

AGENT SUM



INITIATIVE
+0

HEALTH
30
DR: -

FOCUS
10
DR: -

MELEE	1	DEFENSE	11	NON-COMBAT	+1	MULTIPLIER	x1
AGILITY	2	DEFENSE	12	NON-COMBAT	+2	MULTIPLIER	x1
RESILIENCE	1	DEFENSE	11	NON-COMBAT	+1		
VIGILANCE	0	DEFENSE	10	NON-COMBAT	+0		
EGO	0	DEFENSE	10	NON-COMBAT	+0	MULTIPLIER	x1
LOGIC	1	DEFENSE	11	NON-COMBAT	+1	MULTIPLIER	x1

RANK
1

RUN / CLIMB / SWIM / JUMP
5 3 3 3

TAGS & TRAITS

Combat Expert

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

Leverage

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

Gear & Weapons

- **Pistol (Range: 10)**
Melee Damage Multiplier +1.

Other Traits and Tags

Traits: Connections: Espionage.

Tags: Black Market Access, Heroic, Mysterious, Secret Identity, Signature Weapon: Pistol

POWERS

ATTACK

Double Tap

Action: Standard | Duration: Instant

Effect: Make a ranged attack vs enemy within 2 spaces.

Success: Target suffers damage.

Success: Target suffers double damage + Bleeding.

Suppressive Fire

Action: Standard | Duration: Instant

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

0

Action: Standard | Duration: Concentration

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

REACTIONS

0

PASSIVE

Healing Factor

0

Action: Passive | Duration: Instant

Effect: At the end of this character's turn, they regain Health equal to their Resilience Score.

ALPHA PRIMATIVE



INITIATIVE
+OE

RUN / CLIMB / SWIM / JUMP

RANK
1

HEALTH

60

DR: -1

FOCUS

30

DR: -

MELEE
3

DEFENSE
13

NON-COMBAT
+4

MULTIPLIER
x2

AGILITY
2

DEFENSE
12

NON-COMBAT
+2

MULTIPLIER
x1

RESILIENCE
2

DEFENSE
12

NON-COMBAT
+2

VIGILANCE
0

DEFENSE
10

NON-COMBAT
+0

EGO
0

DEFENSE
10

NON-COMBAT
+0

MULTIPLIER
x1

LOGIC
-2

DEFENSE
8

NON-COMBAT
+2

MULTIPLIER
x1

TAGS & TRAITS

Enhanced Physique

Treat character as one size bigger for lifting, carrying, swinging and throwing things.

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.

Other Traits and Tags

Traits: Battle Ready, Connections: Military (Inhuman Royal Guard).

Tags: Backup, Public Identity

POWERS

ATTACK

Banging Heads

Action: Standard | Duration: Instant

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.

0

REACTIONS

OTHER POWERS

1 Mighty 1, Sturdy 1

Clobber

Action: Standard | Duration: Instant

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

Success: Target suffers damage.

Success: Target suffers double damage + Prone.

0

ARNIM ZOLA



INITIATIVE

+2

HEALTH
90

DR: -

FOCUS
60

DR: -2

MELEE
1

DEFENSE
11

NON-COMBAT
+1

MULTIPLIER
x3

AGILITY
1

DEFENSE
11

NON-COMBAT
+1

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
6

DEFENSE
16

NON-COMBAT
+9

MULTIPLIER
x6

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

3

TAGS & TRAITS

Abrasive

Gain **trouble** when making Ego checks to persuade someone to help. Gain an **edge** when making Ego checks to intimidate someone.

Font of Information

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

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**.

Tech Reliance

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

Other Traits and Tags

Traits: Connections: Criminal, Extra Occupation.

Tags: A.I., Black Market Access, Extreme Appearance, Lab Access, Public Identity, Streetwise, Villainous.

POWERS

ATTACK

Elemental Burst (Electricity)

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

0

Telepathic Blast

Action: Standard | **Duration:** Instant
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

Command

Action: Standard | **Duration:** 1 round
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 (Command): As success + gains an edge the next time they use this power against this same target.

5

ESP

Action: Standard | **Duration:** Concentration | **Range:** 300 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 (ESP): Target sensed+ can identify the source of any powers the target has.

0

Information Upload

Action: Standard | **Duration:** Concentration
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

Machine Telepathy

Action: Standard | **Duration:** Concentration | **Range:** Unlimited
Effect: Can communicate telepathically with one machine at a time, they have met or seen before. The character and the machine must be in the same dimension. Accessing secure machines requires a Logic check with a TN appropriate to the strength of the security.

0

Telepathic Link

Action: Standard | **Duration:** Concentration | **Range:** Unlimited
Effect: Communicate telepathically with one person 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 (Telepathic Link): Target cannot shut the character out for the rest of the day.

0

TELEPATHIC NETWORK

5

Action: Standard | **Duration:** Concentration

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 five people per rank. There is no limit to the distance of the communication, as long as everyone involved is in the same dimension.

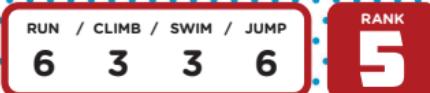
REACTIONS



OTHER POWERS

 Brilliance 3  Uncanny 2 

BETA RAY BILL



TAGS & TRAITS

Big (Reach 2)

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

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.

Fresh Eyes

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

God Heritage (via Twilight Sword)

Gain an **edge** when dealing with something that they are the god of.

Stranger

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

Tech Reliance

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

Gear & Weapons

Twilight Sword (Range: Reach)

Melee Damage Multiplier +1.
Adds elemental fire effect (**Fire**: Sets target ablaze) to melee attacks.

Other Traits and Tags

Traits: Battle Ready, Connections: Super Heroes, Connections: Outsiders, Extra Occupation, Extraordinary Origin (2).

Tags: Alien Heritage, Alternate Form (regular Korbinite form), Black Market Access, Extreme Appearance, Heroic, Public Identity, Supernatural, Worshipped (as Thor).

POWERS

ATTACK

Clobber

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

Fast Attacks

Action: Standard | **Duration:** Instant
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

Action: Standard | **Duration:** Instant
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).

Ground-Shaking Stomp

Action: Standard | **Duration:** Instant
Effect: Make a Melee check vs Agility Defense of every target within reach, plus 1 per rank in spaces.
Success: Target suffers half damage.
Success: Target suffers damage + Prone.

Smash

Action: Standard | **Duration:** Instant
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

Action: Standard | **Duration:** Instant
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

Action: Standard | **Duration:** Instant
Effect: Make a Melee check vs Melee Defense of every target within reach.
Success: Target suffers ½ damage.
Success: Target suffers damage + Weapon Effect (Sharp: Target is bleeding).

ACTIVE

Inspiration

Action: Standard | **Duration:** 1 round
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
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
Trigger: Character is knocked back/prone.
Effect: Reduce the knockback distance (equal to their Melee Defense) in spaces.

Exploit

5+ **Action:** Reaction | **Duration:** Instant
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).

Quick Toss

10 **Action:** Reaction | **Duration:** Instant
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

Iconic Weapon

0 **Twilight Sword**

- Melee Damage Multiplier +1.
- Adds elemental fire effect (Fire: Sets target ablaze) to melee attacks.

OTHER POWERS

0 Accuracy 1, Discipline 2, Mighty 4, Sturdy 2, Jump 1.

BLACK KNIGHTS



INITIATIVE
+2E

HEALTH
60
DR: -

FOCUS
90
DR: -

MELEE
2

DEFENSE
12

NON-COMBAT
+2

MULTIPLIER
x3

AGILITY
4

DEFENSE
14

NON-COMBAT
+5

MULTIPLIER
x4

RESILIENCE
2

DEFENSE
12

NON-COMBAT
+2

VIGILANCE
2

DEFENSE
12

NON-COMBAT
+2

EGO
4

DEFENSE
14

NON-COMBAT
+5

MULTIPLIER
x4

LOGIC
1

DEFENSE
11

NON-COMBAT
+1

MULTIPLIER
x3

RUN / CLIMB / SWIM / FLY
5 3 3 15

RANK
3

TAGS & TRAITS

Abrasive

Gain **trouble** when making Ego checks to persuade someone to help. Gain an **edge** when making Ego checks to intimidate someone.

Determination

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

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

- **Pistol (Range: 10)**
Agility Damage Multiplier +1.
- **Rifle (Range: 20)**
Agility Damage Multiplier +1.

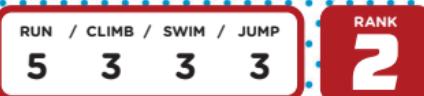
Other Traits and Tags

Traits: Battle Ready, Connections: Military (Hydra), Extraordinary Origin.

Tags: Hounded, Krakoan, Public Identity, Villainous, X-Gene.

Note: The Fenris Twins are two mechanically identical characters. They can move separately, but several of their abilities work only when the twins are close enough to touch. These powers bear the "○" label.

BLINDSPOT



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.

Inventor

Gain an **edge** on Logic checks when creating or repairing things.

Tech Reliance

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

Gear & Weapons

- **Bo Staff** (Range: Reach +1)
Melee Damage Multiplier +1.

Other Traits and Tags

Traits: Connections: Super Heroes, Extraordinary Origin.

Tags: Black Market Access, Extreme Appearance, Heroic, Hunted, Mentor: Daredevil (Matt Murdock), Secret Identity, Signature Weapon: Steel pole (club).

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.

Vicious Attack (Blunt)

Action: Standard | Duration: Instant

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).

ACTIVE

Attack Stance

Action: Standard | Duration: Concentration

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

Defense Stance

Action: Standard | Duration: Concentration

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

Do This All Day

Action: Standard | Duration: Instant

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

Invisibility

Action: Standard | Duration: Concentration

Effect: The character becomes invisible gaining an edge on Agility checks using stealth and enemies gain trouble on Vigilance checks to perceive them. If a character is not moving, the opponent must actively search for the character to be able to make a Vigilance check.

REACTIONS

Counterstrike Technique

5

Action: Reaction | Duration: Instant

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.

Exploit (Blunt)

5

Action: Reaction | Duration: Instant

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 (Blunt: Target is stunned for one round).

BULLDOOZER



INITIATIVE

+2

HEALTH

90

DR: -3

FOCUS

90

DR: -

MELEE

4

DEFENSE

14

NON-COMBAT

+6

MULTIPLIER

x5

AGILITY

4

DEFENSE

14

NON-COMBAT

+4

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

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.

Determination

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

Signature Attack

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

Situational Awareness

Gain an **edge** on initiative checks.

Surprising Power

Sturdy 3: The character can choose a power they normally wouldn't be able to use. The character will still need to have any prerequisite powers, but they can ignore rank and origin requirements. This trait can be selected multiple times.

Other Traits and Tags

Traits: Battle Ready, Connections: Military.

Tags: Public Identity, Supernatural, Villainous.

POWERS

ATTACK

Banging Heads

Action: Standard | Duration: Instant

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

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

Success: Target suffers damage.

Success: Target suffers double damage + Prone.

Smash

Action: Standard | Duration: Instant

5+

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

Defense Stance

0

Action: Standard | Duration: Concentration

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

REACTIONS

Crushing Grip

5

Action: Reaction | Duration: Instant

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.

0

Immovable

0

Action: Reaction | Duration: Instant

Trigger: Character is knocked back/prone.

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

Quick Toss

10

Action: Reaction | Duration: Instant

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.

OTHER POWERS

Mighty 2 Sturdy 3

CAPTAIN AMERICA



INITIATIVE

+3

HEALTH
90

DR: -4

FOCUS
120

DR: -

MELEE
5

DEFENSE
15

NON-COMBAT
+6

MULTIPLIER
x5

AGILITY
5

DEFENSE
15

NON-COMBAT
+5

MULTIPLIER
x4

RESILIENCE
3

DEFENSE
13

NON-COMBAT
+3

VIGILANCE
3

DEFENSE
13

NON-COMBAT
+3

EGO
2

DEFENSE
12

NON-COMBAT
+2

MULTIPLIER
x4

LOGIC
2

DEFENSE
12

NON-COMBAT
+2

MULTIPLIER
x4

RUN / CLIMB / SWIM / FLY

6 3 3 24

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.

