

ANGEL

**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, Krakoan, Public Identity, Rich, 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 $\frac{1}{2}$ 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 $\frac{1}{2}$ their Run Speed for free.
Success: Target suffers double damage + Weapon Effect (Sharp: Target is bleeding) + character can move $\frac{1}{2}$ their Run Speed for free.

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 $\frac{1}{2}$ 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.

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).

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 $\frac{1}{2}$ damage.
Success: Affected targets suffers damage and character makes a bonus attack with this power against any available target, with the same effect.

REACTIONS

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

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, Mighty 1.

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, Krakoa, Public Identity, X-Gene.

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)

5+

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)

0

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 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 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.

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

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

Crushing Grip

0
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

0
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

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

0
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

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

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

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-koon, Public Identity, 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 trans-

parent 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 other persons within 10 spaces—within 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.

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.

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.

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.

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.

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.

MOVEMENT

Time Travel

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

Effect: Instantly moves between universes.

REACTIONS

Telekinetic Protection

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 0, Flight 2 0, Uncanny 1 0

Telepathic Network 1 0

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-konian, 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

1 Discipline 1 Flight 2 1, Sturdy 1 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-koon, Public Identity, X-Gene.

POWERS

ATTACK

Elemental Blast (Sound)

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 (**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 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 1 Evasion 0 Flight 2

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, Kragoan, Public Identity, X-Gene.

POWERS

ATTACK

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 $\frac{1}{2}$ their Run Speed for free.

Success: Target suffers double damage + Weapon Effect
(Sharp: Target is bleeding) + character can move $\frac{1}{2}$ their Run Speed for free.

REACTIONS

OTHER POWERS

 Flight 1 

BEAK

BISHOP



INITIATIVE
+4E

RUN / CLIMB / SWIM / JUMP
6 3 3 3

RANK
4

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

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, Kra-koon, 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).

5+

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).

0

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).

15

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 $\frac{1}{2}$ damage.
Success: Affected targets suffer damage + character can use this power again against any available target.

10

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 $\frac{1}{2}$ damage.
Success: Affected targets suffer damage + Bleeding.

0

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.

5

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.

0

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.

5

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.

5

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.

5

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.

15

Slow-Motion Dodge

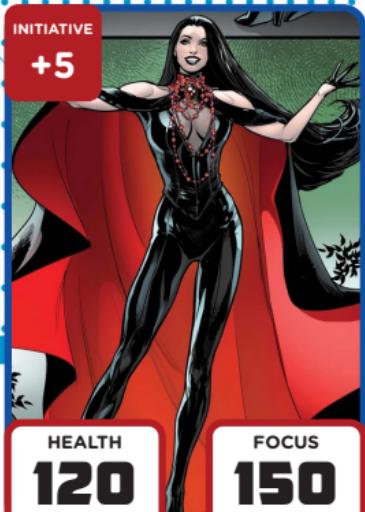
Action: Reaction | **Duration:** Instant | **Range:** Self.
Trigger: Enemy makes an attack vs this character's Agility defense.
Effect: The enemy gains **trouble** on the attack.

0

OTHER POWERS

Accuracy 2 **0**, Discipline 2 **0**, Uncanny 1 **0**.

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, Krakoan, Public Identity, Sorcerous, Supernatural, Villainous, 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 total damage.
Success: Target suffers double total damage + Stunned for 1 round.

SC

Flames of the Faltine

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

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.

5

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.

3

Dispel Spell

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.

15

Sense Supernatural

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.

0

REACTIONS

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.

10

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.

9

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.

0

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.

0

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.

5

Telekinetic Protection

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.

10

OTHER POWERS

Brilliance 1, **Discipline** 2, **Sturdy** 1, **Uncanny** 2.

BLACK TOM CASSIDY



INITIATIVE	+2E
HEALTH	60
DR: -	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, Krakoan, Public Identity, X-Gene.

POWERS

ATTACK

Elemental Blast (Earth)

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).

5+

Elemental Burst (Earth)

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).

0

Elemental Grab (Earth)

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).

5

Elemental Push (Earth)

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).

10

ACTIVE

Animal Bond

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.

0

Elemental Barrier (Earth)

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).

5

Elemental Infusion (Earth)

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).

5

Elemental Prison (Earth)

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).

10

REACTIONS

Elemental Protection 2 (Earth)

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.

10

Elemental Sphere (Earth)

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).

10+

OTHER POWERS

Discipline 1 Evasion

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, Krakoan, Public 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.

