edge**.

**Success:** Takes over the target's body completely.

## REACTIONS

## OTHER POWERS

1 Brilliance 4 0 Uncanny 3 0

2 Telepathic Link 0 Telepathic Network 0

# SHAMAN

INITIATIVE

**+3E**



HEALTH

**60**

DR: -

FOCUS

**90**

DR: -

MELEE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x4**

AGILITY

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

MULTIPLIER

**x4**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**6**

DEFENSE

**16**

NON-COMBAT

**+8**

MULTIPLIER

**x6**

LOGIC

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / JUMP

**5**

**3**

**3**

**3**

RANK

**4**

## TAGS & TRAITS

### Clinician

Gain an **edge** on Logic checks to determine what is medically wrong with someone they examine.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### First Aid

Gain an **edge** on Logic checks to stop bleeding.

### Font of Information

Gain an **edge** on Logic checks having to do with knowledge.

### Iron Will

Enemies have **trouble** on Ego attacks to control this character's mind or influence their behavior. The character also gains an **edge** on Ego checks to break free of mind control or other compulsions.

### Situational Awareness

Gain an **edge** on initiative checks.

### Other Traits and Tags

**Tags:** Heroic, Public Identity, Sorcerous, Supernatural.

# POWERS

## ATTACK

### Bolts of Balthakk

50

**Action:** Standard | **Duration:** Instant | **Range:** 20 sp.

**Effect:** Make an Ego check with **edge** vs target's Agility defense in line of sight. Add +1 to Agility damage bonus for every 2 points of Focus spent.

**Success:** Target suffers total damage.

**Success:** Target suffers double total damage + Stunned for 1 round.

### Mists of Morpheus

10

**Action:** Standard | **Duration:** Concentration | **Range:** LOS.

**Effect:** Makes an Ego check vs target's Vigilance defense.

**Success:** Target is Stunned and remains that way until concentration ends.

**Success:** Target falls asleep instead.

### Thunder

0

**Action:** Standard | **Duration:** Instant | **Range:** 10 spaces

**Effect:** Make an Ego check vs Resilience defense of every character within range.

**Success:** Affected target/s is deafened.

**Success:** Affected target/s deafened + stunned for 1 round.

## ACTIVE

### Animal Communication

0

**Action:** Standard | **Duration:** Concentration | **Range:** 1000 sp.

**Effect:** Can communicate telepathically with Mammals. They can call out to them as a group, and they can communicate specifically with ones they have met or at least seen.

### Astral Form

5

**Action:** Standard | **Duration:** Concentration | **Range:** Self.

**Effect:** Can project an avatar into the Astral Plane, leaving their physical body in a deep trance in the real world. If Rank 4+, can take on a transparent form visible in the real world. Flight Speed on Astral Plane = 20.

### Control Weather 2

10

**Action:** Standard | **Duration:** Concentration | **Range:** 20 miles.

**Effect:** It starts to storm in an area up to 20 miles across, centered on the character. All ranges and all speeds are cut in half.

### Dispel Spell

15

**Action:** Standard | **Duration:** Instant | **Range:** LOS.

**Effect:** Make an Ego check vs target's Ego defense who uses a magic power that requires concentration.

**Success:** Target's concentration on that power is broken.

**Success:** Target's concentration is broken entirely.

### Images of Ikonn

5

**Action:** Standard | **Duration:** Concentration | **Range:** Self.

**Effect:** Create four (4) duplicates that start in the same space as the character and instantly move into any open space up to 2 spaces away. Duplicates can move up to 10 spaces away from the character. Any successful attack destroys a duplicate. Can use power to see through someone else's illusion (gives the character a **double edge** on their Ego check).

### Sense Supernatural

0

**Action:** Standard | **Duration:** Concentration | **Range:** 400 sp.

**Effect:** The character can reach out with their mind to sense the presence of supernatural people, places or things within range. This tells them the location of the supernatural thing and its general status. If the target wishes to conceal themselves, make an Ego check vs each target's Vigilance defense.

**Success:** Character senses the target.

**Success:** As success but character can also identify if the target is cursed or demonic.

### Summon Portal

15

**Action:** Standard | **Duration:** Concentration | **Range:** Reach.

**Effect:** The character opens a glowing portal in a space next to them that teleports anything that enters it between that space and its destination. The character can close it at will.

## REACTIONS

### Shield of the Seraphim

10

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** Self.

**Effect:** Produce a magical shield that provides complete protection from physical damage that does 20 points of damage or less. If attack does more than 20 points of damage, it destroys the protection.

### Winds of Watooomb

10

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** 40 sp.

**Trigger:** Damage gets through the Shield of the Seraphim

**Effect:** Halve all movement by foes within 40 spaces. Can use spell to push away smoke, mist or fog (if created by a power, make an Ego check with an **edge** vs Ego defense of opposing controller).

**Success:** Controller's power ends.

**Success:** As success + controller knocked prone. Can use to reinforce Shield of the Seraphim where any Health damage that gets through its protection can be transferred to their Focus instead, leaving the Shield of the Seraphim intact.

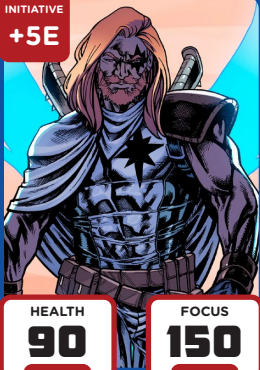
## OTHER POWERS

3 Discipline 2 0

# SHATTERSTAR

INITIATIVE

**+5E**



HEALTH

**90**

DR: -2

FOCUS

**150**

DR: -

MELEE

**5**

DEFENSE

**15**

NON-COMBAT

**+8**

MULTIPLIER

**x8**

AGILITY

**6**

DEFENSE

**16**

NON-COMBAT

**+7**

MULTIPLIER

**x6**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

EGO

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x5**

LOGIC

**3**

DEFENSE

**13**

NON-COMBAT

**+4**

MULTIPLIER

**x6**

RUN / CLIMB / SWIM / JUMP

**6**

**3**

**3**

**3**

RANK

**5**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Free Running

Gain an **edge** on Agility checks made to perform acrobatics during a movement action.

### Quick Learner

If the character fails an action check, they gain an **edge** on the check if they try the same action again on their next turn.

### Situational Awareness

Gain an **edge** on initiative checks.

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Gear & Weapons

- **Dual Swords (Range: Reach)**  
Melee Damage Multiplier +2.

### Other Traits and Tags

**Traits:** Connections: Super Heroes, Extraordinary Origin.

**Tags:** Black Market Access, Heroic, Hounded, Kra-koan, Public Identity, Signature Weapons: Dual swords, Sorcerous, X-Gen.

# POWERS

## ATTACK

### Banging Heads 0

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee Attack vs the Melee Defense of two enemies within reach. If this attack fails against either target, it fails entirely.

**Success:** Both targets suffer damage.

**Success:** Both targets suffer damage + prone.

### Fast Attacks (Sharp) 0

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack vs Melee Defense against 2 targets within reach.

**Success:** Affected target/s suffer ½ damage.

**Success:** Affected target/s suffer damage and this character may make a bonus attack vs another target within reach.

### Fast Strikes 0

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee Attack vs Melee Defense against 2 targets.

**Success:** Target/s suffer ½ damage.

**Success:** Target/s suffer damage.

### Flying Double Kick 10

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a single close Melee check against 2 targets.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Prone.