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.

Gear & Weapons

■ Captain America's Shield (Range: Reach)

Melee Damage Multiplier +1.

Grants the user one extra level of the power Shield, up to Shield 4.

Other Traits and Tags

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

Tags: Black Market Access, Heroic, Public Identity, Streetwise.

POWERS

ATTACK

Hurled Shield Bash

Action: Standard | Duration: Instant | Range: 10 sp. x rank

Effect: Make a ranged attack on an enemy.

Success: Target suffers damage.

Success: Target suffers double damage + Prone + Shield returns to the character.

Rico-Shield

Action: Standard | Duration: Instant | Range: 10 sp. x rank

Effect: Makes a ranged attack on a target.

Success: Target suffers damage.

Success: Target suffers damage + Prone + character can make an extra attack on another target, adding the extra range between the two targets to the new attack roll. This can be repeated until an attack is not a Fantastic success. When the attacks are over, the shield then bounces back to the character.

Shield Bash

Action: Standard | Duration: Instant

Effect: Make a close attack on an enemy within reach.

Success: Target/s suffers damage.

Success: Target/s suffers double damage + Prone.

ACTIVE

Animal Bond

Action: Standard | Duration: Concentration

Effect: The character can communicate telepathically with one animal of their choice (Redwing), and they must have befriended the animal before.

Animal Communication

Action: Standard | Duration: Concentration | Range: 2000 sp.

Effect: Can communicate telepathically with Redwing. They can call out to them as a group, and they can communicate specifically with ones they have met or at least seen.

Do This All Day

Action: Standard | Duration: Instant

Effect: The character heals 2 points of Health for every point of Focus they spend.

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

Brace for Impact

Action: Reaction | Duration: Instant

Trigger: Enemy deals physical damage to the character.

Effect: For every point of Focus spent, the character can ignore 1 point of Health damage dealt by the attack.

Hurled Shield Block

Action: Reaction | Duration: Instant | Range: 5 sp. x rank

Trigger: Enemy makes an attack vs ally's Agility Def.

Effect: The ally gains Health DR equal to the character's Shield power against that attack. The shield then bounces back to the character.

Hurled Shield Deflection

Action: Reaction | Duration: Instant | Range: 5 sp. x rank

Trigger: Enemy makes an attack vs ally's Agility Def.

Effect: The enemy has trouble on the attack. The shield then bounces back to the character.

Shield 3

Action: Standard/Reaction | Duration: Concentration

Trigger: The character is attacked.

Effect: The character gains Health DR 3.

Shield Deflection

Action: Reaction | Duration: Instant

Trigger: Enemy attacks character's Agility Def.

Effect: The attack has trouble.

PASSIVE

Iconic Weapon

Captain America's Shield.

- +1 damage multiplier.
- Grants the user one extra level of the power Shield, up to Shield 4.

OTHER POWERS

Flight 2

Mighty 1

CAPTAIN AVALON



INITIATIVE

+4

HEALTH

180

DR: -3

FOCUS

150

DR: -

MELEE

8

DEFENSE

18

NON-COMBAT

+12

MULTIPLIER

x9

AGILITY

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

x5

RESILIENCE

6

DEFENSE

16

NON-COMBAT

+6

VIGILANCE

4

DEFENSE

14

NON-COMBAT

+4

EGO

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x5

LOGIC

2

DEFENSE

12

NON-COMBAT

+3

MULTIPLIER

x6

RUN / CLIMB / SWIM / FLY

5 3 3 25

RANK

5

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.

Inventor

Gain an edge on Logic checks when creating or repairing things.

Leverage

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

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.

Gear & Weapons

■ **Sword (Range: Reach)**
Melee Damage Multiplier +2.

Other Traits and Tags

Traits: Battle Ready, Connections: Super Heroes, Extra Occupation.

Tags: Black Market Access, Heroic, Lab Access, Public Identity, Sorcerous, Supernatural.

Note: Captain Avalon's powers are based on his confidence. If he fails an Ego check, he has trouble on all power-based checks until he succeeds at a subsequent Ego check.

POWERS

ATTACK

Banging Heads

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

Clobber

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

Smash

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

REACTIONS

Crushing Grip

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

Hit the Dirt

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

Immovable

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

Keep Moving

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

On Your Feet

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

Quick Toss

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

Shield of the Seraphim

Action: Standard/Reaction | **Duration:** Concentration
Effect: Produce a magical shield that provides complete protection from physical damage that does 20 points of damage or less. If attack does more than 20 points of damage, it destroys the protection.

PASSIVE

Environmental Protection

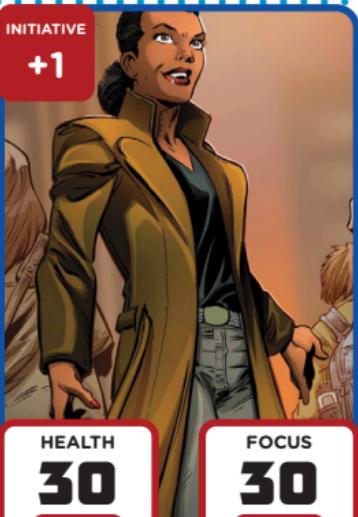
Action: Passive | **Duration:** Permanent
Effect: Not harmed by intense cold or heat, the pressure of the deep seas or the intense radiation and vacuum of space.

OTHER POWERS

Brilliance 1, Flight 2, Mighty 4, Sturdy 3

CAPTAIN AVALON (BRIAN BRADDOCK)

CLAIRE DIXON



INITIATIVE

+1

HEALTH
30

DR: -1

FOCUS

30

DR: -

MELEE
3DEFENSE
13NON-COMBAT
+4MULTIPLIER
x2AGILITY
0DEFENSE
10NON-COMBAT
+0MULTIPLIER
x1RESILIENCE
1DEFENSE
11NON-COMBAT
+1VIGILANCE
1DEFENSE
11NON-COMBAT
+1EGO
0DEFENSE
10NON-COMBAT
+0MULTIPLIER
x1LOGIC
0DEFENSE
10NON-COMBAT
+0MULTIPLIER
x1

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

1

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.

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.

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

■ **Pistol (Range: Reach)**

Agility Damage Multiplier +1.

Other Traits and Tags

Tags: Authority, Backup, Heroic, Public Identity, Signature Weapon: Pistol.

POWERS

ATTACK

Banging Heads

Action: Standard | Duration: Instant

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.

0

REACTIONS

OTHER POWERS

1 Mighty 1, Sturdy 1

Clobber

Action: Standard | Duration: Instant

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

Success: Target suffers damage.

Success: Target suffers double damage + Prone.

0

CLOAK

INITIATIVE

+4E



HEALTH

60

DR: -

FOCUS

120

DR: -

MELEE

5

DEFENSE

15

NON-COMBAT

+5

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

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x3

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.

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.

Surprising Power

Teleport Other: The character can choose a power they normally wouldn't be able to use. The character will still need to have any prerequisite powers, but they can ignore rank and origin requirements. This trait can be selected multiple times.

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

■ The Cloak (Range: Reach)

Can imprison grabbed opponents in the Dark-force dimension, during which time Cloak automatically makes a free Ego attack against them on his turn each round. To escape, imprisoned creatures must succeed on an Ego check against Cloak's Ego defense.

Other Traits and Tags

Traits: Connections: Super Heroes, Extraordinary Origin.

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

POWERS

ACTIVE

Partial Phase

Action: Standard | **Duration:** Concentration

Effect: The character has greater control over their phasing ability. They can make any portion of their body and clothing tangible or intangible, as they like.

Phase Self

Action: Standard | **Duration:** Concentration

Effect: The character (and their clothing) becomes intangible and can move through anything as if it wasn't there. Nothing can physically affect them, nor can they affect anything else that is not phasing along with them.

Teleport Object

Action: Standard | **Duration:** Permanent

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 their rank in sizes bigger than them.

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 their rank in spaces away. If someone was about to attack them and they are now out of reach or line of sight, the attack automatically fails. If they are still within reach or line of sight, the attack has trouble instead.

Teleport 2

Action: Standard or movement | **Duration:** Instant

Effect: The character teleports into a clear space they can see or have been to, up to 30 spaces away. Outside of combat, the character can teleport up to 3,000 spaces away.

Teleport Blind

Action: Standard or movement | **Duration:** Instant

Effect: The character teleports to somewhere they've never been and never seen, up to 30 spaces away. Outside of combat, they can teleport up to 300 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

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 30 spaces away. Outside of combat, they can teleport up to 300 spaces away. If the target does not wish to be teleported, the character must grab them first.

REACTIONS



Quick Phase

Action: Reaction | **Duration:** Concentration

Trigger: The character is attacked.

Effect: The character and their clothing can instantly become intangible.

Teleport Other

Action: Standard or reaction | **Duration:** Instant

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

0

The Cloak

Can imprison grabbed opponents in the Darkforce dimension, during which time Cloak automatically makes a free Ego attack against them on his turn each round. To escape, imprisoned creatures must succeed on an Ego check against Cloak's Ego defense.

COLE NORTH



INITIATIVE

+2

HEALTH
30

DR: -

FOCUS
60

DR: -

MELEE
2

DEFENSE
12

NON-COMBAT
+3

MULTIPLIER
x3

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

Determination

When demoralized, do not gain trouble on all actions.

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.

Gear & Weapons

■ **Pistol (Range: 10)**
Agility Damage Multiplier +1.

Other Traits and Tags

Tags: Authority, Backup, Public Identity.

POWERS

ATTACK

Chain Strikes

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

0

Fast Strikes

Action: Standard | **Duration:** Instant
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

Snap Shooting

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

0

Suppressive Fire

Action: Standard | **Duration:** Instant
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

ACTIVE

Do This All Day

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

5+

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

REACTIONS

OTHER POWERS

Mighty 1

COLLEEN WING



INITIATIVE

+2

HEALTH
30

DR: -

FOCUS

60

DR: -

MELEE
2DEFENSE
12NON-COMBAT
+2MULTIPLIER
x2AGILITY
2DEFENSE
12NON-COMBAT
+2MULTIPLIER
x2RESILIENCE
1DEFENSE
11NON-COMBAT
+1VIGILANCE
2DEFENSE
12NON-COMBAT
+2EGO
1DEFENSE
11NON-COMBAT
+1MULTIPLIER
x2LOGIC
2DEFENSE
12NON-COMBAT
+2MULTIPLIER
x2

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

2

TAGS & TRAITS

Beguiling

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

Determination

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

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.

Gear & Weapons

■ **Sword (Range: Reach)**
Melee Damage Multiplier +2.

Other Traits and Tags

Traits: Connections: Police.

Tags: Headquarters: Nightwing Restorations Ltd., Heroic, Public Identity, Signature Weapon: Sword.

POWERS

ATTACK

Furious Attacks (Sharp)

Action: Standard | Duration: Instant

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).

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.

Leg Sweep

Action: Standard | Duration: Instant

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

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

10+

Exploit (Sharp)

Action: Reaction | Duration: Instant

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).

5

PASSIVE

Attack Stance

Action: Standard | Duration: Concentration

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

0

Defense Stance

Action: Standard | Duration: Concentration

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

0

Do This All Day

5+

Action: Standard | Duration: Instant

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

CRIMSON SURFER



INITIATIVE

+4

HEALTH

150

DR: -2

FOCUS

120

DR: -

MELEE

5

DEFENSE

15

NON-COMBAT

+7

MULTIPLIER

x8

AGILITY

6

DEFENSE

16

NON-COMBAT

+8

MULTIPLIER

x8

RESILIENCE

5

DEFENSE

15

NON-COMBAT

+5

VIGILANCE

4

DEFENSE

14

NON-COMBAT

+4

EGO

7

DEFENSE

17

NON-COMBAT

+9

MULTIPLIER

x8

LOGIC

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

x6

RUN / CLIMB / SWIM / FLY

6 3 3 36

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.