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 $\frac{1}{2}$ 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 $\frac{1}{2}$ damage.
Success: Affected targets suffers damage and character makes a bonus attack with this power against any available target, with the same effect.

ACTIVE

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

Blind 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, Krakoa, 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

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

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.

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: 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.

Slip Free

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

Trigger: The character is grabbed or pinned.

Effect: The character is not grabbed or pinned.

PASSIVE

Flexible Bones

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

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

OTHER POWERS

1 Mighty 2 Sturdy 3 Uncanny 1 Wisdom 1

BROOD



INITIATIVE

+1E

90

DR: -1

FOCUS

60

DR: -

3

12

+4

x3

2

11

+2

x2

MELEE

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

AGILITY

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

RESILIENCE

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

VIGILANCE

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

EGO

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

LOGIC

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

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.

Infect: 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)

Action: Standard | **Duration:** Instant | **Range:** Reach.
Effect: Make a Melee attack vs Melee Defense against 2 targets within reach.
Success: Affected target/s suffer $\frac{1}{2}$ damage.
Success: Affected target/s suffer damage and this character may make a bonus attack vs another target within reach.

0

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 $\frac{1}{2}$ their Run Speed for free.
Success: Target suffers double damage + Weapon Effect (Sharp: Target is bleeding) + character can move $\frac{1}{2}$ their Run Speed for free.

0

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).

0

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 $\frac{1}{2}$ damage.
Success: Target suffers damage + Weapon Effect (Sharp: Target is bleeding).

5

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.

0

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.

Infector: 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-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).

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 

 Command 1

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-kon, Public Identity, 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 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.

Vicious Attack (Sharp)

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

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

Success: Target suffer 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.

Battle Plan

Action: Standard | **Duration:** 1round | **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

Action: Standard | **Duration:** 1round | **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

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-konian, Public Identity, X-Gene.

POWERS

ATTACK

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).

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 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).

Elemental Sphere (Energy)

0+

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 (**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, Krakoan, 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.

①

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.

⑤

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.

⑤

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.

⑤

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.

①

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.

①

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.

①

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.

⑤

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

①

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

①

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

①

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

①

Psychic Sword.

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

OTHER POWERS

④ Brilliance 3 ①, Flight 2 ①, Mighty 1 ①, Sturdy 3 ①,

Uncanny 2 ①.

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, Krakoan, Public Identity, Villainous, X-Gene.

POWERS

ATTACK

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.

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.

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.

DNA Manipulation

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

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

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.

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.

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.

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.

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 ①, Uncanny 3 ①

Levitation ②

Domination ②, Memory Blip ①

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, Krakoan, Mute (Can speak psionically), Public Identity, X-Gene.

POWERS

ATTACK

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 ½ damage.
Success: Affected targets suffer damage + elemental type's special effect (Fire: Sets target ablaze).

15

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).

5+

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).

0

ACTIVE

Elemental Barrier (Fire)

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).

5

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.

0

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.

0

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

10

Elemental Protection 2

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.

V

Elemental Reinforcement

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 0.

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, Krakoa, Linguist, 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 $\frac{1}{2}$ 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

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

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

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

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.

Instant Evolution

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 bomb-proof 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

0
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

0
0 Brilliance 1 0

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

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, Krakoan, 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.

5

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 $\frac{1}{2}$ damage.
Success: Affected targets suffer damage + elemental type's special effect (**Energy:** Blinds target for one round).

15

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).

5+

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).

0

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.

10

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.

10

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.

5

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).

5

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.

0

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 of it.

5

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.

10

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.

15

OTHER POWERS

1 Discipline 3 Evasion 1 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-koon, Public Identity, Vision Issues, 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.

0

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.

5

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.

0

Inspiration

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

0

Intuition

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.

5

Postcognition 4

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.

20

REACTIONS

PASSIVE

Danger Sense

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.

0

DOMINO

**INITIATIVE****+4****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 Melee Defense against 2 targets.
Success: Target/s suffer ½ 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 ½ 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

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, Kragoan, Public Identity, X-Gene, Young.

POWERS

ATTACK

Elemental Blast (Earth)

Action: Standard | **Duration:** Instant | **Range:** 10 sp. 5+
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)

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

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)

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

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

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 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 + Pinmed.

Coiling Crush

Action: Reaction | **Duration:** Instant | **Range:** Reach. 10
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.

Elemental Protection 1 (Earth)

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)

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

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)

Action: Passive | **Duration:** Permanent | **Range:** Self. 0
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

Action: Passive | **Duration:** Permanent | **Range:** Self. 0
Effect: Reach is x 10 normal.