### Furious Attacks (Sharp) 10+

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack vs Melee Defense against 2 targets within reach.

Add +1 to Melee damage bonus per 2 Focus spent.

**Success:** Target/s suffer ½ damage.

**Success:** Target/s suffer damage + Weapon Effect (Sharp: Target is bleeding).

### Hit & Run (Sharp) 0

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack with **edge** vs Melee Defense against a target.

**Success:** Target suffers damage + character can move ½ their Run Speed for free.

**Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding) + character can move ½ their Run Speed for free.

### Leg Sweep 5

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee Attack vs Melee Defense against a target.

**Success:** Target suffers damage + Prone.

**Success:** Target suffers damage + Prone + Stunned for one round.

### Vicious Attack (Sharp) 0

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack vs Melee Defense against a target.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding).

### Whirling Frenzy (Sharp) 5

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee check vs Melee Defense of every target within reach.

**Success:** Target suffers ½ damage.

**Success:** Target suffers damage + Weapon Effect (Sharp: Target is bleeding).

## ACTIVE

### Attack Stance 0

**Action:** Standard | **Duration:** Concentration | **Range:** Reach.

**Effect:** Double the character's Melee ability bonus to damage.

### Counterstrike Technique 5

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.

**Trigger:** While Attack Stance is active, a close attack against this character does damage.

**Effect:** The attacker also suffers half their regular damage to themselves.

### Defense Stance 0

**Action:** Standard | **Duration:** Concentration | **Range:** Reach.

**Effect:** Any close attacks made against the character have **trouble** until this character is successfully attacked.

### Do This All Day 3+

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Heal 2 points of Health for every point of Focus spent.

### Summon Portal 15

**Action:** Standard | **Duration:** Concentration | **Range:** Reach.

**Effect:** The character opens a glowing portal in a space next to them that teleports anything that enters it between that space and its destination. The character can close it at will.

## REACTIONS

### Riposte (Sharp) 0

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.

**Trigger:** An enemy makes a close attack against the character that fails.

**Effect:** Make a Melee Attack vs Melee Defense against target.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding).

## OTHER POWERS

Accuracy 1 0, Brilliance 1 0, Mighty 3 0, Sturdy 2 0.

# SILVER SAMURAI

INITIATIVE

**+3**



HEALTH

**150**

DR: -1

FOCUS

**120**

DR: -

MELEE

**6**

DEFENSE

**16**

NON-COMBAT

**+6**

MULTIPLIER

**x4**

AGILITY

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x4**

RESILIENCE

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**4**

DEFENSE

**14**

NON-COMBAT

**+5**

MULTIPLIER

**x5**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / JUMP

**5**

**3**

**3**

**3**

RANK

**4**

## TAGS & TRAITS

### Combat Expert

Gain an **edge** on Melee attacks against enemies of Rank 1.

### Determination

When demoralized, do not gain **trouble** on all actions.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Gear & Weapons

■ **Katana (Sword) (Range: Reach)**  
Melee Damage Multiplier +2.

### Other Traits and Tags

**Traits:** Battle Ready, Connections: Criminal (Yakuza), Extraordinary Origin.

**Tags:** Black Market Access, Hounded, Krakoan, Public Identity, Signature Weapon: Katana (Sword), Streetwise, X-Gene.

# POWERS

## ATTACK

### Chain Strikes

**Action:** Standard | **Duration:** Instant | **Range:** Reach. **Effect:** Make a Melee Attack with **edge** vs a target's Melee Defense. **Success:** Target suffers damage. **Success:** Target suffers damage and character may attempt an additional Chain Strike attack.

### Elemental Burst (Energy)

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp. **Effect:** Make a ranged Agility Attack vs target's Agility Defense. **Success:** Target suffers damage. **Success:** Target suffers double damage + element's special effect (**Energy:** Blinds target for one round).

### Fast Attacks (Sharp)

**Action:** Standard | **Duration:** Instant | **Range:** Reach. **Effect:** Make a Melee attack vs Melee Defense against 2 targets within reach. **Success:** Affected target/s suffer ½ damage. **Success:** Affected target/s suffer damage and this character may make a bonus attack vs another target within reach.

### Fast Strikes

**Action:** Standard | **Duration:** Instant | **Range:** Reach. **Effect:** Make a Melee Attack vs Melee Defense against 2 targets. **Success:** Target/s suffer ½ damage. **Success:** Target/s suffer damage.

### Focused Fury (Sharp)

**Action:** Standard | **Duration:** Instant | **Range:** Reach. **Effect:** Make a Melee attack with **edge** vs Melee Defense against a target. Add +1 to Melee damage bonus per 2 Focus spent. **Success:** Target suffers damage. **Success:** Target suffers double damage + Weapon Effect (**Sharp:** Target is bleeding).

### Focused Strike

**Action:** Standard | **Duration:** Instant | **Range:** Reach. **Effect:** Make a Melee attack vs Melee Defense against a target. Add +1 to Melee damage bonus per 2 Focus spent. **Success:** Target suffers total damage. **Success:** Target suffers double total damage + Stunned for one round.

### Hit & Run (Sharp)

**Action:** Standard | **Duration:** Instant | **Range:** Reach. **Effect:** Make a Melee attack with **edge** vs Melee Defense against a target. **Success:** Target suffers damage + character can move ½ their Run Speed for free. **Success:** Target suffers double damage + Weapon Effect (**Sharp:** Target is bleeding) + character can move ½ their Run Speed for free.

### Leg Sweep

**Action:** Standard | **Duration:** Instant | **Range:** Reach. **Effect:** Make a Melee Attack vs Melee Defense against a target. **Success:** Target suffers damage + Prone. **Success:** Target suffers damage + Prone + Stunned for one round.

### Vicious Attack (Sharp)

**Action:** Standard | **Duration:** Instant | **Range:** Reach. **Effect:** Make a Melee attack vs Melee Defense against a target. **Success:** Target suffers damage. **Success:** Target suffers double damage + Weapon Effect (**Sharp:** Target is bleeding).

## ACTIVE

### Attack Stance

**Action:** Standard | **Duration:** Concentration | **Range:** Self. **Effect:** Double the character's Melee ability bonus to damage.

### Defense Stance

**Action:** Standard | **Duration:** Concentration | **Range:** Self. **Effect:** Any close attacks made against the character have **trouble** until this character is successfully attacked.

### Elemental Infusion (Energy)

**Action:** Standard | **Duration:** Concentration | **Range:** Self. **Effect:** The character infuses their energy into a handheld weapon in their grasp. When the character gets a Fantastic success attacking with the weapon, add the energy's special effect.

### Inspiration

**Action:** Standard | **Duration:** 1 round | **Range:** Earshot. **Effect:** Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

## REACTIONS

### Exploit (Sharp)

**Action:** Reaction | **Duration:** Instant | **Range:** Reach. **Trigger:** Fantastic Success with Melee and causes a min 1+ damage. **Effect:** Make a Melee attack vs target's Resilience Defense. **Success:** Target suffers damage + ignore Health DR. **Success:** Target suffers double damage + ignores Health DR + Weapon Effect (**Sharp:** Target is bleeding).

### Riposte (Sharp)

**Action:** Reaction | **Duration:** Instant | **Range:** Reach. **Trigger:** An enemy makes a close attack against the character that fails. **Effect:** Make a Melee Attack vs Melee Defense against target. **Success:** Target suffers damage. **Success:** Target suffers double damage + Weapon Effect (**Sharp:** Target is bleeding).