Enduring Constitution

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

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.

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: Extraordinary Origin.

Tags: Authority, Backup, Black Market Access, Extreme Appearance, Hunted, Powerful, Public Identity, Villainous.

POWERS

ATTACK

Double Tap

Action: Standard | Duration: Instant

Effect: Make a ranged attack vs enemy within 2 spaces.

Success: Target suffers damage.

Success: Target suffers double damage + Bleeding.

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 half damage.

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

Elemental Barrier (Energy)

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

Effect: The character forms a wall (2 spaces across per rank) 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 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

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.

Stopping Power

Action: Standard | Duration: Instant

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

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

Elemental Infusion (Energy)

Action: Standard | Duration: Concentration

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

Covering Fire

Action: Reaction | Duration: Instant

Trigger: An ally within your line of sight begins its turn.

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

Success: Target suffers damage to Focus (less Health DR).

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

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.

Elemental Reinforcement (Energy)

Action: Reaction | Duration: Instant

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.

Keep Moving

Action: Reaction | Duration: Instant

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

Effect: The demoralized or stunned condition ends.

On Your Feet

Action: Reaction | Duration: Instant

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.

Return Fire

Action: Reaction | Duration: Instant

Trigger: Enemy declares an attack against the character.

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

Success: Apply Health DR then suffer damage to Focus.

Success: Apply Health DR then suffer double damage to Focus + Stunned for 1 round.

PASSIVE

Environmental Protection

Action: Passive | Duration: Permanent

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

Iconic Weapon

Crimson Surfboard

- Summonable by Crimson Surfer.
- Grants Flight 2.

OTHER POWERS

Accuracy 2, Discipline 2, Mighty 2, Sturdy 2.

CRYSTAL

INITIATIVE

+3



HEALTH

90

DR: -

FOCUS

90

DR: -

MELEE

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x4

AGILITY

5

DEFENSE

15

NON-COMBAT

+5

MULTIPLIER

x4

RESILIENCE

3

DEFENSE

13

NON-COMBAT

+3

VIGILANCE

3

DEFENSE

13

NON-COMBAT

+3

6

DEFENSE

16

NON-COMBAT

+9

MULTIPLIER

x7

LOGIC

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x4

RUN / CLIMB / SWIM / FLY

6 3 3 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 Expert

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

Dealmaker

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

Determination

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

Fearless

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

Other Traits and Tags

Traits: Connections: Super Heroes.

Tags: Black Market Access, Inhuman Genes, Public Identity.

POWERS

ATTACK

Elemental Barrage

(Air/Earth/Fire/Ice/Water)

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 half damage.

Success: Affected targets suffer damage + elemental type's special effect (See below).

15

Elemental Blast

(Air/Earth/Fire/Ice/Water)

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 (See below).

5+

Elemental Burst

(Air/Earth/Fire/Ice/Water)

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 (See below).

0

- (Air: Target is knocked prone for one round).
- (Earth: Target moves at half speed for one round).
- (Fire: Sets target ablaze).
- (Ice: Paralyzes target for one round).
- (Water: Surprises target until the end of the next round).

REACTIONS

OTHER POWERS

 Flight 10.



DAGGER



INITIATIVE

+2

HEALTH
90

DR: -

FOCUS

60

DR: -

MELEE
2DEFENSE
12NON-COMBAT
+2MULTIPLIER
x3AGILITY
5DEFENSE
15NON-COMBAT
+7MULTIPLIER
x5RESILIENCE
3DEFENSE
13NON-COMBAT
+3VIGILANCE
2DEFENSE
12NON-COMBAT
+2EGO
2DEFENSE
12NON-COMBAT
+2MULTIPLIER
x3LOGIC
1DEFENSE
11NON-COMBAT
+1MULTIPLIER
x3

RUN / CLIMB / SWIM / JUMP

6**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.

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

■ Light Daggers (Range: Reach)

Melee Damage Multiplier +1.

Act as regular ranged weapons, but inflict Focus damage rather than Health damage.

■ Light Daggers (Thrown) (Range: 5)

Agility Damage Multiplier +1.

Act as regular ranged weapons, but inflict Focus damage rather than Health damage.

Other Traits and Tags

Traits: Connections: Super Heroes, Extraordinary Origin.

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

POWERS

ATTACK

Double Tap

Action: Standard | Duration: Instant

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 +1round

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

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.

Stopping Power

Action: Standard | Duration: Instant

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

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

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.

MOVEMENT

Sniping

Action: Standard and Movement | Duration: Instant

Effect: Makes a ranged attack vs enemy 20+ spaces away.

Success: Target suffers damage.

Success: Target suffers triple damage.

REACTIONS

Point-Blank Parry

5

Action: Reaction | Duration: Instant

Trigger: Enemy within 2 spaces misses an attack against the character.

Effect: Make a ranged attack vs enemy who missed them.

Success: Enemy suffers damage.

Success: Enemy suffers double damage + Bleeding.

Return Fire

5

Action: Reaction | Duration: Instant

Trigger: Enemy declares an attack against the character.

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

Success: Apply Health DR then suffer damage to Focus.

Success: Apply Health DR then suffer double damage to Focus + Stunned for 1 round.

Slow-Motion Dodge

0

Action: Reaction | Duration: Instant

Trigger: Enemy makes an attack vs this character's Agility defense.

Effect: The enemy gains trouble on the attack.

PASSIVE

Fast Hands

0

Action: Passive | Duration: Permanent

Effect: The character gains one additional reaction per round only to trigger a Ranged Weapons power.

Iconic Weapon

0

Light Daggers.

- Act as regular knives, but inflict Focus damage rather than Health damage.
- Summoned at will.

OTHER POWERS

Accuracy 2 0

DAKOTA NORTH



INITIATIVE

+1

HEALTH
30

DR: -

FOCUS
30

DR: -

MELEE
0

DEFENSE
10

NON-COMBAT
+0

MULTIPLIER
x1

AGILITY
2

DEFENSE
12

NON-COMBAT
+3

MULTIPLIER
x2

RESILIENCE
1

DEFENSE
11

NON-COMBAT
+1

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 / JUMP

5 3 3 3

RANK

1

TAGS & TRAITS

Determination

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

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.

Skeptical

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

Gear & Weapons

■ **Pistol (Range: 10)**
Agility Damage Multiplier +1.

Other Traits and Tags

Traits: Connections: Police.

Tags: Headquarters: Dakota North Investigations,

Heroic, Public Identity, Rich, Streetwise, Signature

Weapon: Pistol.

POWERS

ATTACK

Double Tap

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

Suppressive Fire

Action: Standard | Duration: Instant
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.

REACTIONS

PASSIVE

Defense Stance

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

OTHER POWERS

Accuracy 1

DEMOLISHER



INITIATIVE

+3E

HEALTH

60

DR: -1

FOCUS

90

DR: -

MELEE
3

DEFENSE
13

NON-COMBAT
+4

MULTIPLIER
x3

AGILITY
1

DEFENSE
11

NON-COMBAT
+1

MULTIPLIER
x2

RESILIENCE
2

DEFENSE
12

NON-COMBAT
+2

VIGILANCE
3

DEFENSE
13

NON-COMBAT
+3

EGO
1

DEFENSE
11

NON-COMBAT
+1

MULTIPLIER
x2

LOGIC
0

DEFENSE
10

NON-COMBAT
+0

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.

Situational Awareness

Gain an edge on initiative checks.

Gear & Weapons

- Ball and Chain (Range: Reach)
Melee Damage Multiplier +1.
- Ball and Chain (Range: 5)
Agility Damage Multiplier +1.

Other Traits and Tags

Traits: Connections: Criminal.

Tags: Black Market Access, Public Identity, Signature Weapon: Ball and chain (throwable club), Streetwise, Villainous.

POWERS

ATTACK

Fast Attacks (Blunt)

Action: Standard | Duration: Instant

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 (Blunt)

Action: Standard | Duration: Instant

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.

Vicious Attack (Blunt)

Action: Standard | Duration: Instant

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).

Whirling Frenzy (Blunt)

Action: Standard | Duration: Instant

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 (**Blunt**: Target is stunned for one round).

REACTIONS



Exploit (Blunt)

Action: Reaction | Duration: Instant

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 (**Blunt**: Target is stunned for one round).

PASSIVE

Defense Stance

Action: Standard | Duration: Concentration

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

OTHER POWERS

Mighty 1, Sturdy 1

DOOMBOT



INITIATIVE

+3E



HEALTH
90

DR: -2

FOCUS
120

DR: -1

MELEE
2

DEFENSE
12

NON-COMBAT
+3

MULTIPLIER
x4

AGILITY
2

DEFENSE
12

NON-COMBAT
+2

MULTIPLIER
x3

RESILIENCE
3

DEFENSE
13

NON-COMBAT
+3

VIGILANCE
3

DEFENSE
13

NON-COMBAT
+3

EGO
3

DEFENSE
13

NON-COMBAT
+4

MULTIPLIER
x4

LOGIC
3

DEFENSE
13

NON-COMBAT
+4

MULTIPLIER
x4

RUN / CLIMB / SWIM / FLY

5 3 3 15

RANK

3

TAGS & TRAITS

Combat Expert

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

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.

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 (Doombot army).

Tags: A.I., Extreme Appearance, Linguist [English, German, Hungarian, Latverian, Romanian], Public Identity, Villainous.

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).

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

Attack Stance

0

Action: Standard | Duration: Concentration

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

Defense Stance

0

Action: Standard | Duration: Concentration

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

Elemental Barrier (Energy)

5

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

Effect: The character forms a wall (2 spaces across per rank) of their element within range. Make an Agility Attack vs Agility Defense of any target in the affected spaces. On a failure, the target chooses which side of the barrier they're on. The barrier provides 10 points of protection.

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

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

REACTIONS

OTHER POWERS

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

EGGHEAD



INITIATIVE

+1

HEALTH
30

DR: -

FOCUS
30

DR: -

MELEE
0

DEFENSE
10

NON-COMBAT
+0

MULTIPLIER
x2

AGILITY
2

DEFENSE
12

NON-COMBAT
+3

MULTIPLIER
x3

RESILIENCE
1

DEFENSE
11

NON-COMBAT
+1

VIGILANCE
1

DEFENSE
11

NON-COMBAT
+1

EGO
2

DEFENSE
12

NON-COMBAT
+3

MULTIPLIER
x3

LOGIC
4

DEFENSE
14

NON-COMBAT
+6

MULTIPLIER
x4

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

2

TAGS & TRAITS

Abrasive

Gain **trouble** when making Ego checks to persuade someone to help. Gain an **edge** when making Ego checks to intimidate someone.

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**.

Tech Reliance

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

Gear & Weapons

■ **Egg Bombs (Frag Grenades) (Range: 10)**
Agility Damage Multiplier x2.
Area of Effect (2 squares of epicenter)

Other Traits and Tags

Traits: Connections: Criminal, Extra Occupation.

Tags: Black Market Access, Lab Access, Public Identity, Signature Weapon: Egg bombs (frag grenades), Streetwise, Villainous.

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).

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

Battle Plan

10

Action: Standard | Duration: 1 round

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

Inspiration

0

Action: Standard | Duration: 1 round

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

Accuracy 1, Brilliance 2, Discipline 1.

FROG-MAN



INITIATIVE

+0

HEALTH

30

DR: -1

FOCUS

10

DR: -

MELEE

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x1

AGILITY

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x1

RESILIENCE

1

DEFENSE

11

NON-COMBAT

+1

VIGILANCE

0

DEFENSE

10

NON-COMBAT

+0

EGO

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x1

LOGIC

0

DEFENSE

10

NON-COMBAT

+0

MULTIPLIER

x1

RUN / CLIMB / SWIM / JUMP

5 3 3 5

RANK

1

TAGS & TRAITS

Fearless

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

Surprising Power

Jump 1: The character can choose a power they normally wouldn't be able to use. The character will still need to have any prerequisite powers, but they can ignore rank and origin requirements. This trait can be selected multiple times.