Flexible Bones 2

Action: Passive | **Duration:** Permanent | **Range:** Self. 0
Effect: Gain Health Damage Reduction 2 and **double edge** on Agility checks for contortion and escape.

OTHER POWERS

1 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, Krakoan, 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 ½ 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 ½ 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 12 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 gets 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

1 Discipline 3 0.

ESCAPEADE



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, Kragoan, 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 ½ 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

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

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

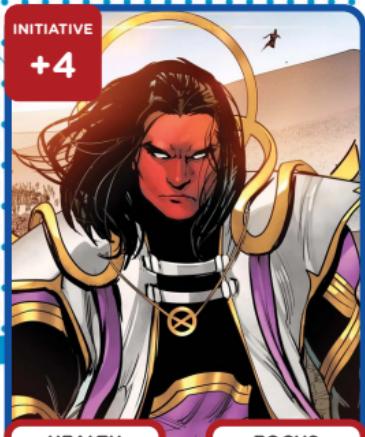
Action: Passive | Duration: Permanent | Range: Self.

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, Krakoan, 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

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-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 $\frac{1}{2}$ 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 $\frac{1}{2}$ their Run Speed for free.
Success: Target suffers double damage + Weapon Effect (Sharp: Target is bleeding) + character can move $\frac{1}{2}$ 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 $\frac{1}{2}$ 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 **edge** (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 0, 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 + 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.

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 ½ 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

⑤
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

①
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 ①, Evasion ①, Sturdy 1 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, Krakoa, Public Identity, Signature Weapon: Bo staff, Streetwise, X-Gene.

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 half 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.

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).

Slow-Motion Shoot Dodge

Action: Standard | **Duration:** Instant +1round | **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

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

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

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.

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.

Elemental Infusion (Energy)

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

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

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

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

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, Krakoan, 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).

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.

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



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)

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).

Elemental Grab (Energy)

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)

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)

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

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)

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
3DEFENSE
13NON-COMBAT
+3MULTIPLIER
x4AGILITY
4DEFENSE
14NON-COMBAT
+5MULTIPLIER
x5RESILIENCE
3DEFENSE
13NON-COMBAT
+3VIGILANCE
3DEFENSE
13NON-COMBAT
+3EGO
4DEFENSE
14NON-COMBAT
+5MULTIPLIER
x5LOGIC
3DEFENSE
13NON-COMBAT
+3MULTIPLIER
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-koon, Public Identity, X-Gene.

POWERS

ATTACK

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 $\frac{1}{2}$ damage.

Success: Affected targets suffer damage + elemental type's special effect. (Energy: Blinds target for one round).

15

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).

5+

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).

0

ACTIVE

Attack Stance

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

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

0

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.

10

Defense Stance

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

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

0

Do This All Day

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

Effect: Heal 2 points of Health for every point of Focus spent.

5+

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.

10

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.

0

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 $\frac{1}{2}$ Speed and then fall prone. If this makes the ally an ineligible target for the initial attack, that attack automatically fails.

OTHER POWERS

1 Accuracy 1 Discipline 1

HOPE SUMMERS



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, Kra-koon, 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.
Failure: 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.
Failure: 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 $\frac{1}{2}$ damage.
Failure: 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.
Failure: 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 mid).
Failure: Target suffers triple damage + Stunned (1 mid).

Snip 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 $\frac{1}{2}$ damage.
Failure: 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.
Failure: 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.
Failure: 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 $\frac{1}{2}$ damage.
Failure: 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 range 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 range 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: 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

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. Make an Ego attack against them.
Success: Temp 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.

Defense Stance

Action: Standard | Duration: Concentration | Range: Self.
Effect: Any close attack made against the character has **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.

Shutdown 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.
Failure: 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).
Failure: Success: Target suffers double damage to Focus (less Health DR). If target suffers any damage, they are 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.
Failure: 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.
Failure: 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)

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).

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

Cannot Lose

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

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).

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.

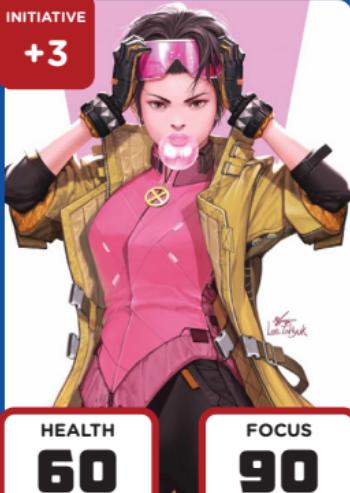
OTHER POWERS

① Mighty 2 ① Sturdy 1 ①

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

MULTIPLIER

x5

EGO

5

DEFENSE

15

NON-COMBAT

+7

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

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

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)

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 Push (Energy)

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

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

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

Illumination

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

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

1 Discipline 2 **0**, Uncanny 1 **0**.

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

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x3

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.