## OTHER POWERS

Discipline 1, Sturdy 1



# SIRYN

INITIATIVE

**+3E**



HEALTH

**60**

DR: -

FOCUS

**90**

DR: -

MELEE

**1**

DEFENSE

**15**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

AGILITY

**5**

DEFENSE

**15**

NON-COMBAT

**+7**

MULTIPLIER

**x5**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**4**

DEFENSE

**14**

NON-COMBAT

**+5**

MULTIPLIER

**x4**

LOGIC

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / FLY

**6**

**3**

**3**

**18**

RANK

**3**

## TAGS & TRAITS

### Determination

When demoralized, do not gain **trouble** on all actions.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Investigation

Gain an **edge** on Vigilance checks to spot clues and on Logic checks related to interpreting clues. Gain a **second edge** if made in a Forensics Lab.

### Situational Awareness

Gain an **edge** on initiative checks.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Heroic, Hounded, Kra-koan, Public Identity, X-Gene.

# POWERS

## ATTACK


### Elemental Blast (Sound)

50

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack with an **edge** vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.

**Success:** Affected target suffers total damage.

 **Success:** Affected target suffers double total damage + element's special effect (**Sound:** Deafens target for one round).


### Elemental Burst (Sound)

0

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack vs target's Agility Defense.

**Success:** Target suffers damage.

 **Success:** Target suffers double damage + element's special effect (**Sound:** Deafens target for one round).


### Elemental Ricochet (Sound)

10

**Action:** Standard | **Duration:** Instant | **Range:** 30 sp.

**Effect:** Make a ranged attack vs target in line of sight.

**Success:** Target suffers damage.

 **Success:** Target suffers damage + character selects a new target in line of sight and makes a new attack vs that target, adding the new range to the previous attack's range. This can be repeated until an attack is not fantastic or runs out of range.

## ACTIVE


### Elemental Barrier (Sound)

5

**Action:** Standard | **Duration:** Concentration | **Range:** 30 sp.

**Effect:** The character forms a wall (6 spaces across) of their element within range. Make an Agility Attack vs Agility Defense of any target in the affected spaces. On a failure, the target chooses which side of the barrier they're on. The barrier provides 10 points of protection.

**Success:** Attacker chooses the side of the barrier the target is on.

 **Success:** As success + element's special effect (**Sound:** Deafens target for one round).

## REACTIONS



### Elemental Protection 2 (Sound)

10

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** Self.

**Trigger:** The character is attacked or otherwise in danger.

**Effect:** The character protects themselves with their element. Any attacks against them that do 20 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 20 points of damage, it destroys the protection.

## OTHER POWERS

 Accuracy 2 0, Discipline 1 0, Evasion 0, Flight 2 0.

# SNOWBIRD

INITIATIVE

**+3**



HEALTH

**90**

DR: -2

FOCUS

**90**

DR: -

MELEE

**5**

DEFENSE

**15**

NON-COMBAT

**+7**

MULTIPLIER

**x6**

AGILITY

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

MULTIPLIER

**x4**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

MULTIPLIER

**x4**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / FLY

**5**

**3**

**3**

**20**

RANK

**4**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Enhanced Physique

Treat character as one size bigger for lifting, carrying, swinging and throwing things.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### God Heritage

Gain an **edge** when dealing with something that they are the god of.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Heroic, Public Identity, Supernatural.

# POWERS

## ATTACK

### Elemental Blast (Ice)

5

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack with an **edge** vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.

**Success:** Affected target suffers total damage.

**Success:** Affected target suffers double total damage + element's special effect (**Ice:** Paralyzes target for one round).

### Elemental Burst (Ice)

1

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack vs target's Agility Defense.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + element's special effect (**Ice:** Paralyzes target for one round).

### Elemental Grab (Ice)

5

**Action:** Standard | **Duration:** Concentration | **Range:** 20 sp.

**Effect:** Make a ranged Ego attack vs target's Melee defense. Breaking free requires a successful Melee check against target number 20.

**Success:** Character grabs the target with their element.

**Success:** Character grabs the target with their element + Pinned + Suffer the element's special effect (**Ice:** Paralyzes target for one round).

## ACTIVE

### Control Fog

1

**Action:** Standard | **Duration:** Concentration | **Range:** Self

**Effect:** Create a thick fog for up to 100 spaces around them that blocks all line of sight beyond 10 spaces. They can also dispel any fog in a similar area.

### Control Weather 2

10

**Action:** Standard | **Duration:** Concentration | **Range:** Self

**Effect:** It starts to storm in an area up to 20 miles across, centered on the character. All ranges and all speeds are cut in half.

### Disguise

1

**Action:** Standard | **Duration:** Permanent | **Range:** Self

**Effect:** Instantly alters appearance to appear as someone else. TN to see through disguise equals Ego defense. If impersonating someone known to the target, they gain **edge**.

### Elemental Barrier (Ice)

5

**Action:** Standard | **Duration:** Concentration | **Range:** 40 sp.

**Effect:** The character forms a wall (8 spaces across) of their element within range. Make an Agility Attack vs Agility Defense of any target in the affected spaces. On a failure, the target chooses which side of the barrier they're on. The barrier provides 10 points of protection.

**Success:** Attacker chooses the side of the barrier the target is on.

**Success:** As success + element's special effect (**Ice:** Paralyzes target for one round).

### Postcognition 1

5

**Action:** Standard | **Duration:** Instant | **Range:** Self

**Effect:** The character can sense what happened to a particular person, place or item within their reach—including themselves—in the past six hours. If analyzing a person, they sense events from the target's perspective, using that person's senses. If the person is unconscious, dead or otherwise senseless at any point during that time, the character cannot sense anything at those points either. If analyzing a place, the character can sense everything that happened in that place over that period of time, using their own senses. It seems to the character as if they are standing in their current location and position. If analyzing an item, the character senses how the item was affected or used over that period of time, no matter where it was located or how it moved. They can sense things as if the item had their senses. The character can fast-forward and rewind through the period of time and stop at interesting parts, allowing them to play out in real time.

### Weather Chill

1

**Action:** Standard | **Duration:** Concentration | **Range:** Self

**Effect:** The temperature in an area roughly a mile across falls as low as 0°F.

## REACTIONS



### Shape-Shift

1

**Action:** Standard/Reaction | **Duration:** Permanent | **Range:** Self

**Trigger:** The character is attacked or otherwise in danger.

**Effect:** Change into another form no more than one size bigger or smaller than their regular form. Gain access to any natural abilities of that form (i.e. bird = fly).

## PASSIVE

### Heightened Senses 1

1

**Action:** Passive | **Duration:** Permanent | **Range:** Self

**Effect:** Senses things roughly twice as far away as normal. Gain **edge** on Vigilance checks to perceive things, and enemies have **trouble** on checks they make to sneak past the character.

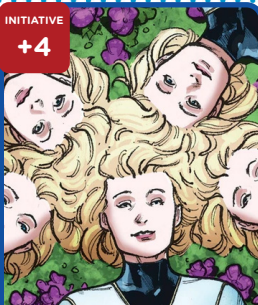
## OTHER POWERS

 Flight 1  Mighty 2  Sturdy 2 

# THE STEPFORD CUCKOOS

INITIATIVE

**+4**



HEALTH

**60**

DR: -

FOCUS

**120**

DR: -1

MELEE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

AGILITY

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

EGO

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x3**

LOGIC

**5**

DEFENSE

**15**

NON-COMBAT

**+6**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / JUMP

**5**

**3**

**3**

**3**

RANK

**3**

## TAGS & TRAITS

### Beguiling

The character has an **edge** when making an Ego check to persuade someone who could be attracted to them.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Quick Learner

If the character fails an action check, they gain an **edge** on the check if they try the same action again on their next turn.