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 (in suit), Heroic, Poor, Secret Identity.

POWERS

ATTACK

Hit & Run (Blunt)

Action: Standard | Duration: Instant

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.

REACTIONS

Spider-Dodge

Action: Reaction | Duration: Instant

Trigger: Enemy makes an Agility attack vs the character.

Effect: The attacker has **trouble** on the attack. If the attack misses, the character can leap in any direction at their Jump Speed.

OTHER POWERS

 Sturdy 1  0

 Jump 1  0

GORGON



INITIATIVE
+2E

150

DR: -3

FOCUS
90

DR: -

MELEE
7

DEFENSE
16

NON-COMBAT
+10

MULTIPLIER
x7

AGILITY
3

DEFENSE
16

NON-COMBAT
+3

MULTIPLIER
x4

RESILIENCE
5

DEFENSE
15

NON-COMBAT
+5

VIGILANCE
2

DEFENSE
12

NON-COMBAT
+2

EGO
1

DEFENSE
11

NON-COMBAT
+1

MULTIPLIER
x4

LOGIC
2

DEFENSE
12

NON-COMBAT
+2

MULTIPLIER
x4

RUN / CLIMB / SWIM / JUMP

6 3 3 6

RANK

4

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.

Determination

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

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: Military (Inhuman Royal Guard).

Tags: Extreme Appearance, Inhuman Genes, Public Identity.

POWERS

ATTACK

Banging Heads

Action: Standard | Duration: Instant

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

Success: Targets suffers damage.

Success: Targets suffers damage + Prone.

Clobber

Action: Standard | Duration: Instant

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

Effect: Make a Melee check vs Agility Defense of every target within reach, plus 1 per rank in spaces.

Success: Target suffers half damage.

Success: Target suffers damage + Prone.

Smash

Action: Standard | Duration: Instant

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

Effect: Make a Melee check vs Melee Defense of all enemies in reach.

Success: Target suffers 1/2 damage.

Success: Target suffers damage + Prone.

This character may then move up to 1/2 speed then pay 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.

ACTIVE

Battle Plan

Action: Standard | Duration: 1 round

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

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

REACTIONS

Crushing Grip

Action: Reaction | Duration: Instant

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.

0

Immovable

Action: Reaction | Duration: Instant

Trigger: Character is knocked back/prone.

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

10

Quick Toss

Action: Reaction | Duration: Instant

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.

10

Success: Target also suffers damage.

Success: Target also suffers damage + Prone.

5

0

10

OTHER POWERS

Brawling 1, Mighty 3, Sturdy 3

Jump 1

GORGON

INITIATIVE

+4E



HEALTH

90

DR: -

FOCUS

120

DR: -

MELEE

6

DEFENSE

16

NON-COMBAT

+7

MULTIPLIER

x5

AGILITY

2

DEFENSE

16

NON-COMBAT

+2

MULTIPLIER

x4

RESILIENCE

3

DEFENSE

13

NON-COMBAT

+3

VIGILANCE

4

DEFENSE

14

NON-COMBAT

+4

EGO

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x4

LOGIC

4

DEFENSE

14

NON-COMBAT

+6

MULTIPLIER

x6

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.

Font of Information

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

Signature Attack

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

Situational Awareness

Gain an **edge** on initiative checks.

Gear & Weapons

■ **Sword (Range: Reach)**
Melee Damage Multiplier +2.

Other Traits and Tags

Traits: Connections: Criminal.

Tags: Hounded, Krakoan, Public Identity, Streetwise, Villainous, X-Gene.

POWERS

ATTACK

Fast Attacks (Sharp)

Action: Standard | Duration: Instant

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

ESP

Action: Standard | Duration: Concentration | Range: 400 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.

0

Fast Strikes

Action: Standard | Duration: Instant

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

Focused Fury (Sharp)

Action: Standard | Duration: Instant

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+

Leg Sweep

Action: Standard | Duration: Instant

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

Vicious Attack (Sharp)

Action: Standard | Duration: Instant

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

ACTIVE

Attack Stance

Action: Standard | Duration: Concentration

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

0

Borrow Senses

Action: Standard | Duration: Concentration

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

Do This All Day

Action: Standard | Duration: Instant

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

5+

REACTIONS

Exploit (Sharp)

Action: Reaction | Duration: Instant

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).

5

Riposte (Sharp)

Action: Reaction | Duration: Instant

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

Healing Factor

Action: Passive | Duration: Instant

Effect: At the end of this character's turn, they regain Health equal to their Resilience Score.

0

OTHER POWERS

Brawling 1, Brilliance 2, Mighty 10

GROWING MAN



INITIATIVE	+2
HEALTH	150
DR: -	DR: -
MELEE	6
DEFENSE	17
NON-COMBAT	+9
MULTIPLIER	x7
AGILITY	2
DEFENSE	13
NON-COMBAT	+2
MULTIPLIER	x4
RESILIENCE	5
DEFENSE	15
NON-COMBAT	+5
VIGILANCE	2
DEFENSE	12
NON-COMBAT	+2
EGO	4
DEFENSE	14
NON-COMBAT	+4
MULTIPLIER	x4
LOGIC	1
DEFENSE	11
NON-COMBAT	+1
MULTIPLIER	x4

RUN / CLIMB / SWIM / JUMP

4 2 2 4

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.

Small

Add +1 to Melee and Agility defenses and -1 from Run Speed.

Stranger

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

Tech Reliance

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

Other Traits and Tags

Traits: Connections: Outsiders, .

Tags: A.I., Extreme Appearance, Public Identity, Villainous.

POWERS

ATTACK

Clobber

Action: Standard | **Duration:** Instant
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
Effect: Make a Melee check vs Agility Defense of every target within reach, plus 1 per rank in spaces.
Success: Target suffers half damage.
Success: Target suffers damage + Prone.

Smash

Action: Standard | **Duration:** Instant
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
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

Macrodimensional Travel

Action: Standard | **Duration:** Instant
Effect: The character can grow enough to travel into the Macaverse, the Ovaverse or other dimensions of enlarged space. They can return to their normal size at will.

REACTIONS

Crushing Grip

⑤
Action: Reaction | **Duration:** Instant
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

⑯
Action: Reaction | **Duration:** Instant
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.

Note: Whenever possible, the Growing Man uses the *Energy Absorption* power as a reaction. Every time he successfully uses this power, he automatically grows one size. He cannot willingly return to his default size.

Grow

⑯
Action: Standard/Reaction | **Duration:** Permanent
Trigger: The character is attacked.
Effect: The character can grow up to gargantuan size. They can return to their normal size at will.

Growing Attack

⑯
Action: Reaction | **Duration:** Instant
Trigger: The character grows.
Effect: Makes a close attack with **edge**.
Success: Target suffers damage for size character grows to.
Success: Target suffers damage for size character grows to + Stunned.

Immovable

⑯
Action: Reaction | **Duration:** Instant
Trigger: Character is knocked back/prone.
Effect: Reduce the knockback distance (equal to their Melee Defense) in spaces.

Quick Toss

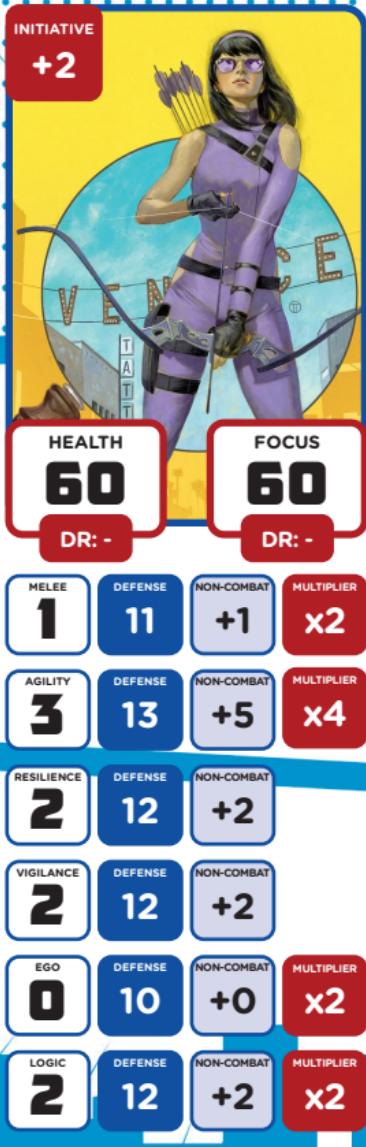
⑯
Action: Reaction | **Duration:** Instant
Trigger: A person the character can pick up is grabbed.
Effect: Throw the grabbed person at another target. Determine range by Mighty power rank and the grabbed person's size. Make ranged attack against a target. Failure inflicts damage on thrown person after which they fall prone within 1 space of the target.
Success: Target also suffers damage.
Success: Target also suffers damage + Prone.

OTHER POWERS

④ Mighty 3 ④

④ Jump 1 ④

HAWKEYE



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.

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.

Gear & Weapons

■ **Bow and Arrow (Range: 15)**
Agility Damage Multiplier +1.

Other Traits and Tags

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

Tags: Black Market Access, Heroic, Mentor: Hawkeye (Clint Barton), Public Identity, Signature Weapon: Bow and arrow.

POWERS

ATTACK

Double Tap

Action: Standard | Duration: Instant

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

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.

Stopping Power

Action: Standard | Duration: Instant

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

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

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

Defense Stance

Action: Standard | Duration: Concentration

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

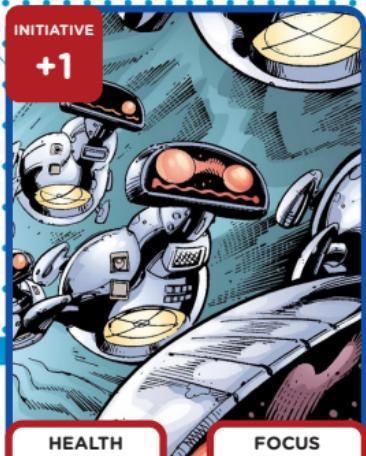
REACTIONS

OTHER POWERS

0

Accuracy 2 0.

H.E.R.B.I.E.

**HEALTH****30**

DR: -1

FOCUS**30**

DR: -

MELEE
0**DEFENSE**
11**NON-COMBAT**
+0**MULTIPLIER**
x2**AGILITY**
4**DEFENSE**
15**NON-COMBAT**
+5**MULTIPLIER**
x3**RESILIENCE**
1**DEFENSE**
11**NON-COMBAT**
+1**VIGILANCE**
1**DEFENSE**
11**NON-COMBAT**
+1**EGO**
1**DEFENSE**
11**NON-COMBAT**
+1**MULTIPLIER**
x2**LOGIC**
3**DEFENSE**
13**NON-COMBAT**
+3**MULTIPLIER**
x2**+1**

RUN / CLIMB / SWIM / JUMP

4 2 2 8**RANK****2**

TAGS & TRAITS

Font of Information

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

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.

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**.

Small

Add +1 to Melee and Agility defenses and -1 from Run Speed.

Tech Reliance

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

Gear & Weapons

■ Opti-Blaster (Range: 10)

Agility Damage Multiplier +1.

Blinds the target on a Fantastic success.

Other Traits and Tags

Traits: Connections: Community, Extra Occupation.

Tags: A.I., Extreme Appearance, Heroic, Lab Access, Public Identity.

Note: Not all H.E.R.B.I.E. units are equipped with weapons. Such non-security units can fly but are otherwise no more powerful than an average civilian (see that profile in the Core Rulebook).

POWERS

ATTACK

Double Tap

Action: Standard | Duration: Instant

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

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

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.