①

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.

⑤

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.

⑤

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.

⑤

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.

①

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.

⑯

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.

①

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.

⑤

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.

⑯

REACTIONS

OTHER POWERS

Brilliance 2 ①

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, Krakoan, Public Identity, 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

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.

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.

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: Dive 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

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-sensor 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.

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.

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 3  Flight 2  Uncanny 1 

Telepathic Link  Telepathic Network 

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 $\frac{1}{2}$ damage.
Success: Target/s suffer damage.

0

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 $\frac{1}{2}$ damage.
Success: Affected target/s suffer damage and this character may make a bonus attack vs another target within reach.

0

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).

5+

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 $\frac{1}{2}$ damage.
Success: Target/s suffer damage + Weapon Effect (Sharp: Target is bleeding).

10+

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 $\frac{1}{2}$ their Run Speed for free.
Success: Target suffers double damage + Weapon Effect (Sharp: Target is bleeding) + character can move $\frac{1}{2}$ their Run Speed for free.

0

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.

5

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 $\frac{1}{2}$ damage.
Success: Target suffers damage + Weapon Effect (Sharp: Target is bleeding).

15

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).

0

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 $\frac{1}{2}$ damage.
Success: Target suffers damage + Weapon Effect (Sharp: Target is bleeding).

5

ACTIVE

Attack Stance

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

0

Do This All Day

Action: Standard | **Duration:** Instant | **Range:** Self.
Effect: Heal 2 points of Health for every point of Focus spent.

5+0

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).

5

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).

0

PASSIVE

Extended Reach 1

Action: Passive | **Duration:** Permanent | **Range:** Self.
Effect: Reach is x 4 normal.

0

Iconic Weapon

Adamantium Nails.

- +1 Melee damage multiplier
- Ignores 1 level of DR.

0

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, $\frac{1}{4}$ 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 **edge** (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.

Effect: The enemy gains **trouble** on the attack.

OTHER POWERS

1 Accuracy 1 Discipline 1 Evasion 1 Flight 1

LONGSHOT



INITIATIVE	+5
HEALTH	90

FOCUS	150
DR: -	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 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.

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 3.

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, Krakoa, 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.

0

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.

0

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.

5

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).

0

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).

5

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.

0

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

0

Mirage

10
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

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.

REACTIONS

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

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, Krakoan, Public Identity, Sorcerous, Supernatural, X-Gene.

POWERS

ATTACK

Bolts of Balthakk

Action: Standard | Duration: Instant | Range: 20 sp.
Effect: Makes 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.

30

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.

30

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.

30

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.

5

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.

5

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.

5

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 location. The mirage can be of anything the character desires, and it can move freely.

10

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.

5

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

0

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.

10

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 order.

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

10

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.

10

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 attack on it 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 wind blows up on.

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

10

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.

10

Telepathic Possession

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

Effect: Possesses 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.

10

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.

10

Telekinetic Protection

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.

10

PASSIVE

Levitation

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

Effect: The character can move through the air in any direction at their Run Speed.

10

OTHER POWERS

Brilliance 1, Discipline 2, Uncanny 2.

Telepathic Link, Telepathic Network.

MADELYNE PRYOR

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

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.

5+

Crimson Bands of Cyttorak

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.

10

Flames of the Faltine

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.

5

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.

5

Dispel Spell

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.

15

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.

0

Sense Supernatural

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.

0

MOVEMENT

Dimensional Travel

Action: Standard/Movement | **Duration:** Instant
Effect: Instantly moves between universes.

10

Dimensional Travel Other

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.

15

Dimensional Travel Together

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.

10

Time Travel

Action: Standard/Movement | **Duration:** Instant
Effect: Instantly moves between universes.

10

Time Travel Together

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.

10

REACTIONS

Shield of the Seraphim

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.

10

PASSIVE

Iconic Weapon

The Soulsword

- Melee Damage Multiplier +2.
- Summonable.
- Provides a +4 Ego damage multiplier, but only against extra-dimensional creatures.

0

OTHER POWERS

Discipline: 2, **Sturdy:** 2, **Uncanny:** 2, **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-kon, Public Identity, X-Gene.

POWERS

ATTACK

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 ½ damage.