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Alternate Form (crystalline form), Black Market Access, Extreme Appearance (in alternate form), Heroic, Hounded, Krakoon, Mentor: Emma Frost, Public Identity, X-Genie.

# POWERS

## ATTACK

### Telepathic Blast

**Action:** Standard | **Duration:** Instant | **Range:** LOS.

**Effect:** Make a Logic attack vs target in line of sight.

**Success:** Target suffers damage to Focus.

**Success:** Target suffers double damage to Focus + Stunned for 1 round.

## ACTIVE

### Astral Form

**Action:** Standard | **Duration:** Concentration | **Range:** Self.

**Effect:** Can project an avatar into the Astral Plane, leaving their physical body in a deep trance in the real world. If Rank 4+, can take on a transparent form visible in the real world. Flight Speed on Astral Plane = 15.

### Bump Power

**Action:** Standard | **Duration:** Concentration | **Range:** 5 sp.

**Effect:** Pick one power from another character within range and boost it. If the power has ranges or effective areas or durations, these are doubled. If the power affects a damage multiplier, add 1 to the effect. Any effects that normally happen with a Fantastic success automatically happen on any success, not just a Fantastic one. If the power has a cost, the character must pay it as well, with a minimum of 5 Focus.

### Command

**Action:** Standard | **Duration:** 1 round | **Range:** Unlimited.

**Effect:** Make a Logic check vs Logic defense of target with an existing Telepathic Link. Give a command they can complete in a single action. If it can harm someone, the check has **trouble**. If it can harm the target, the check has **double trouble** on the check.

**Success:** The target complies with the order.

**Success:** As success + gains an **edge** the next time they use this power against this same target.

### Information Upload

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.

**Effect:** Transmit a tag, trait, or any information of their own to a target with whom they have a Telepathic Link—willing or not. The label lasts until the target sleeps.

### Memory Blip

**Action:** Standard | **Duration:** Permanent | **Range:** Unlimited.

**Effect:** Makes a Logic check vs target's Logic defense. to cause a telepathically linked target to forget something that's happened in the past hour. This gap can be up to an hour in length. The result of the check is the TN of a Logic check needed to recall the altered memory.

**Success:** The memories are forgotten.

**Success:** As success + target has **trouble** on checks to recover such memories in the future.

### Mind Reading

**Action:** Standard | **Duration:** 1 round | **Range:** Unlimited.

**Effect:** Can read the thoughts of a single person with whom they have established a Telepathic Link. Make a Logic check vs target's Logic defense.

**Success:** Can read the target's surface thoughts.

**Success:** As success but can ask a single simple question and get the answer from the target's mind

### Mirage

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.

**Effect:** Creates a full-sensory mirage that affects any target with whom they have established a Telepathic Link. The mirage can be of anything the character desires, and it can move freely.

### Telepathic Link

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.

**Effect:** Can communicate telepathically with one person they have met or seen before, providing both character and target are in the same dimension. If target is unwilling, make a Logic check vs target's Vigilance defense. On a failure, the character cannot attempt to communicate with the target in this way for the rest of the day.

**Success:** Can communicate with the target for one round.

**Success:** Target cannot shut the character out for the rest of the day.

### Telepathic Network

**Action:** Standard | **Duration:** Concentration | **Range:** Unlimited.

**Effect:** Can communicate telepathically with a group of willing, linked people, each of whom they have met or seen before. The group can number up to 15 people. There is no limit to the distance of the communication, as long as everyone involved is in the same dimension.

## REACTIONS

## OTHER POWERS

Brilliance 1, Sturdy 1, Uncanny 1

# SUNFIRE

INITIATIVE

**+4E**



HEALTH

**90**

DR: -

FOCUS

**120**

DR: -

MELEE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x4**

AGILITY

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

MULTIPLIER

**x4**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

EGO

**4**

DEFENSE

**14**

NON-COMBAT

**+6**

MULTIPLIER

**x6**

LOGIC

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / FLY

**6**

**3**

**3**

**24**

RANK

**4**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Determination

When demoralized, do not gain **trouble** on all actions.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Iron Will

Enemies have **trouble** on Ego attacks to control this character's mind or influence their behavior. The character also gains an **edge** on Ego checks to break free of mind control or other compulsions.

### Situational Awareness

Gain an **edge** on initiative checks.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Heroic, Hounded, Kra-koan, Public Identity, X-Gene.

# POWERS

## ATTACK

### Banging Heads

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee Attack vs the Melee Defense of two enemies within reach. If this attack fails against either target, it fails entirely.  
**Success:** Both targets suffer damage.  
**Success:** Both targets suffer damage + prone.

### Elemental Barrage (Fire)

**Action:** Standard | **Duration:** Instant | **Range:** LOS.  
**Effect:** The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Make a single Ego check vs each target's Resilience defense.  
**Success:** Affected targets suffer 1/2 damage.  
**Success:** Affected targets suffer damage + elemental type's special effect (Fire: Sets target ablaze).

### Elemental Blast (Fire)

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make a ranged Agility Attack with an edge vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.  
**Success:** Affected target suffers total damage.  
**Success:** Affected target suffers double total damage + element's special effect (Fire: Sets target ablaze).

### Elemental Burst (Fire)

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make a ranged Agility Attack vs target's Agility Defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + element's special effect (Fire: Sets target ablaze).

### Elemental Push (Fire)

**Action:** Standard | **Duration:** Instant | **Range:** LOS.  
**Effect:** Make an Ego attack vs target's Agility defense.  
**Success:** Move the target in any direction, up to 4 spaces.  
**Success:** As success + target suffers damage + Prone + element's special effect (Fire: Sets target ablaze).

### Fast Strikes

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee Attack vs Melee Defense against 2 targets.  
**Success:** Target/s suffer 1/2 damage.  
**Success:** Target/s suffer damage.

### Supernova (Fire)

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make an Ego check vs Resilience defense of every enemy within range. Add +1 to the character's Ego damage bonus for every 2 points of Focus they spend.  
**Success:** Affected target/s suffer half total damage.  
**Success:** Affected target/s suffer total damage + element's special effect (Fire: Sets target ablaze).

## ACTIVE

### Defense Stance

**Action:** Standard | **Duration:** Concentration | **Range:** Self.  
**Effect:** Any close attacks made against the character have trouble until this character is successfully attacked.

### Elemental Barrier (Fire)

**Action:** Standard | **Duration:** Concentration | **Range:** 40 sp.  
**Effect:** The character forms a wall (8 spaces across) of their element within range. Make an Agility Attack vs Agility Defense of any target in the affected spaces. On a failure, the target chooses which side of the barrier they're on. The barrier provides 10 points of protection.  
**Success:** Attacker chooses the side of the barrier the target is on.  
**Success:** As success + element's special effect (Fire: Sets target ablaze).

## REACTIONS

### Elemental Protection 2 (Fire)

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** Self.  
**Trigger:** The character is attacked or otherwise in danger.  
**Effect:** The character protects themselves with their element. Any attacks against them that do 20 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 20 points of damage, it destroys the protection.