MOVEMENT

Sniping

Action: Standard and Movement | Duration: Instant

Effect: Makes a ranged attack vs enemy 20+ spaces away.

Success: Target suffers damage.

Success: Target suffers triple damage.

REACTIONS

Return Fire

Action: Reaction | Duration: Instant

Trigger: Enemy declares an attack against the character.

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

Success: Apply Health DR then suffer damage to Focus.

Success: Apply Health DR then suffer double damage to Focus + Stunned for 1 round.

PASSIVE

Iconic Weapon

Opti-Blaster.

- Agility Damage Multiplier +1.
- Works like a regular pistol, but blinds the target on a Fantastic success.

OTHER POWERS

Accuracy 1 Flight 1 Sturdy 1

HIVE



INITIATIVE

+2E

HEALTH
120

DR: -2

FOCUS
90

DR: -1

MELEE
3DEFENSE
13NON-COMBAT
+5MULTIPLIER
x5AGILITY
1DEFENSE
11NON-COMBAT
+1MULTIPLIER
x3RESILIENCE
4DEFENSE
14NON-COMBAT
+4VIGILANCE
2DEFENSE
12NON-COMBAT
+2EGO
2DEFENSE
12NON-COMBAT
+2MULTIPLIER
x3LOGIC
3DEFENSE
13NON-COMBAT
+3MULTIPLIER
x3

RUN / CLIMB / SWIM / JUMP

10 5 5 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.

Fresh Eyes

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

Monster

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

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.

Other Traits and Tags

Traits: Battle Ready, Connections: Military (Hydra).

Tags: Extreme Appearance, Mute (Can only speak in eldritch gibberish), Public Identity, Villainous.

POWERS

ATTACK

Reverse Punch

Action: Standard | Duration: Instant.

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

Success: Full damage.

Success: Double full damage + stunned for 1 round.

MOVEMENT

Stilt Steps

Action: Movement | Duration: Concentration

Effect: The character's Run Speed doubles, as does their Climb Speed.

REACTIONS

Bounce Back

Action: Reaction | Duration: Instant

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.

Coiling Crush

Action: Reaction | Duration: Instant

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.

Slip Free

Action: Reaction | Duration: Instant

Trigger: The character is grabbed or pinned.

Effect: The character is not grabbed or pinned.

PASSIVE

Additional Limbs

Action: Passive | Duration: Permanent

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

Extended Reach 2

Action: Passive | Duration: Permanent

Effect: Reach is x10 normal.

Flexible Bones 2

Action: Passive | Duration: Permanent

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

Rubberneck

Action: Passive | Duration: Permanent

Effect: May move their head away from their body, up to their reach, to establish a line of sight to a target.

OTHER POWERS

 Mighty 2  Uncanny 1 

HOOD

INITIATIVE

+3E



HEALTH

30

DR: -

FOCUS

90

DR: -

MELEE

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x2

AGILITY

3

DEFENSE

13

NON-COMBAT

+4

MULTIPLIER

x3

RESILIENCE

1

DEFENSE

11

NON-COMBAT

+1

VIGILANCE

3

DEFENSE

13

NON-COMBAT

+3

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x2

0

DEFENSE

10

NON-COMBAT

+0

MULTIPLIER

x2

RUN / CLIMB / SWIM / FLY

5 3 3 10

RANK

2

TAGS & TRAITS

Glibness

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

Situational Awareness

Gain an **edge** on initiative checks.

Gear & Weapons

■ **Pistols (Range: 10)**

Agility Damage Multiplier +1.

Other Traits and Tags

Traits: Connections: Criminal.

Tags: Black Market Access, Secret Identity, Sorcerous, Streetwise, Supernatural, Villainous.

Note: The night he got his powers, Parker Robbins was approached in an alleyway by a recruiter for Hydra. On Earth-616, Robbins beat this recruiter senseless. On Earth-56438, he accepted the offer.

POWERS

ATTACK

Bolts of Balthakk

5+

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

Success: Target suffers total damage.

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

Double Tap

0

Action: Standard | **Duration:** Instant

Effect: Make a ranged attack vs enemy within 2 spaces.

Success: Target suffers damage.

Success: Target suffers double damage + Bleeding.

Snap Shooting

0

Action: Standard | **Duration:** Instant

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.

Stopping Power

5

Action: Standard | **Duration:** Instant

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.

Weapons Blazing

5

Action: Standard | **Duration:** Instant

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

Invisibility

5

Action: Standard | **Duration:** Concentration

Effect: The character becomes invisible gaining an **edge** on Agility checks using stealth and enemies gain **trouble** on Vigilance checks to perceive them. If a character is not moving, the opponent must actively search for the character to be able to make a Vigilance check.

REACTIONS

OTHER POWERS

Accuracy 1 Flight 1

HYDRA OFFICER

INITIATIVE

+2E



HEALTH

60

DR: -

FOCUS

90

DR: -

MELEE

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x2

AGILITY

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x2

RESILIENCE

2

DEFENSE

12

NON-COMBAT

+2

VIGILANCE

2

DEFENSE

12

NON-COMBAT

+2

EGO

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x2

LOGIC

0

DEFENSE

10

NON-COMBAT

+0

MULTIPLIER

x2

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

2

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.

Situational Awareness

Gain an **edge** on initiative checks.

Gear & Weapons

- **Pistol (Range: 10)**
Agility Damage Multiplier +1.
- **Rifle (Range: 20)**
Agility Damage Multiplier +1.

Other Traits and Tags

Traits: Battle Ready, Connections: Military (Hydra).

Tags: Secret Identity, Villainous.

POWERS

ATTACK

Double Tap

Action: Standard | Duration: Instant

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

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

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

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

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

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

REACTIONS



Combat Trickery

Action: Reaction | Duration: Instant

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 **W** (cannot be affected by **trouble**). If attacking multiple targets, all the targets must be of equal or higher rank.

Keep Moving

Action: Reaction | Duration: Instant

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

Effect: The demoralized or stunned condition ends.

HYPERION



INITIATIVE

+3E

180

DR: -3

FOCUS

90

DR: -

MELEE

6

DEFENSE

15

NON-COMBAT

+9

MULTIPLIER

x8

AGILITY

2

DEFENSE

11

NON-COMBAT

+3

MULTIPLIER

x6

RESILIENCE

6

DEFENSE

16

NON-COMBAT

+6

VIGILANCE

3

DEFENSE

13

NON-COMBAT

+3

EGO

5

DEFENSE

15

NON-COMBAT

+7

MULTIPLIER

x7

LOGIC

3

DEFENSE

13

NON-COMBAT

+4

MULTIPLIER

x6

RUN / CLIMB / SWIM / FLY

6 3 3 30

RANK

5

TAGS & TRAITS

Beguiling

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

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.

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.

Situational Awareness

Gain an **edge** on initiative checks.

Other Traits and Tags

Traits: Connections: Super Heroes.

Tags: Black Market Access, Eternally Immortal, Heroic, Mahd Wy'ry, Secret Identity.

POWERS

ATTACK

Banging Heads

Action: Standard | Duration: Instant

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

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

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 half 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

Effect: Make a Melee check vs Agility Defense of every target within reach, plus 1 per rank in spaces.

Success: Target suffers half damage.

Success: Target suffers damage + Prone.

Smash

Action: Standard | Duration: Instant

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

Success: Target suffers damage.

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

REACTIONS

Crushing Grip

Action: Reaction | Duration: Instant

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

Trigger: Character is knocked back/prone.

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

Quick Toss

Action: Reaction | Duration: Instant

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

Environmental Protection

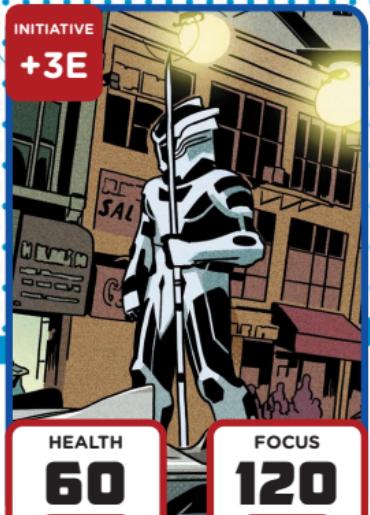
Action: Passive | Duration: Permanent

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

OTHER POWERS

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

INHUMAN ROYAL GUARD

**INITIATIVE****+3E****HEALTH****60****DR: -1****FOCUS****120****DR: -****MELEE****1****DEFENSE****11****NON-COMBAT****+2****MULTIPLIER****x3****AGILITY****1****DEFENSE****11****NON-COMBAT****+2****MULTIPLIER****x3****RESILIENCE****2****DEFENSE****12****NON-COMBAT****+2****VIGILANCE****3****DEFENSE****13****NON-COMBAT****+3****EGO****2****DEFENSE****12****NON-COMBAT****+3****MULTIPLIER****x3****LOGIC****1****DEFENSE****11****NON-COMBAT****+1****MULTIPLIER****x2****RUN / CLIMB / SWIM / JUMP****5 3 3 3****RANK****2**

TAGS & TRAITS

First Aid

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

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

■ Energy Lance (Range: Reach +1)

Melee Damage Multiplier +1.

Uses Elemental powers when used as a ranged weapon.

Other Traits and Tags

Traits: Battle Ready, Connections: Military (Inhumans).

Tags: Inhuman Genes, Public Identity.

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).

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).

Snap Shooting

0

Action: Standard | Duration: Instant

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

Success: Affected targets suffer half damage.

Success: Affected targets suffer damage + Bleeding.

Suppressive Fire

0

Action: Standard | Duration: Instant

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.

REACTIONS

OTHER POWERS



Accuracy 1, Discipline 1, Mighty 1, Sturdy 1.

IRONHEART



INITIATIVE

+2E

HEALTH
90

DR: -2

FOCUS
60

DR: -

MELEE
1

DEFENSE
11

NON-COMBAT
+2

MULTIPLIER
x4

AGILITY
3

DEFENSE
13

NON-COMBAT
+4

MULTIPLIER
x4

RESILIENCE
3

DEFENSE
13

NON-COMBAT
+3

VIGILANCE
2

DEFENSE
12

NON-COMBAT
+2

EGO
2

DEFENSE
12

NON-COMBAT
+3

MULTIPLIER
x4

LOGIC
4

DEFENSE
14

NON-COMBAT
+6

MULTIPLIER
x5

RUN / CLIMB / SWIM / FLY

5 3 3 15

RANK

3

TAGS & TRAITS

Determination

When demoralized, do not gain trouble on all actions.

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.

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

Tags: Extreme Appearance (in battle suit), Heroic, Lab Access, Mentor: Tony Stark, Public Identity.

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).

Elemental Burst (Energy)

0

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

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

Success: Target suffers damage.

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

Elemental Push (Energy)

10

Action: Standard | Duration: Instant

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

Success: Move the target in any direction, up to 1 space x character's rank.

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

ACTIVE

Elemental Barrier (Energy)

5

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

Effect: The character forms a wall (2 spaces across per rank) of their element within range. Make an Agility Attack vs Agility Defense of any target in the affected spaces. On a failure, the target chooses which side of the barrier they're on. The barrier provides 10 points of protection.

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

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

REACTIONS

PASSIVE

Environmental Protection

0

Action: Passive | Duration: Permanent

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

OTHER POWERS

Accuracy 1  Brilliance 2  Discipline 1  Flight 2  Mighty 1  Sturdy 2 

1

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276

277

IRON FIST

INITIATIVE

+3



HEALTH

60

DR: -

FOCUS

90

DR: -

MELEE

4

DEFENSE

14

NON-COMBAT

+6

MULTIPLIER

x5

AGILITY

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

x3

RESILIENCE

2

DEFENSE

12

NON-COMBAT

+2

VIGILANCE

3

DEFENSE

13

NON-COMBAT

+3

EGO

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x3

LOGIC

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.

Determination

When demoralized, do not gain trouble on all actions.

Fearless

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

Signature Attack

Focused Strike: Gain an edge when making attacks using this ability or power.