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

15

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).

5+

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).

0

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 3 spaces.

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

10

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).

15+

ACTIVE

Elemental Barrier (Fire)

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).

5

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)

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).

15

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).

5+

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).

0

Elemental Push (Energy)

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).

10

ACTIVE

Attack Stance

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

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

0

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**.

0

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).

5

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

5

Crushing Grip

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 0, Brilliance 1 0, Discipline 1 0, Flight 1 0 0, Mighty 2 0 0, Sturdy 2 0 0.

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, Krakoan, Public Identity, Villainous, X-Gene.

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—with 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 0, **Uncanny 1** 0.

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, Krakoan, 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 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.

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

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

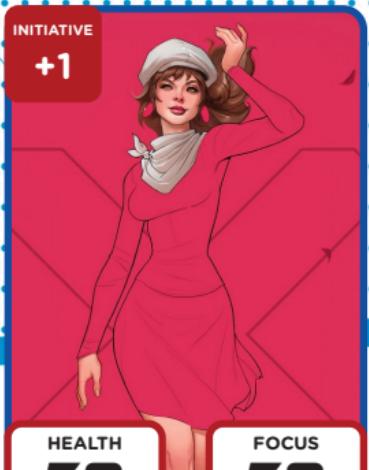
Action: Passive | Duration: Instant | Range: Self.

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: -



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, Krakoan, 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

0

MOJO



INITIATIVE
+3

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: A 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 of 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 of 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 damped depending on their foot. 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 damped (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

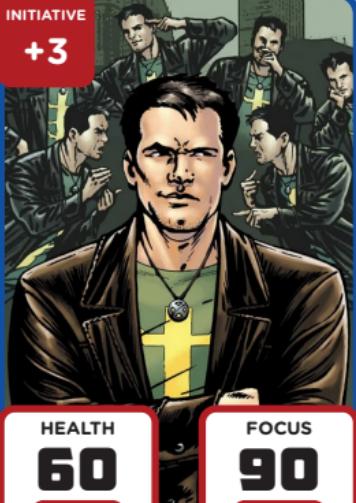
Action: Passive | Duration: Permanent | Range: Self.

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.

5

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.

0

Fast Attacks (Blunt)

Action: Standard | **Duration:** Instant | **Range:** Reach.
Effect: Make a Melee attack vs Melee Defense against 2 targets within reach.
Success: Affected target/s suffer $\frac{1}{2}$ damage.
Success: Affected target/s suffer damage and this character may make a bonus attack vs another target within reach.

0

Fast Strikes

Action: Standard | **Duration:** Instant | **Range:** Reach.
Effect: Make a Melee Attack vs Melee Defense against 2 targets.
Success: Target/s suffer $\frac{1}{2}$ damage.
Success: Target/s suffer damage.

0

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.

5

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 $\frac{1}{2}$ their Run Speed for free.
Success: Target suffers double damage + Weapon Effect (Blunt: Target is stunned for one round) + character can move $\frac{1}{2}$ their Run Speed for free.

0

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 $\frac{1}{2}$ damage.
Success: Affected targets suffer damage + Bleeding.

0

ACTIVE

Attack Stance

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

0

Defense Stance

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

0

Duplicate Self

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

0

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 duplicates, 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.

0

REACTIONS

OTHER POWERS

Sturdy 1 0

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 $\frac{1}{2}$ damage.
Success: Affected target/s suffer damage and this character may make a bonus attack vs another target within reach.

0

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 $\frac{1}{2}$ their Run Speed for free.
Success: Target suffers double damage + Weapon Effect (**Sharp:** Target is bleeding) + character can move $\frac{1}{2}$ their Run Speed for free.

0

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).

0

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 $\frac{1}{2}$ damage.
Success: Target suffers damage + Weapon Effect (**Sharp:** Target is bleeding).

0

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.

0

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.

0

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.

0

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.

10

REACTIONS



5

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).

0

PASSIVE

Iconic Weapon

Scell.
• The wielder of this mystic sword must pay the Focus costs of their powers with their Health instead.

0

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

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: Affected targets suffer damage + elemental type's special effect.

Elemental Barrier

Action: Standard | Duration: Concentration | Range: 60 sp.

Effect: The character designs 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

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.

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

1 Accuracy 2  Discipline 3  Flight 2  Mighty 2  Sturdy 3  Uncanny 3 

NOCTURNE (EARTH-2182)



INITIATIVE
+5E

HEALTH
90

DR: -1

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.

0

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.

0

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.

0

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.

5

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.