### Elemental Reinforcement (Fire)

**Action:** Reaction | **Duration:** Instant | **Range:** Self.  
**Trigger:** Damage gets through an elemental power.  
**Effect:** The character can transfer any Health damage that gets through an elemental power that grants damage protection to their Focus instead, leaving the protection intact.

### Elemental Sphere (Fire)

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** 20 sp.  
**Trigger:** The character is attacked or otherwise in danger.  
**Cost:** Same as the character's Elemental Protection power.  
**Effect:** The character envelops themselves—and any chosen people—in a protective sphere comprised of their element. When formed, make an Ego check vs Agility defense of unwanted characters in the enclosed space. Attacks on the sphere are against the character's Ego defense and acts as character's Elemental Protection power.  
**Success:** Move any unwanted people within the sphere's perimeter to spaces outside of the sphere.  
**Success:** As success but also suffer damage + elements special effect (Fire: Sets target ablaze).

## PASSIVE

### Elemental Form (Fire)

**Action:** Passive | **Duration:** Permanent | **Range:** Self.  
**Effect:** The character's body is made entirely of their element, which gives them a steady supply of their element to use and makes them essentially unkillable. When they lose all their Health, their form loses its cohesion and falls apart. When they have at least 1 Health—which they can gain back over time, normally—they can re-form.

## OTHER POWERS

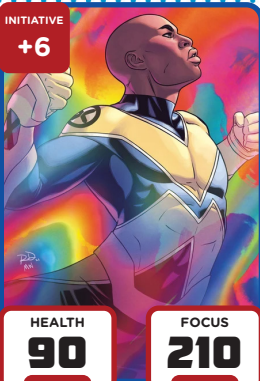
Discipline 2 • Flight 2 •



# SYNCH

INITIATIVE

**+6**



HEALTH

**90**

DR: -

FOCUS

**210**

DR: -1

MELEE

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

MULTIPLIER

**x4**

AGILITY

**5**

DEFENSE

**15**

NON-COMBAT

**+6**

MULTIPLIER

**x5**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**6**

DEFENSE

**16**

NON-COMBAT

**+6**

EGO

**4**

DEFENSE

**14**

NON-COMBAT

**+5**

MULTIPLIER

**x5**

LOGIC

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / JUMP

**6**

**3**

**3**

**3**

RANK

**4**

## TAGS & TRAITS

### Combat Expert

Gain an **edge** on Melee attacks against enemies of Rank 1.

### Combat Reflexes

Gain one additional reaction each turn.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Iron Will

Enemies have **trouble** on Ego attacks to control this character's mind or influence their behavior. The character also gains an **edge** on Ego checks to break free of mind control or other compulsions.

### Other Traits and Tags

**Traits:** Battle Ready, Connections: Super Heroes.

**Tags:** Black Market, Access, Heroic, Hounded, Kra-koan, Public Identity, X-Gene.

# POWERS

## ATTACK

### Banging Heads

0

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee Attack vs the Melee Defense of two enemies within reach. If this attack fails against either target, it fails entirely.

**Success:** Both targets suffer damage.

**Success:** Both targets suffer damage + prone.

### Fast Strikes

0

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee Attack vs Melee Defense against 2 targets.

**Success:** Target/s suffer 1/2 damage.

**Success:** Target/s suffer damage.

## ACTIVE

### Clone Moves

5+

**Action:** Standard | **Duration:** Concentration | **Range:** 10 sp.

**Effect:** Pick another character within range and line of sight. Duplicate all their powers selectable with the Special Training origin and use them as if they were always yours. If the copied powers have costs, you must pay the highest of them, or a minimum of 5 Focus. When using a copied power, you must pay any cost normally as well.

### Clone Powers

15+

**Action:** Standard | **Duration:** Concentration | **Range:** 10 sp.

**Effect:** Picks another character within range and duplicates all of their powers. You can now use those powers as if they were always your. If the target's powers have costs, you must pay the highest of them, or a minimum of 15 Focus. When using a copied power, you must pay any cost normally as well.

### Copy Ability

0

**Action:** Standard | **Duration:** Concentration | **Range:** 10 sp.

**Effect:** Pick one ability score of another character in range and duplicate it. You now use that ability score in place of your own.

### Copy Power

5

**Action:** Standard | **Duration:** Concentration | **Range:** 10 sp.

**Effect:** Pick one power of another character in range and duplicate it as if it was always yours. When using such a power, they must pay any cost normally as well.

### Defense Stance

0

**Action:** Standard | **Duration:** Concentration | **Range:** Self.

**Effect:** Any close attacks made against the character have **trouble** until this character is successfully attacked.

## REACTIONS




### Combat Trickery

5

**Action:** Reaction | **Duration:** Instant | **Range:** Varies.

**Trigger:** The character makes an attack.

**Effect:** Once per battle, when attacking targets of equal or higher rank, checks automatically roll a 1 on their  (cannot be affected by **trouble**). If attacking multiple targets, all the targets must be of equal or higher rank.

### Slow-Motion Dodge

0

**Action:** Reaction | **Duration:** Instant | **Range:** Self.

**Trigger:** Enemy makes an attack vs this character's Agility defense.

**Effect:** The enemy gains **trouble** on the attack.

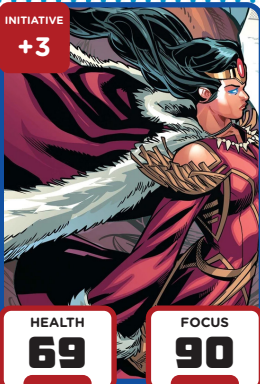
## OTHER POWERS

 Accuracy 1  Discipline 1  Uncanny 1 

# TALISMAN

INITIATIVE

**+3**



HEALTH

**69**

DR: -

FOCUS

**90**

DR: -

MELEE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x4**

AGILITY

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

MULTIPLIER

**x4**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**7**

DEFENSE

**17**

NON-COMBAT

**+10**

MULTIPLIER

**x7**

LOGIC

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / FLY

**6**

**3**

**3**

**24**

RANK

**4**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### First Aid

Gain an **edge** on Logic checks to stop bleeding.

### Magic Item Reliance

**Coronet of Enchantment:** The character relies on a magically empowered item for some or all of their powers. When they take Health (or Focus) damage that would render them unconscious (or demoralized), they can instead choose to lose all of their magic-item-related powers and remain conscious with 1 point of Health (or Focus) left.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Quick Learner

If the character fails an action check, they gain an **edge** on the check if they try the same action again on their next turn.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Heroic, Public Identity, Sorcerous, Supernatural.

# POWERS

## ATTACK

### Bolts of Balthakk

50

**Action:** Standard | **Duration:** Instant | **Range:** 20 sp.

**Effect:** Make an Ego check with **edge** vs target's Agility defense in line of sight. Add +1 to Agility damage bonus for every 2 points of Focus spent.

**Success:** Target suffers total damage.

**Success:** Target suffers double total damage + Stunned for 1 round.

### Icy Tendrils of Ikthalon

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make an Ego check vs target's Agility Defense.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Paralyzed.

### Thunder

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make an Ego check vs Resilience defense of every character within range.