Gear & Weapons

■ **Sword (Range: Reach)**
Melee Damage Multiplier +2.

Other Traits and Tags

Traits: Connections: Super Heroes, Extraordinary Origin.

Tags: Black Market Access, Heroic, Mentor: Iron Fist (Danny Rand), Mentor: Shang-Chi, Public Identity, Supernatural, Young.

POWERS

ATTACK

Chain Strikes

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

Leg Sweep

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

Defense Stance

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

Do This All Day

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

REACTIONS

Counterstrike Technique

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

Exploit (Sharp)

Action: Reaction | **Duration:** Instant
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).

Reverse Momentum Throw

Action: Reaction | **Duration:** Instant
Trigger: While Defense Stance is active, a close attack against the character misses.
Effect: Attacker knocked prone and suffers half the damage their attack would have inflicted if it had succeeded.

OTHER POWERS

Mighty 2

IRON FIST (LIN LIE)

ISIS (ROBOT)

INITIATIVE

+5E



HEALTH

120

DR: -4

FOCUS

180

DR: -4

MELEE
3

DEFENSE
13

NON-COMBAT
+4

MULTIPLIER
x7

AGILITY
6

DEFENSE
16

NON-COMBAT
+8

MULTIPLIER
x8

RESILIENCE
4

DEFENSE
14

NON-COMBAT
+4

VIGILANCE
5

DEFENSE
15

NON-COMBAT
+5

EGO
8

DEFENSE
18

NON-COMBAT
+10

MULTIPLIER
x8

LOGIC
4

DEFENSE
18

NON-COMBAT
+4

MULTIPLIER
x6

RUN / CLIMB / SWIM / JUMP

6 3 3 3

RANK

6

TAGS & TRAITS

Combat Reflexes

Gain one additional reaction each turn.

Eidetic Memory

The character rarely forgets anything. If their player forgets something, they can ask the Narrator to remind them.

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.

Tech Reliance

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

Signature Attack

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

Situational Awareness

Gain an **edge** on initiative checks.

Other Traits and Tags

Traits: Battle Ready, Connections: Military (Kang's Army), Extraordinary Origin.

Tags: A.I., Chaotic, Extreme Appearance, Public Identity, Supernatural.

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).

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

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.

E 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.

Elemental Barrier (Energy)

5

Action: Standard | **Duration:** Concentration | **Range:** 50 sp.
Effect: The character forms a wall (2 spaces across per rank) of their element within range. Make an Agility Attack vs Agility Defense of any target in the affected spaces. On a failure, the target chooses which side of the barrier they're on. The barrier provides 10 points of protection.
Success: Attacker chooses the side of the barrier the target is on.
Success: As success + element's special effect (**Energy:** Blinds target for one round).

REACTIONS



Elemental Protection 3 (Energy)

15

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 30 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 30 points of damage, it destroys the protection.

Elemental Reinforcement (Energy)

V

Action: Reaction | **Duration:** Instant
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

PASSIVE

Environmental Protection

0

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

Heightened Senses 1

0

Action: Passive | **Duration:** Permanent
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

Accuracy 2  Discipline 2  Mighty 1  Sturdy 4  Uncanny 4  Wisdom 

JEAN GREY-SUMMERS



INITIATIVE

+7E

HEALTH

90

DR: -

FOCUS

240

DR: -2

MELEE

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x6

AGILITY

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

x6

RESILIENCE

3

DEFENSE

13

NON-COMBAT

+3

VIGILANCE

7

DEFENSE

17

NON-COMBAT

+7

EGO

8

DEFENSE

18

NON-COMBAT

+8

MULTIPLIER

x6

LOGIC

8

DEFENSE

18

NON-COMBAT

+10

MULTIPLIER

x8

RUN / CLIMB / SWIM / LEVIT.

5 3 3 5

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.

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.

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: Battle Ready, Connections: Super Heroes.

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

POWERS

ATTACK

Telekinetic Attack

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 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.

Telepathic Blast

Action: Standard | Duration: Instant
Effect: Makes 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: 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 one other person per rank, within 10 spaces—with range. TN to detect the character is the character's Logic defense.

Command

Action: Standard | Duration: 1 round
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.

Edit Memory

Action: Standard | Duration: Permanent
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.

Mental Shelter

Action: Standard | Duration: Concentration | 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 Interrogation

Action: Standard | Duration: 1 round
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
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
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: 60 sp.
Effect: Create invisible barrier covering up to 2 spaces across (vertically/horizontally) per rank. 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: Choose which side of the barrier the target winds up on.
Success: Character chooses which side of the barrier the target winds up on + target Paralyzed for 1 round.

Telekinetic Manipulation

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

Success: Can communicate with the target for one round.
Success: Target cannot shut the character out for the rest of the day.

Telepathic Link

Action: Standard | Duration: Conc. | 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
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 five people per rank. 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
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 target attempts to harm someone with the possessed body, the target gets to make a Logic check to end the possession. If the target has the Heroic tag, they get an edge on the check. If the character attempts to harm the possessed body, the target gets an edge on the check. If the target has the Heroic tag, they get a double edge.
Success: Takes over the target's body completely.

REACTIONS

Telekinetic Protection 2

Action: Standard/Reaction | Duration: Concentration
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.

Telekinetic Reinforcement

Action: Reaction | Duration: Instant
Trigger: A character using a telekinetic power that grants damage protection is attacked.
Effect: The character can transfer any Health damage that gets through a telekinetic protection power to their Focus instead, leaving the protection intact.

PASSIVE

Levitation

Action: Passive | Duration: Permanent
Effect: The character can move through the air in any direction at their Run Speed.

OTHER POWERS

Brilliance 2

Effect: Character can absorb damage and convert it into Focus.

Telekinetic Sphere

Effect: Character can create a telekinetic sphere that grants damage protection.

Astral Form

Effect: Character can transform into an astral form that grants damage protection.

JEAN GREY

J. JONAH JAMESON



INITIATIVE

+1

HEALTH
10

DR: -

FOCUS
30

DR: -

MELEE
1

DEFENSE
11

NON-COMBAT
+1

MULTIPLIER
x1

AGILITY
0

DEFENSE
10

NON-COMBAT
+0

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
1

DEFENSE
11

NON-COMBAT
+1

MULTIPLIER
x1

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

1

TAGS & TRAITS

Abrasive

Gain **trouble** when making Ego checks to persuade someone to help. Gain an **edge** when making Ego checks to intimidate someone.

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.

Public Speaking

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

Pundit

Gain an **edge** on Ego or Logic checks made when giving their opinion via media.

Skeptical

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

Other Traits and Tags

Traits: Connections: Sources.

Tags: Heroic, Public Identity.

POWERS

ATTACK

Banging Heads



0

Action: Standard | Duration: Instant

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.

REACTIONS



ACTIVE

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.

KANG THE CONQUEROR



INITIATIVE

+6

HEALTH

90

DR: -2

FOCUS

210

DR: -

MELEE

2

DEFENSE

12

NON-COMBAT

+4

MULTIPLIER

x7

AGILITY

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

x5

RESILIENCE

3

DEFENSE

13

NON-COMBAT

+3

VIGILANCE

6

DEFENSE

16

NON-COMBAT

+6

EGO

5

DEFENSE

15

NON-COMBAT

+7

MULTIPLIER

x7

LOGIC

6

DEFENSE

16

NON-COMBAT

+8

MULTIPLIER

x7

RUN / CLIMB / SWIM / JUMP

5 3 3 3

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.

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.

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: Battle Ready.

Tags: Authority, Powerful, Secret Identity, Villainous.

POWERS

ATTACK

Elemental Barrage (Energy)

15

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

Elemental Blast (Energy)

5+

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

Elemental Burst (Energy)

0

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

Fast Strikes

0

Action: Standard | **Duration:** Instant**Effect:** Make a Melee Attack vs Melee Defense against 2 targets.**Success:** Target/s suffer ½ damage.**Success:** Target/s suffer damage.

ACTIVE

Attack Stance

0

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

Defense Stance

0

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

Do This All Day

5+

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

Elemental Barrier (Energy)

5

Action: Standard | **Duration:** Concentration | **Range:** 50 sp.**Effect:** The character forms a wall (2 spaces across per rank) 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).

Time Portal

0

Action: Standard | **Duration:** Concentration**Effect:** Open a portal next to them that moves anything that enters it between that space and its destination. Close at will.

MOVEMENT

Time Travel

10

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

Time Travel Other

15

Action: Standard/Movement/Reaction**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.

Time Travel Together

10

Action: Standard/Movement/Reaction**Trigger:** The target is grabbed.**Duration:** Instant**Effect:** Moves to power's destination, taking any person they are touching with them. If target unwilling, character must grab them first.

REACTIONS

Elemental Protection 2 (Energy)

10

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

OTHER POWERS

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

KARNAK



INITIATIVE

+4

HEALTH

90

DR: -2

FOCUS

120

DR: -

MELEE

5

DEFENSE

15

NON-COMBAT

+7

MULTIPLIER

x6

AGILITY

5

DEFENSE

15

NON-COMBAT

+5

MULTIPLIER

x4

RESILIENCE

3

DEFENSE

13

NON-COMBAT

+3

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

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.

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.

Signature Attack

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

Other Traits and Tags

Traits: Connections: Community, Connections: Super Heroes, Extra Occupation, Extraordinary Origin.

Tags: Black Market Access, Extreme Appearance, Inhuman Genes, Public Identity.

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.

Focused Fury (Blunt)

Action: Standard | **Duration:** Instant
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 (Blunt: Target is stunned for one round).

Leg Sweep

Action: Standard | **Duration:** Instant
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 (Blunt)

Action: Standard | **Duration:** Instant
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).

ACTIVE

Attack Stance

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

Defense Stance

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

Do This All Day

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

Regain Focus

Action: Standard | **Duration:** Instant
Effect: Recover Focus equal to Vigilance.

REACTIONS

Brace for Impact

0 **Action:** Reaction | **Duration:** Instant
Trigger: Enemy deals physical damage to the character.
Effect: For every point of Focus spent, the character can ignore 1 point of Health damage dealt by the attack.

Counterstrike Technique

5+ **Action:** Reaction | **Duration:** Instant
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.

Exploit (Blunt)

5 **Action:** Reaction | **Duration:** Instant
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 (Blunt: Target is stunned for one round).

PASSIVE

Iconic Weapon

0 **Karnak's Hands**

- Act as melee weapons with the Blunt type.

Unflappable Poise

0 **Action:** Passive | **Duration:** Permanent
Effect: Any close attacks against this character gain **trouble**. While they use Defense Stance, such attacks have **double trouble**.

Untouchable Position

0 **Action:** Passive | **Duration:** Permanent
Effect: If character attacked, all other close attacks against them gain **trouble** until start of their next turn.

OTHER POWERS

0 **Mighty** 2 **Sturdy** 2

LOCKJAW



INITIATIVE

+3E

HEALTH

90

DR: -1

FOCUS

90

DR: -

MELEE

5

DEFENSE

14

NON-COMBAT

+6

MULTIPLIER

x4

AGILITY

2

DEFENSE

11

NON-COMBAT

+2

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

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x3

RUN / CLIMB / SWIM / JUMP

6 3 3 3

RANK

3

TAGS & TRAITS

Big (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.

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.

Other Traits and Tags

Traits: Connections: Super Heroes, Extraordinary Origin.

Tags: Black Market Access, Extreme Appearance, Inhuman Genes, Mute (can only bark), Public Identity.

POWERS

ACTIVE

Teleport Object

Action: Standard | Duration: Permanent

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 their rank in sizes bigger than them.

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 their rank in 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.

Dimensional Travel

Action: Standard/Movement | Duration: Instant

Effect: Instantly moves between universes.

Dimensional Travel Together

Action: Standard/Movement/Reaction

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.

Multiversal Travel

Action: Standard/Movement | Duration: Instant

Effect: Instantly moves between universes.