5

ACTIVE

Attack Stance

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

0

Defense Stance

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

0

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.

27

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.

0

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.

0

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.

5

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.

0

OTHER POWERS

1 Discipline 1 Evasion 1 Uncanny 1.

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

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-koon, 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 $\frac{1}{2}$ 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).

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 • Flight 2 • Sturdy 1 •

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 $\frac{1}{2}$ 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 $\frac{1}{2}$ 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 $\frac{1}{2}$ Melee damage bonus per 2 Focus spent.
Success: Target/s suffer $\frac{1}{2}$ 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 $\frac{1}{2}$ their Run Speed for free.
Success: Target suffers double damage + Weapon Effect (Sharp: Target is bleeding) + character can move $\frac{1}{2}$ 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 $\frac{1}{2}$ 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 $\frac{1}{2}$ 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 **edge** (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

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 ①, Reinforced Skeleton ①, Uncanny 1 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

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-konian, Public Identity, X-Gene.

POWERS

ATTACK

Elemental Blast (Iron)

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).

5+

Elemental Burst (Iron)

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).

0

Elemental Push (Iron)

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).

10

ACTIVE

Elemental Barrier (Iron)

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).

5

Elemental Grab (Iron)

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 + Suffocates the element's special effect. (Iron: Pins target for one round).

5

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.

0

REACTIONS

Elemental Protection 3 (Iron)

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.

15

Elemental Reinforcement (Iron)

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.

V

Elemental Sphere (Iron)

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).

0+

Elemental Suffocation (Iron)

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.

15

OTHER POWERS

 Brilliance 1  Discipline 3  Flight 2  Uncanny 10.

PUCK



INITIATIVE
+2

HEALTH
120

FOCUS
60

DR: -2

DR: -

MELEE	DEFENSE	NON-COMBAT	MULTIPLIER
4	15	+6	x5
AGILITY	DEFENSE	NON-COMBAT	MULTIPLIER
5	16	+5	x3
RESILIENCE	DEFENSE	NON-COMBAT	
4	14	+4	
VIGILANCE	DEFENSE	NON-COMBAT	
2	12	+2	
EGO	DEFENSE	NON-COMBAT	MULTIPLIER
1	11	+1	x3
LOGIC	DEFENSE	NON-COMBAT	MULTIPLIER
2	12	+2	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

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

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

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.

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.

REACTIONS

Immovable

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

OTHER POWERS

 Mighty 2 Sturdy 2

ACTIVE

Defense Stance

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

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

REACTIONS

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-kon, Public Identity, Streetwise, X-Gene.

POWERS

ATTACK

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).

5+

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).

0

Elemental Grab (Fire)

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).

5

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 3 spaces.
Success: As success + target suffers damage + Prone + element's special effect (Fire: Sets target ablaze).

10

ACTIVE

Elemental Barrier (Fire)

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).

5

Elemental Prison (Fire)

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 for damage + element's special effect (Fire: Sets target ablaze).

V

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.

0

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.

10

Elemental Sphere (Fire)

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.

00+

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

Action: Reaction | **Duration:** Instant | **Range:** Reach.
Trigger: Succeeds in an attack on an enemy in earshot, or an enemy in earshot falls 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.

0

OTHER POWERS

Accuracy 1 • Discipline 2 •

RICTOR



INITIATIVE
+5E

RUN / CLIMB / SWIM / JUMP
5 3 3 3

RANK
4

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

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, Krakoa, Public Identity, X-Gene.

POWERS

ATTACK

Elemental Barrage (Sound)

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 $\frac{1}{2}$ damage. **Success:** Affected targets suffer damage + elemental type's special effect (**Sound:** Deafens target for one round).

Elemental Blast (Sound + 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 (**Sound:** Deafens target for one round; or **Earth:** Target moves at half speed for one round).

Elemental Burst (Sound + Earth)

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)

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)

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 + Pinned + element's special effect (**Sound:** Deafens target for one round; or **Earth:** Target moves at half speed for one round).

Elemental Prison (Earth)

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)

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

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

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, Krakoa, 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

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 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.

Dampen Power

V

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

15+

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

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.

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.

Steal Powers

15+

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 0 Mighty 3 0 Sturdy 2 0

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 1 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 1, Brilliance 1, Mighty 3, Sturdy 3.

Jump 2.

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, Krakoan, 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 $\frac{1}{2}$ 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 $\frac{1}{2}$ 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

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.

Combat Support

10
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

0
Action: Standard | **Duration:** Concentration | **Range:** Self.
Effect: Any close attacks made against the character have **trouble** until this character is successfully attacked.