**Success:** Affected target/s is deafened.

**Success:** Affected target/s deafened + stunned for 1 round.

## ACTIVE

### Astral Form

5

**Action:** Standard | **Duration:** Concentration | **Range:** Self.

**Effect:** Can project an avatar into the Astral Plane, leaving their physical body in a deep trance in the real world. If Rank 4+, can take on a transparent form visible in the real world. Flight Speed on Astral Plane = 24.

### Control Weather 2

10

**Action:** Standard | **Duration:** Concentration | **Range:** Self.

**Effect:** It starts to storm in an area up to 20 miles across, centered on the character. All ranges and all speeds are cut in half.

### Dispel Spell

15

**Action:** Standard | **Duration:** Instant | **Range:** LOS

**Effect:** Make an Ego check vs target's Ego defense who uses a magic power that requires concentration.

**Success:** Target's concentration on that power is broken.

**Success:** Target's concentration is broken entirely.

### Images of Ikonn

5

**Action:** Standard | **Duration:** Concentration | **Range:** 2 sp.

**Effect:** Create four (4) duplicates that start in the same space as the character and instantly move into any open space up to 2 spaces away. Duplicates can move up to 10 spaces away from the character. Any successful attack destroys a duplicate. Can use power to see through someone else's illusion (gives the character a **double edge** on their Ego check).

### Sense Supernatural

1

**Action:** Standard | **Duration:** Concentration | **Range:** 400 sp.

**Effect:** The character can reach out with their mind to sense the presence of supernatural people, places or things within range. This tells them the location of the supernatural thing and its general status. If the target wishes to conceal themselves, make an Ego check vs each target's Vigilance defense.

**Success:** Character senses the target.

**Success:** As success but character can also identify if the target is cursed or demonic.

### Summon Portal

15

**Action:** Standard | **Duration:** Concentration | **Range:** Reach

**Effect:** The character opens a glowing portal in a space next to them that teleports anything that enters it between that space and its destination. The character can close it at will.

## REACTIONS

### Shield of the Seraphim

10

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** Reach.

**Effect:** Produce a magical shield that provides complete protection from physical damage that does 20 points of damage or less. If attack does more than 20 points of damage, it destroys the protection.

### Winds of Watomb

10

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** 40 sp.

**Trigger:** Damage gets through the Shield of the Seraphim

**Effect:** Halve all movement by foes within 40 spaces. Can use spell to push away smoke, mist or fog (if created by a power, make an Ego check with an **edge** vs Ego defense of opposing controller).

**Success:** Controller's power ends.

**Success:** As success + controller knocked prone.

Can use to reinforce Shield of the Seraphim where any Health damage that gets through its protection can be transferred to their Focus instead, leaving the Shield of the Seraphim intact.

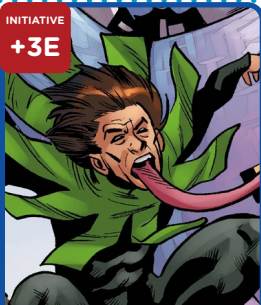
## OTHER POWERS

Discipline 3, Flight 1

# TOAD

INITIATIVE

**+3E**



HEALTH

**60**

DR: -

FOCUS

**90**

DR: -

MELEE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x3**

AGILITY

**5**

DEFENSE

**15**

NON-COMBAT

**+6**

MULTIPLIER

**x4**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x3**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / JUMP

**6**

**6**

**9**

**6**

RANK

**3**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Situational Awareness

Gain an **edge** on initiative checks.

### Sneaky

Gain an **edge** on Agility checks when sneaking around. Enemies have **trouble** on Vigilance checks to detect the character when the character is invisible or hiding.

### Other Traits and Tags

**Traits:** Connections: Super Villains.

**Tags:** Black Market Access, Hounded, Krakoon, Public Identity, X-Gene.

# POWERS

## ATTACK

### Chain Strikes

5

**Action:** Standard | **Duration:** Instant | **Range:** Reach

**Effect:** Make a Melee Attack with **edge** vs a target's Melee Defense.

**Success:** Target suffers damage.

**Success:** Target suffers damage and character may attempt an additional Chain Strike attack.

### Elemental Burst (Air + Chemical)

0

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.

**Effect:** Make a ranged Agility Attack vs target's Agility Defense.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + element's special effect (**Air:** Target is knocked prone for one round; or **Chemical:** The target is corroding).

### Fast Strikes

0

**Action:** Standard | **Duration:** Instant | **Range:** Reach

**Effect:** Make a Melee Attack vs Melee Defense against 2 targets.

**Success:** Target/s suffer 1/2 damage.

**Success:** Target/s suffer damage.

## REACTIONS



### Slip Free

0

**Action:** Reaction | **Duration:** Instant | **Range:** Self

**Trigger:** The character is grabbed or pinned.

**Effect:** The character is not grabbed or pinned.

## PASSIVE

### Additional Limbs (Tongue)

0

**Action:** Passive | **Duration:** Permanent | **Range:** Self

**Effect:** Lift objects, use tools or otherwise take actions that normally require the use of a hand. Also grants an **edge** in Melee and Agility checks.

### Extended Reach I (Tongue Only)

0

**Action:** Passive | **Duration:** Permanent | **Range:** Self

**Effect:** Reach is x 4 normal.

### Heightened Senses I

0

**Action:** Passive | **Duration:** Permanent | **Range:** Self

**Effect:** Senses things roughly twice as far away as normal. Gain **edge** on Vigilance checks to perceive things, and enemies have **trouble** on checks they make to sneak past the character.

### Speed Swim

0

**Action:** Passive | **Duration:** Permanent | **Range:** Self

**Effect:** Multiply the character's regular Swim Speed by their rank (3) to get their new Swim Speed. Outside of combat, they can move three times as fast.

### Wallcrawling

0

**Action:** Passive | **Duration:** Permanent | **Range:** Self

**Effect:** Gain climb speed equal to Run speed. Under normal conditions, they never lose their grip, no matter the angle of the surface.

## OTHER POWERS

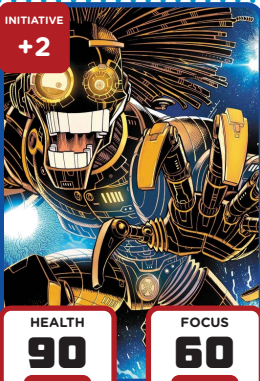
 Accuracy 1 

 Jump 1 

# WARLOCK

INITIATIVE

+2



HEALTH

90

DR: -2

FOCUS

60

DR: -

MELEE

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

x4

AGILITY

4

DEFENSE

14

NON-COMBAT

+4

MULTIPLIER

x4

RESILIENCE

3

DEFENSE

13

NON-COMBAT

+3

VIGILANCE

2

DEFENSE

12

NON-COMBAT

+2

EGO

4

DEFENSE

14

NON-COMBAT

+4

MULTIPLIER

x4

LOGIC

4

DEFENSE

14

NON-COMBAT

+4

MULTIPLIER

x4

RUN / CLIMB / SWIM / GLIDE

5

4

3

10

RANK

4

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Enduring Constitution

May function for up to 48 hours without sleep and gain an **edge** on Resilience checks to overcome fatigue or weariness.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Fresh Eyes

Gain an **edge** on Logic checks when faced with something for the first time.

### Gearhead

Gain an **edge** on Logic checks to figure out how any machine works.

### Infector: Transmode Virus

The character can infect a target with the Transmode Virus.

### Stranger

Gain **trouble** on checks made when trying to decipher such things or when trying to pass themselves off as a local.