Multiversal Travel Together

Action: Standard/Movement/Reaction

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.

Teleport 2

Action: Standard or movement | Duration: Instant

Effect: The character teleports into a clear space they can see or have been to, up to 10 times their rank in spaces away. Outside of combat, the character can teleport up to 1,000 times their rank in spaces away.

Teleport Blind

Action: Standard or movement | Duration: Instant

Effect: The character teleports to someplace they've never been and never seen, up to 10 times their rank in spaces away. Outside of combat, they can teleport up to 100 times their rank in 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

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 10 times their rank in spaces away. Outside of combat, they can teleport up to 100 times their rank in spaces away. If the target does not wish to be teleported, the character must grab them first.

REACTIONS

OTHER POWERS

10 Mighty 10 Sturdy 10

LOGOS



INITIATIVE
+2

HEALTH
30

DR: -

FOCUS
60

DR: -

MELEE
1

DEFENSE
11

NON-COMBAT
+1

MULTIPLIER
x2

AGILITY
1

DEFENSE
11

NON-COMBAT
+1

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
4

DEFENSE
14

NON-COMBAT
+5

MULTIPLIER
x3

RUN / CLIMB / SWIM / JUMP
5 3 3 3

RANK
2

TAGS & TRAITS

Dealmaker

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

Legal Eagle

Gain an **edge** on Logic checks when dealing with legalities.

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

■ **Staff** (Range: Reach +1)
Melee Damage Multiplier +1.

Other Traits and Tags

Tags: Authority, Hounded (outside ancient Egypt), Krakoan, Powerful (within ancient Egypt), 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

ESP

Action: Standard | Duration: Conc. | Range: 200 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.

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.

Mind Interrogation

Action: Standard | Duration: 1 round

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

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

Success: Can read the target's surface thoughts.

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

Telepathic Link

Action: Standard | Duration: Concentration | Range: Unlimited

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

Success: Can communicate with the target for one round.

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

REACTIONS

0

Combat Trickery

Action: Reaction | Duration: Instant

Trigger: The character makes an attack.

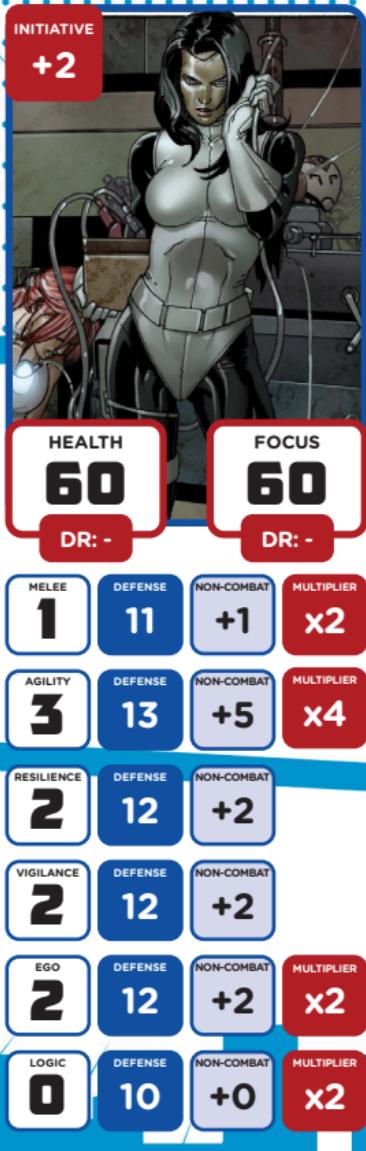
Effect: Once per battle, when attacking targets of equal or higher rank, checks automatically roll a 1 on their **W** (cannot be affected by **trouble**). If attacking multiple targets, all the targets must be of equal or higher rank.

5

OTHER POWERS

 Brilliance 1 0

MADAME MASQUE



RUN / CLIMB / SWIM / JUMP
5 3 3 3

RANK
2

TAGS & TRAITS

Beguiling

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

Determination

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

Leverage

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

Gear & Weapons

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, Connections: Espionage, Extra Occupation.

Tags: Black Market Access, Secret Identity, Streetwise, Signature Weapon: Submachine gun.

POWERS

ATTACK

Double Tap

Action: Standard | Duration: Instant

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

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

Success: Target/s suffer ½ damage.

Success: Target/s suffer damage.

Snap Shooting

Action: Standard | Duration: Instant

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.

ACTIVE

Attack Stance

Action: Standard | Duration: Concentration

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

REACTIONS

Counterstrike Technique

5

Action: Reaction | Duration: Instant

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.

0

Point-Blank Parry

5

Action: Reaction | Duration: Instant

Trigger: Enemy within 2 spaces misses an attack against the character.

Effect: Make a ranged attack vs enemy who missed them.

Success: Enemy suffers damage.

Success: Enemy suffers double damage + Bleeding.

OTHER POWERS

Accuracy 2 0

0

MADDY CHO

INITIATIVE

+1



HEALTH

10

DR: -

FOCUS

30

DR: -

MELEE

0

DEFENSE

10

NON-COMBAT

+0

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

0

DEFENSE

10

NON-COMBAT

+0

MULTIPLIER

x1

3

DEFENSE

13

NON-COMBAT

+4

MULTIPLIER

x2

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

1

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.

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.

Gear & Weapons

■ Pistol (Range: 10)

Agility Damage Multiplier +1.

Other Traits and Tags

Tags: Heroic, Lab Access, Public Identity, Signature Weapon: Pistol.

POWERS

ATTACK

Suppressive Fire

Action: Standard | Duration: Instant

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.

REACTIONS

Keep Moving

Action: Reaction | Duration: Instant

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

Effect: The demoralized or stunned condition ends.

ACTIVE

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.

OTHER POWERS

Brilliance 1

MAGGIA TOUGH

INITIATIVE

+1



HEALTH
10

DR: -

FOCUS
30

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
+1

MULTIPLIER
x1

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

1

TAGS & TRAITS

Abrasive

Gain **trouble** when making Ego checks to persuade someone to help. Gain an **edge** when making Ego checks to intimidate someone.

Determination

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

Gear & Weapons

- Club/Knife (Range: Reach)
Melee Damage Multiplier +1.
- Pistol (Range: 10)
Agility Damage Multiplier +1.

Other Traits and Tags

Traits: Connections: Criminal

Tags: Black Market Access, Public Identity, Streetwise, Signature Weapons: Pistols or clubs

POWERS

ATTACK

REACTIONS

Double Tap

Action: Standard | Duration: Instant

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

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

Suppressive Fire

0

Action: Standard | Duration: Instant

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 (Blunt)

0

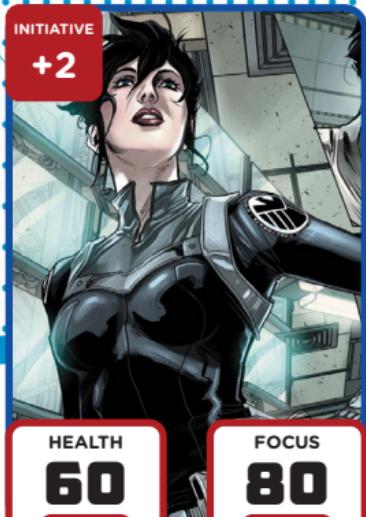
Action: Standard | Duration: Instant

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).

MARIA HILL



INITIATIVE

+2

HEALTH

60

DR: -

FOCUS

80

DR: -

MELEE

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x2

AGILITY

3

DEFENSE

13

NON-COMBAT

+4

MULTIPLIER

x3

RESILIENCE

2

DEFENSE

12

NON-COMBAT

+2

VIGILANCE

2

DEFENSE

12

NON-COMBAT

+2

EGO

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x2

LOGIC

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x2

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

2

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.

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.

Gear & Weapons

■ **Pistol (Range: 10)**
Agility Damage Multiplier +1.

Other Traits and Tags

Tags: Authority, Backup, Heroic, Public Identity.

POWERS

ATTACK

Double Tap

Action: Standard | Duration: Instant

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

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.

ACTIVE

Battle Plan

10

Action: Standard | Duration: 1 round

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

Inspiration

0

Action: Standard | Duration: 1 round

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

MOVEMENT

Sniping

5

Action: Standard and Movement | Duration: Instant

Effect: Makes a ranged attack vs enemy 20+ spaces away.

Success: Target suffers damage.

Success: Target suffers triple damage.

REACTIONS



Change of Plans

5

Action: Reaction | Duration: 1 round

Trigger: An ally has trouble on an action check.

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

Keep Moving

10

Action: Reaction | Duration: Instant

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

Effect: The demoralized or stunned condition ends.

OTHER POWERS

Accuracy

Accuracy 1 

MAY PARKER



INITIATIVE

+2

HEALTH

10

DR: -

FOCUS

60

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.

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.

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.

Out of Shape

The character is considered one size smaller for the purposes of lifting, carrying, swinging and throwing things.

Other Traits and Tags

Tags: Heroic, Public Identity.

POWERS

ACTIVE

REACTIONS

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

MEDUSA



INITIATIVE
+3E

HEALTH
90

DR: -3

FOCUS
90

DR: -

MELEE
5

DEFENSE
15

NON-COMBAT
+8

MULTIPLIER
x7

AGILITY
6

DEFENSE
16

NON-COMBAT
+6

MULTIPLIER
x4

RESILIENCE
3

DEFENSE
13

NON-COMBAT
+3

VIGILANCE
3

DEFENSE
13

NON-COMBAT
+3

EGO
2

DEFENSE
12

NON-COMBAT
+2

MULTIPLIER
x4

LOGIC
1

DEFENSE
11

NON-COMBAT
+1

MULTIPLIER
x4

RUN / CLIMB / SWIM / JUMP
6 3 3 6

RANK
4

TAGS & TRAITS

Combat Reflexes

Gain one additional reaction each turn.

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.

Situational Awareness

Gain an **edge** on initiative checks.

Other Traits and Tags

Tags: Authority, Inhuman Genes, Powerful, Public Identity.

POWERS

ATTACK

Banging Heads

Action: Standard | Duration: Instant

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

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

Success: Target suffers damage.

Success: Target suffers double damage + Prone.

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.

REACTIONS

Change of Plans

Action: Reaction | Duration: 1 round

Trigger: An ally has trouble on an action check.

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

Crushing Grip

Action: Reaction | Duration: Instant

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.

Keep Moving

Action: Reaction | Duration: Instant

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

Effect: The demoralized or stunned condition ends.

On Your Feet

Action: Reaction | Duration: Instant

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.

Quick Toss

Action: Reaction | Duration: Instant

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

Additional Limbs

Action: Passive | Duration: Permanent

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

Extended Reach

Action: Passive | Duration: Permanent

Effect: Reach is x 4 normal.

OTHER POWERS

1 Mighty 3 0, Sturdy 3 0.

0 Jump 1 0.

MOCKINGBIRD



INITIATIVE

+1

HEALTH

60

DR: -

FOCUS

60

DR: -

MELEE

2

DEFENSE

12

NON-COMBAT

+3

MULTIPLIER

x3

AGILITY

2

DEFENSE

12

NON-COMBAT

+3

MULTIPLIER

x3

RESILIENCE

2

DEFENSE

12

NON-COMBAT

+2

VIGILANCE

2

DEFENSE

12

NON-COMBAT

+2

EGO

0

DEFENSE

10

NON-COMBAT

+0

MULTIPLIER

x2

LOGIC

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x2

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

2

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.

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.

Gear & Weapons

■ **Fighting Batons** (Range: Reach)
Melee Damage Multiplier +1.

Other Traits and Tags

Traits: Connections: Super Heroes, Extraordinary Origin, Extra Occupation.

Tags: Black Market Access, Heroic, Lab Access, Public Identity, Signature Weapon: Fighting Batons (clubs).

POWERS

ATTACK

Chain Strikes

Action: Standard | **Duration:** Instant
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 Attacks (Blunt)

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

Fast Strikes

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

Vicious Attack (Blunt)

Action: Standard | **Duration:** Instant
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).