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

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.

Operations Center

15
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

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.

Energy Absorption

15
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

SEBASTIAN SHAW

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 20RANK
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 $\frac{1}{2}$ 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).

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

0
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:** Reach.
Trigger: Character is knocked back/prone.
Effect: Reduce the knockback distance (equal to their Melee Defense) in spaces.

OTHER POWERS

1 Accuracy 2 0, Discipline 2 0, Flight 1 0, Sturdy 2 0, Uncanny 1 0.

SHADOW KING



INITIATIVE
+8E

RUN / CLIMB / SWIM / JUMP

RANK
5

HEALTH
60

FOCUS
240

DR: -

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

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 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 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.

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: Dive 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 + 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 attempt 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 a double 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 4 ①, Uncanny 3 ①

Telepathic Link ①, Telepathic Network ①

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

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.

5+

Mists of Morpheus

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.

10

Thunder

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.

0

ACTIVE

Animal Communication

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.

0

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 = 20.

5

Control Weather 2

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.

10

Dispel Spell

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.

15

Images of Ikkon

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).

5

Sense Supernatural

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.

0

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.

15

REACTIONS

Shield of the Seraphim

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.

10

Winds of Watoomb

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).

10

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

1 Discipline 2 0.

SHATTERSTAR



INITIATIVE
+5E

RUN / CLIMB / SWIM / JUMP
6 3 3 3

RANK
5

HEALTH
90

FOCUS
150

DR: -2

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

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-koon, Public Identity, Signature Weapons: Dual swords, Sorcerous, 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 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.

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.

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.

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

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.

Defense Stance

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

Action: Standard | **Duration:** Instant | **Range:** Reach.
Effect: Heal 2 points of Health for every point of Focus spent.

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.

REACTIONS

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

Accuracy 1, Brilliance 1, Mighty 3, Sturdy 2.

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 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+ damage.
Effect: Make a Melee attack vs target's Resilience DR.
Success: Target suffers damage + ignore Health DR.
Success: Target suffers double damage + ignores Health DR + Weapon Effect (Sharp: Target is bleeding).

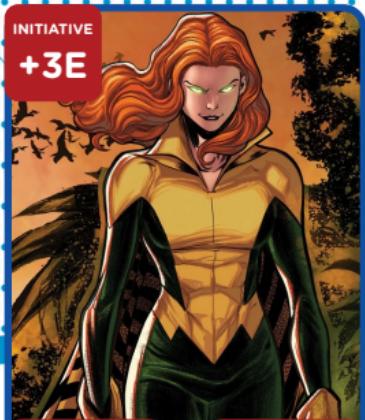
Riposte (Sharp)

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-koon, Public Identity, X-Gene.

POWERS

ATTACK

Elemental Blast (Sound)

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 (**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 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

4 Accuracy 2, Discipline 1, Evasion 1, Flight 2.

SNOWBIRD



INITIATIVE

+3

HEALTH

90

DR: -2

FOCUS

90

DR: -

MELEE

5

DEFENSE

15

DEFENSE

14

NON-COMBAT

+7

NON-COMBAT

+4

MULTIPLIER

x6

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)

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).

5+

Elemental Burst (Ice)

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).

0

Elemental Grab (Ice)

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).

5

ACTIVE

Control Fog

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.

0

Control Weather 2

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.

10

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**.

0

Elemental Barrier (Ice)

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.

5

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 fast-forward and rewind through the period of time and stop at interesting parts, allowing them to play out in real time.

Weather Chill

0

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

0

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

0

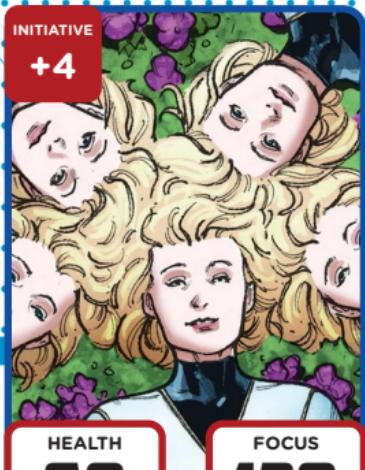
Action: Passive | Duration: Permanent | Range: Self

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

 Flight 1 0, Mighty 2 0, Sturdy 2 0

THE STEPFORD CUCKOOS



INITIATIVE

+4

HEALTH

60

DR: -

FOCUS

120

DR: -1

MELEE
1DEFENSE
11NON-COMBAT
+1MULTIPLIER
x3AGILITY
1DEFENSE
11NON-COMBAT
+1MULTIPLIER
x3RESILIENCE
2DEFENSE
12NON-COMBAT
+2VIGILANCE
4DEFENSE
14NON-COMBAT
+4EGO
2DEFENSE
12NON-COMBAT
+2MULTIPLIER
x3LOGIC
5DEFENSE
15NON-COMBAT
+6MULTIPLIER
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, Krakoa, Mentor: Emma Frost, Public Identity, X-Gene.