### Other Traits and Tags

**Traits:** Connections: Outsiders, Extraordinary Origin.

**Tags:** A.I., Alien Heritage, Extreme Appearance, Heroic, Hounded, Krakoan, Powerful, Public Identity, X-Gene.

# POWERS

## ATTACK

### Reverse Punch

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Makes a close attack with **edge**.

**Success:** Full damage.

**Success:** Double full damage + stunned for 1 round.

## ACTIVE

### Disguise

**Action:** Standard | **Duration:** Permanent | **Range:** Self.

**Effect:** Instantly alters appearance to appear as someone else. TN to see through disguise equals Ego defense. If impersonating someone known to the target, they gain **edge**.

## MOVEMENT

### Stilt Steps

**Action:** Movement | **Duration:** Concentration | **Range:** Self.

**Effect:** The character's Run Speed doubles, as does their Climb Speed.

## REACTIONS

### Body Sheet

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** Self.

**Trigger:** The character falls or is the target of an attack.

**Effect:** Gain Health Damage Reduction 3, but cannot make attacks. Gain Glide Speed equal to double Run Speed.

### Body Sphere

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** Self.

**Trigger:** The character/ally target of an attack.

**Effect:** Form into a sphere and protect up to four (4) allies. Those inside gain Health Damage Reduction 3 against outside attacks, but cannot move until released. Alternatively, if attacker within reach, make Agility check vs. target's Agility defense.

**Success:** Target is Grabbed.

**Success:** Target is Grabbed + Pinned.

### Bounce Back

**Action:** Reaction | **Duration:** Instant | **Range:** Self.

**Trigger:** The character suffers damage from a fall or is knocked prone.

**Effect:** The fall doesn't damage the character. If they are prone, they stand up. If they'd like, they can also jump a number of spaces, up to their Run Speed.

### Brain Drain

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.

**Trigger:** The target is grabbed.

**Effect:** Make an Ego attack vs target's Vigilance defense.

**Success:** Target suffers damage to Focus and character heals half that much Focus themselves.

**Success:** Target suffers damage to Focus and character heals that much Focus themselves.

### Coiling Crush

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.

**Trigger:** The character grabs an enemy.

**Effect:** Make a Melee attack. During the character's subsequent turns, they can spend their movement action to make a Melee check against the enemy's Resilience. If this succeeds, they inflict damage. On a Fantastic success, they do double damage instead. Paralyzed enemies may attempt to break free (Melee check vs Melee defense).

**Success:** Target is Paralyzed.

**Success:** Target suffers damage + Paralyzed.

### Leech Life

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.

**Trigger:** Target is grabbed.

**Effect:** Make an Ego attack vs target's Resilience defense.

**Success:** Target suffers damage, and the character heals half that much Health for themselves.

**Success:** Target suffers damage, and the character heals that much Health for themselves.

### Shape-Shift

**Action:** Standard/Reaction | **Duration:** Permanent | **Range:** Self.

**Trigger:** The character is attacked or otherwise in danger.

**Effect:** Change into another form no more than one size bigger or smaller than their regular form. Gain access to any natural abilities of that form (i.e. bird = fly).

### Slip Free

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.

**Trigger:** The character is grabbed or pinned.

**Effect:** The character is not grabbed or pinned.

## PASSIVE

### Environmental Protection

**Action:** Passive | **Duration:** Permanent | **Range:** Self.

**Effect:** Not harmed by intense cold or heat, the pressure of the deep seas or the intense radiation and vacuum of space.

### Extended Reach 2

**Action:** Passive | **Duration:** Permanent | **Range:** Self.

**Effect:** Reach is x10 normal.

### Flexible Bones 2

**Action:** Passive | **Duration:** Permanent | **Range:** Self.

**Effect:** Gain Health Damage Reduction 2 and **double edge** on Agility checks for contortion and escape.

### Flexible Fingers

**Action:** Passive | **Duration:** Permanent | **Range:** Self.

**Effect:** With a standard action, the character can automatically pick any lock that requires a physical key. They can also shape their hands to form almost any other kind of simple tool.

### Rubberneck

**Action:** Passive | **Duration:** Permanent | **Range:** Self.

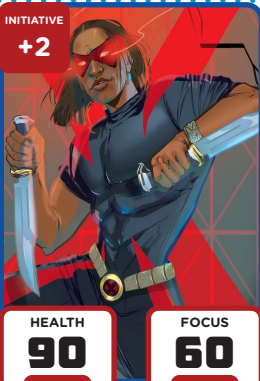
**Effect:** May move their head away from their body, up to their reach, to establish a line of sight to a target.



# WARPATH

INITIATIVE

**+2**



HEALTH

**90**

DR: -2

FOCUS

**60**

DR: -

MELEE

**5**

DEFENSE

**15**

NON-COMBAT

**+7**

MULTIPLIER

**x5**

AGILITY

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x3**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

EGO

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

LOGIC

**2**

DEFENSE

**13**

NON-COMBAT

**+2**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / FLY

**5**

**3**

**3**

**15**

RANK

**3**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Determination

When demoralized, do not gain **trouble** on all actions.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Iron Will

Enemies have **trouble** on Ego attacks to control this character's mind or influence their behavior. The character also gains an **edge** on Ego checks to break free of mind control or other compulsions.

### Gear & Weapons

- Vibranium Daggers (Range: Reach)**  
Melee Damage Multiplier +2.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Heroic, Hounded, Kra-kooan, Public Identity, Signature Weapon: Vibranium Daggers, X-Gene.

# POWERS

## ATTACK

### Clobber

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee attack vs a target's Melee Defense.  
**Success:** Target suffers damage.  
 **Success:** Target suffers double damage + Prone.

### Banging Heads

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee Attack vs Melee Defense of two enemies within reach. If either attack fails, both fail entirely.  
**Success:** Targets suffers damage.  
 **Success:** Targets suffers damage + Prone.

### Fast Attacks (Sharp)

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee attack vs Melee Defense against 2 targets within reach.  
**Success:** Affected target/s suffer ½ damage.  
 **Success:** Affected target/s suffer damage and this character may make a bonus attack vs another target within reach.

### Smash

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Makes a close attack with **edge**. Add +1 to Melee damage bonus per 2 Focus spent.  
**Success:** Target suffers damage.  
 **Success:** Target suffers double damage + Stunned for 1 round.

### Vicious Attack (Sharp)

**Action:** Standard | **Duration:** Instant | **Range:** Reach.  
**Effect:** Make a Melee attack vs Melee Defense against a target.  
**Success:** Target suffers damage.  
 **Success:** Target suffers double damage + Weapon Effect (**Sharp**: Target is bleeding).

## REACTIONS

### Crushing Grip

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.  
**Trigger:** Target is grabbed.  
**Effect:** Make a Melee attack vs Resilience Defense of grabbed target.  
**Success:** Target suffers damage.  
 **Success:** Target suffers double damage + Pinned.

## PASSIVE

### Heightened Senses 1

**Action:** Passive | **Duration:** Permanent | **Range:** Reach.  
**Effect:** Senses things roughly twice as far away as normal. Gain **edge** on Vigilance checks to perceive things, and enemies have **trouble** on checks they make to sneak past the character.

## OTHER POWERS

 Flight 2  Mighty 2  Sturdy 2 

# WILD CHILD

INITIATIVE

**+3E**



HEALTH

**90**

DR: -

FOCUS

**90**

DR: -1

MELEE

**6**

DEFENSE

**16**

NON-COMBAT

**+7**

MULTIPLIER

**x4**

AGILITY

**3**

DEFENSE

**16**

NON-COMBAT

**+3**

MULTIPLIER

**x3**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

LOGIC

**0**

DEFENSE

**10**

NON-COMBAT

**+0**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / JUMP

**5**

**3**

**3**

**3**

RANK

**3**

## TAGS & TRAITS

### Berserker

After taking Health damage, make an Ego check with TN = Health damage taken. On a failure, charge towards attacker. If enemy is defeated, must charge to attack the next closest foe. When Berserk, gain an **edge** on all close attacks, add +2 to Melee, Resilience and Ego defenses, and -2 Agility defense. Cannot use ranged weapons. At the end of the character's turn, lose 5 Focus. When unable to spend Focus or no enemies left, the condition ends.

### Combat Reflexes

Gain one additional reaction each turn.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Situational Awareness

Gain an **edge** on initiative checks.

### Gear & Weapons

■ **Claws (Range: Reach)**

Melee Damage Multiplier +1.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Extreme Appearance, Hounded, Krakoa, Public Identity, X-Gen.

# POWERS

## ATTACK

### Fast Attacks (Sharp)

1

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack vs Melee Defense against 2 targets within reach.

**Success:** Affected target/s suffer ½ damage.

■ **Success:** Affected target/s suffer damage and this character may make a bonus attack vs another target within reach.

### Focused Fury (Sharp)

5+

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack with **edge** vs Melee Defense against a target. Add +1 Melee damage bonus per 2 Focus spent.

**Success:** Target suffers damage.

■ **Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding).

### Furious Attacks (Sharp)

10+

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack vs Melee Defense against 2 targets within reach.

Add +1 to Melee damage bonus per 2 Focus spent.

**Success:** Target/s suffer ½ damage.

■ **Success:** Target/s suffer damage + Weapon Effect (Sharp: Target is bleeding).

### Hit & Run (Sharp)

0

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack with **edge** vs Melee Defense against a target.

**Success:** Target suffers damage + character can move ½ their Run Speed for free.

■ **Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding) + character can move ½ their Run Speed for free.

### Vicious Attack (Sharp)

0

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack vs Melee Defense against a target.

**Success:** Target suffers damage.

■ **Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding).

### Whirling Frenzy (Sharp)

5

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee check vs Melee Defense of every target within reach.

**Success:** Target suffers ½ damage.

■ **Success:** Target suffers damage + Weapon Effect (Sharp: Target is bleeding).

## REACTIONS



### Exploit (Sharp)

5

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.

**Trigger:** Fantastic Success with Melee and causes a min 1+ damage.

**Effect:** Make a Melee attack vs target's Resilience Defense.

**Success:** Target suffers damage + ignore Health DR.

■ **Success:** Target suffers double damage + ignores Health DR + Weapon Effect (Sharp: Target is bleeding).

### Riposte (Sharp)

1

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.

**Trigger:** An enemy makes a close attack against the character that fails.

**Effect:** Make a Melee Attack vs Melee Defense against target.

**Success:** Target suffers damage.

■ **Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding).

## PASSIVE

### Healing Factor

0

**Action:** Passive | **Duration:** Instant | **Range:** Self.

**Effect:** At the end of this character's turn, they regain Health equal to their Resilience Score.

### Heightened Senses 1

0

**Action:** Passive | **Duration:** Permanent | **Range:** Self.

**Effect:** Senses things roughly twice as far away as normal. Gain **edge** on Vigilance checks to perceive things, and enemies have **trouble** on checks they make to sneak past the character.

## OTHER POWERS

 Brawling 0, Mighty 1 0, Uncanny 1 0

# WOLFSBANE

INITIATIVE

**+2E**



HEALTH

**90**

DR: -2

FOCUS

**60**

DR: -

MELEE

**3**

DEFENSE

**14**

NON-COMBAT

**+4**

MULTIPLIER

**x4**

AGILITY

**5**

DEFENSE

**14**

NON-COMBAT

**+5**

MULTIPLIER

**x3**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

EGO

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x3**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / JUMP

**7**

**4**

**4**

**4**

RANK

**3**

## TAGS & TRAITS

### Berserker

After taking Health damage, make an Ego check with TN = Health damage taken. On a failure, charge towards attacker. If enemy is defeated, must charge to attack the next closest foe. When Berserk, gain an **edge** on all close attacks, add +2 to Melee, Resilience and Ego defenses, and -2 Agility defense. Cannot use ranged weapons. At the end of the character's turn, lose 5 Focus. When unable to spend Focus or no enemies left, the condition ends.

### Big (In Alternate Form) (Reach 2)

Gain -1 to Melee and Agility defenses, add +1 to Run Speed, and increases reach to 2.

### Combat Reflexes

Gain one additional reaction each turn.

### Fearless

Gain an **edge** on any action checks required to deal with fear.

### Situational Awareness

Gain an **edge** on initiative checks.

### Gear & Weapons

■ **Claws (Range: Reach)**

Melee Damage Multiplier +1.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Alternate Form (werewolf/wolf), Black Market Access, Extreme Appearance (in alternate form), Heroic, Hounded, Krakoa, Public Identity, X-Gen.

# POWERS

## ATTACK

### Fast Attacks (Sharp)

1

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack vs Melee Defense against 2 targets within reach.

**Success:** Affected target/s suffer ½ damage.

**Success:** Affected target/s suffer damage and this character may make a bonus attack vs another target within reach.

### Furious Attacks (Sharp)

10+

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack vs Melee Defense against 2 targets within reach.

Add +1 to Melee damage bonus per 2 Focus spent.

**Success:** Target/s suffer ½ damage.

**Success:** Target/s suffer damage + Weapon Effect (Sharp: Target is bleeding).

### Hit & Run (Sharp)

1

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack with **edge** vs Melee Defense against a target.

**Success:** Target suffers damage + character can move ½ their Run Speed for free.

**Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding) + character can move ½ their Run Speed for free.

### Vicious Attack (Sharp)

1

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee attack vs Melee Defense against a target.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding).

### Whirling Frenzy (Sharp)

5

**Action:** Standard | **Duration:** Instant | **Range:** Reach.

**Effect:** Make a Melee check vs Melee Defense of every target within reach.

**Success:** Target suffers ½ damage.

**Success:** Target suffers damage + Weapon Effect (Sharp: Target is bleeding).

## REACTIONS



### Exploit (Sharp)

5

**Action:** Reaction | **Duration:** Instant | **Range:** Reach.

**Trigger:** Fantastic Success with Melee and causes a min 1+ damage.

**Effect:** Make a Melee attack vs target's Resilience Defense.

**Success:** Target suffers damage + ignore Health DR.

**Success:** Target suffers double damage + ignores Health DR + Weapon Effect (Sharp: Target is bleeding).

## PASSIVE

### Healing Factor

1

**Action:** Passive | **Duration:** Instant | **Range:** Self.

**Effect:** At the end of this character's turn, they regain Health equal to their Resilience Score.

### Heightened Senses 1

1

**Action:** Passive | **Duration:** Permanent | **Range:** Self.

**Effect:** Senses things roughly twice as far away as normal. Gain **edge** on Vigilance checks to perceive things, and enemies have **trouble** on checks they make to sneak past the character.

## OTHER POWERS

 Evasion  Mighty 1  Sturdy 2 