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.

5

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.

5

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.

5+

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.

5

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.

5

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.

5

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.

0

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.

10

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.

0

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.

5

REACTIONS

OTHER POWERS

 Brilliance 1  Sturdy 1  Uncanny 1 

SUNFIRE



INITIATIVE

+4E

HEALTH

90

DR: -

FOCUS

120

DR: -

MELEE	DEFENSE	NON-COMBAT	MULTIPLIER
2	12	+2	x4
AGILITY	DEFENSE	NON-COMBAT	MULTIPLIER
5	15	+5	x4
RESILIENCE	DEFENSE	NON-COMBAT	
3	13	+3	
VIGILANCE	DEFENSE	NON-COMBAT	
4	14	+4	
EGO	DEFENSE	NON-COMBAT	MULTIPLIER
4	14	+6	x6
LOGIC	DEFENSE	NON-COMBAT	MULTIPLIER
2	12	+2	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-konian, 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.

0

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 $\frac{1}{2}$ damage.
Success: Affected targets suffer damage + elemental type's special effect (Fire: Sets target ablaze).

15

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).

5+

Elemental Burst (Fire)

Action: Standard | **Duration:** Instant | **Range:** 10 sp.
Effect: Make a ranged Agility Attack vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.
Success: Target suffers damage.
Success: Target suffers double damage + element's special effect (Fire: Sets target ablaze).

0

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).

10

Fast Strikes

Action: Standard | **Duration:** Instant | **Range:** Reach.
Effect: Make a Melee Attack vs Melee Defense against 2 targets.
Success: Target/s suffer $\frac{1}{2}$ damage.
Success: Target/s suffer damage.

0

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).

15+

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.

0

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).

5

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.

10

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.

V

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).

0+

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.

0

OTHER POWERS

Discipline 2 0, Flight 2 0.

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-koon, 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 Melee Defense against 2 targets.
Success: Target/s suffer ½ damage.
Success: Target/s suffer damage.

ACTIVE

Clone Moves

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

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

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.

Defense Stance

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

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

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

Action: Standard | **Duration:** Instant | **Range:** 20 sp. 5+
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 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

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

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

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 Ikon

Action: Standard | **Duration:** Concentration | **Range:** 2 sp. 5
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

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

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

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 Watoomb

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 3 1 Flight 1 1

TOAD



INITIATIVE
+3E

RUN / CLIMB / SWIM / JUMP
6 6 9 6

RANK
3

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

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, 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.

5

Elemental Burst (Air + Chemical)

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).

0

Fast Strikes

Action: Standard | **Duration:** Instant | **Range:** Reach
Effect: Make a Melee Attack vs Melee Defense against 2 targets.
Success: Target/s suffer $\frac{1}{2}$ damage.
Success: Target/s suffer damage.

0

REACTIONS



0

Slip Free

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)

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.

0

Extended Reach 1 (Tongue Only)

Action: Passive | **Duration:** Permanent | **Range:** Self
Effect: Reach is x 4 normal.

0

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.

0

Speed Swim

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.

0

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.

0

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

RANK

4

5 4 3 10

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



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 15RANK
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-koon, 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 $\frac{1}{2}$ 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

0 **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

0 **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 **0**, Mighty 2 **0**, Sturdy 2 **0**.

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, Krakoan, Public Identity, 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 ½ damage.
Success: Affected target/s suffer damage and this character may make a bonus attack vs another target within reach.

0

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).

5+

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).

10+

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.

0

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).

0

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).

5

REACTIONS

5

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).

0

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).

0

PASSIVE

0

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.

0

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.

0

OTHER POWERS

Brawling 0, Mighty 1, Uncanny 1.

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-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 $\frac{1}{2}$ damage.

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

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 $\frac{1}{2}$ 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 $\frac{1}{2}$ their Run Speed for free.

Success: Target suffers double damage + Weapon Effect (Sharp: Target is bleeding) + character can move $\frac{1}{2}$ 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 $\frac{1}{2}$ 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

0

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

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

Evasion 0, Mighty 1, Sturdy 2