ACTIVE

Do This All Day

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

REACTIONS

Exploit (Blunt)

Action: Reaction | **Duration:** Instant
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 (**Blunt:** Target is stunned for one round).

OTHER POWERS

Accuracy 1 Mighty 1

NICK FURY SR.



INITIATIVE

+3

HEALTH

60

DR: -

FOCUS

90

DR: -

MELEE

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x3

AGILITY

4

DEFENSE

14

NON-COMBAT

+5

MULTIPLIER

x4

RESILIENCE

2

DEFENSE

12

NON-COMBAT

+2

VIGILANCE

3

DEFENSE

13

NON-COMBAT

+3

EGO

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

x3

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.

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.

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

■ Pistol (Range: 10)
Agility Damage Multiplier +1.

Other Traits and Tags

Traits: Connections: Super Heroes, Extra Occupation, Extraordinary Origin.

Tags: Authority, Backup, Black Market Access, Heroic, Public Identity.

POWERS

ATTACK

Double Tap

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

Weapons Blazing

Action: Standard | **Duration:** Instant
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

Attack Stance

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

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.

MOVEMENT

Sniping

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

REACTIONS

Change of Plans

0
Action: Reaction | **Duration:** 1 round
Trigger: An ally has trouble on an action check.
Effect: The ally gains an edge on that action check.

Keep Moving

0
Action: Reaction | **Duration:** Instant
Trigger: An ally in line of sight and earshot is demoralized or stunned.
Effect: The demoralized or stunned condition ends.

Slow-Motion Dodge

0
Action: Reaction | **Duration:** Instant
Trigger: Enemy makes an attack vs this character's Agility defense.
Effect: The enemy gains trouble on the attack.

OTHER POWERS

Accuracy

 Accuracy 1 

NIGHTHAWK



INITIATIVE
+3



HEALTH
90

DR: -1

FOCUS
90

DR: -

MELEE
4

DEFENSE
14

NON-COMBAT
+6

MULTIPLIER
x5

AGILITY
1

DEFENSE
14

NON-COMBAT
+1

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
3

DEFENSE
13

NON-COMBAT
+4

MULTIPLIER
x4

RUN / CLIMB / SWIM / FLY
5 3 3 15

RANK
3

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.

Tech Reliance

Instead of falling unconscious due to damage, lose tech powers and remain conscious with 1 Health. Weakness: Sunlight (Nighthawk loses his damage reduction during the day)

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

■ **Claw Tips (Range: Reach)**
Melee Damage Multiplier +1.

Other Traits and Tags

Traits: Connections: Celebrities, Extraordinary Origin.

Tags: Heroic, Lab Access, Rich, Secret Identity.

POWERS

ATTACK

Banging Heads

Action: Standard | Duration: Instant

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.

0

Clobber

Action: Standard | Duration: Instant

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

Success: Target suffers damage.

Success: Target suffers double damage + Prone.

0

Fast Attacks (Sharp)

0

Action: Standard | Duration: Instant

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

Hit & Run (Sharp)

0

Action: Standard | Duration: Instant

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)

0

Action: Standard | Duration: Instant

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

Success: Target suffers damage.

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

Whirling Frenzy (Sharp)

5

Action: Standard | Duration: Instant

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



OTHER POWERS

Brawling 1, Brilliance 1, Flight 2, Mighty 2, Sturdy 1.

1

Brilliance 1

Flight 2

Mighty 2

Sturdy 1

NOVA



INITIATIVE

+3E

HEALTH

120

DR: -4

FOCUS

120

DR: -

MELEE

6

DEFENSE

16

NON-COMBAT

+9

MULTIPLIER

x8

AGILITY

5

DEFENSE

15

NON-COMBAT

+5

MULTIPLIER

x5

RESILIENCE

4

DEFENSE

14

NON-COMBAT

+4

VIGILANCE

3

DEFENSE

13

NON-COMBAT

+3

EGO

7

DEFENSE

17

NON-COMBAT

+11

MULTIPLIER

x9

LOGIC

0

DEFENSE

17

NON-COMBAT

+0

MULTIPLIER

x5

RUN / CLIMB / SWIM / FLY

6 3 3 30

RANK

5

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.

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.

Surprising Power

Sturdy 4: The character can choose a power they normally wouldn't be able to use. The character will still need to have any prerequisite powers, but they can ignore rank and origin requirements. This trait can be selected multiple times.

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: Battle Ready, Connections: Super Heroes.

Tags: Alternate Form (Nova form), Authority, Back-up, Black Market Access, Heroic, Powerful, 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 half damage.

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

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.

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.

Supernova (Energy)

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.

ACTIVE

Elemental Barrier (Energy)

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

Effect: The character forms a wall (2 spaces across per rank) 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.

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.

Elemental Reinforcement (Energy)

Action: Reaction | Duration: Instant

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

Action: Passive | Duration: Permanent

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

Elemental Form (Energy)

Action: Passive | Duration: Permanent

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 4 0, Flight 2 0, Mighty 3 0, Sturdy 4 0, Wisdom 0.

OSIRIS (ROBOT)

INITIATIVE
+5E



HEALTH
90

DR: -4

FOCUS
180

DR: -4

MELEE
5

DEFENSE
15

NON-COMBAT
+6

MULTIPLIER
x7

AGILITY
4

DEFENSE
14

NON-COMBAT
+4

MULTIPLIER
x6

RESILIENCE
3

DEFENSE
13

NON-COMBAT
+3

VIGILANCE
5

DEFENSE
15

NON-COMBAT
+5

EGO
9

DEFENSE
19

NON-COMBAT
+12

MULTIPLIER
x10

LOGIC
4

DEFENSE
19

NON-COMBAT
+4

MULTIPLIER
x6

RUN / CLIMB / SWIM / JUMP
5 3 3 5

RANK
6

TAGS & TRAITS

Combat Reflexes

Gain one additional reaction each turn.

Eidetic Memory

The character rarely forgets anything. If their player forgets something, they can ask the Narrator to remind them.

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.

Tech Reliance

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

Signature Attack

Crimson Bands of Cyttorak: Gain an **edge** when making attacks using this ability or power.

Situational Awareness

Gain an **edge** on initiative checks.

Other Traits and Tags

Traits: Battle Ready, Connections: Military (Kang's Army), Extraordinary Origin.

Tags: A.I., Extreme Appearance, 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+

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

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.

Mists of Morpheus

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

Vapors of Valtorr

Action: Standard | **Duration:** Concentration
Effect: The character creates an ink mist for up to 25 spaces per rank around them that blocks all line of sight beyond 5 spaces. On later turns, the character can have the mist attack one target at a time. Make an Ego check against the target's Vigilance defense.
Success: Target suffers damage.
Success: Target suffers double damage + Blinded for 1 round.

10

ACTIVE

Dispel Spell

Action: Standard | **Duration:** Instant
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

REACTIONS

Shield of the Seraphim

Action: Standard/Reaction | **Duration:** Concentration
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:** Concentration
Trigger: Damage gets through the Shield of the Seraphim
Effect: Halve all movement by foes within 50 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.

10

PASSIVE

Environmental Protection

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

0

Heightened Senses

Action: Passive | **Duration:** Permanent
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

Discipline 4 0, Mighty 1 0, Sturdy 4 0, Uncanny 4 0, Wisdom 0.

Jump 1 0.

PATRIOT



INITIATIVE

+3

HEALTH

30

DR: -2

FOCUS

90

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

3

DEFENSE

13

NON-COMBAT

+3

EGO

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x2

LOGIC

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x2

RUN / CLIMB / SWIM / GLIDE

5 3 3 10

RANK

2

TAGS & TRAITS

Determination

When demoralized, do not gain trouble on all actions.

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.

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.

Tech Reliance

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

Gear & Weapons

■ Patriot's Shield (Range: Reach)

Melee Damage Multiplier +1.

Grants Glide Speed 10.

Also acts as a drone that can move within his line of sight.

Fires energy blasts with a range of 10.

Other Traits and Tags

Traits: Extraordinary Origin.

Tags: Heroic, Mentor: Falcon (Sam Wilson), Obligation: School, Secret Identity, Young.

POWERS

ATTACK

Hurled Shield Bash

Action: Standard | Duration: Instant | Range: 10 sp. x rank

Effect: Make a ranged attack on an enemy.

Success: Target suffers damage.

Success: Target suffers double damage + Prone + Shield returns to the character.

Shield Bash

Action: Standard | Duration: Instant

Effect: Make a close attack on an enemy within reach.

Success: Target/s suffers damage.

Success: Target/s suffers double damage + Prone.

ACTIVE

Do This All Day

Action: Standard | Duration: Instant

Effect: The character heals 2 points of Health for every point of Focus they spend.

REACTIONS

Brace for Impact

Action: Reaction | Duration: Instant

Trigger: Enemy deals physical damage to the character.

Effect: For every point of Focus spent, the character can ignore 1 point of Health damage dealt by the attack.

Immovable

Action: Reaction | Duration: Instant

Trigger: Character is knocked back or knocked prone.

Effect: For every point of Melee defense the character has, they can reduce knockback by 1 space.

Shield 2

Action: Standard/Reaction | Duration: Concentration

Trigger: The character is attacked.

Effect: The character gains Health DR 2.

Shield Deflection

Action: Reaction | Duration: Instant

Trigger: Enemy attacks character's Agility Def.

Effect: The attack has trouble.

PASSIVE

Iconic Weapon

0

Patriot's Shield

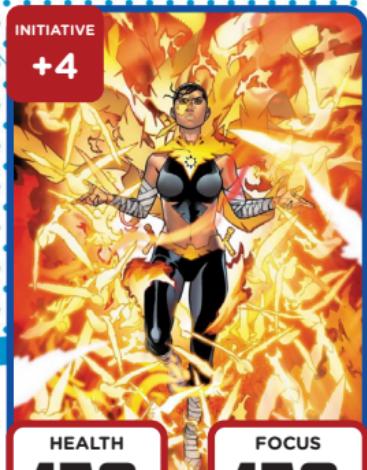
- Grants Glide Speed equal to double his Run Speed.
- Also acts as a drone that can move within his line of sight and fire energy blasts with a range of 10.

OTHER POWERS

Brawling 3 Mighty 3 Sturdy 3

Jump 3

PHOENIX



INITIATIVE

+4

HEALTH

150

DR: -3

FOCUS

150

DR: -

MELEE

6

DEFENSE

16

NON-COMBAT

+8

MULTIPLIER

x8

AGILITY

5

DEFENSE

15

NON-COMBAT

+6

MULTIPLIER

x7

RESILIENCE

5

DEFENSE

15

NON-COMBAT

+5

VIGILANCE

4

DEFENSE

14

NON-COMBAT

+4

EGO

8

DEFENSE

18

NON-COMBAT

+10

MULTIPLIER

x8

LOGIC

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x6

RUN / CLIMB / SWIM / FLY

6 3 3 36

RANK

6

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.

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.

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.

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: Battle Ready, Extraordinary Origin.

Tags: Auditory Issues, Heroic, Public Identity, Supernatural.

POWERS

ATTACK

Chain Strikes

Action: Standard | Duration: Instant
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 (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 half damage.
Success: Affected targets suffer damage + elemental type's special effect (Fire: Sets target ablaze).

Elemental Blast (Fire)

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

Elemental Burst (Fire)

Action: Standard | Duration: Instant | Range: 10 sp.
Effect: Make a ranged Agility Attack vs target's Agility Defense.
Success: Target suffers damage.
Success: Target suffers double damage + element's special effect (Fire: Sets target ablaze).

Fast Strikes

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

Leg Sweep

Action: Standard | Duration: Instant
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.

Supernova (Fire)

Action: Standard | Duration: Instant
Range: 10 spaces
Effect: Make an Ego check vs Resilience defense of every enemy within range. Add +1 to the character's Ego damage bonus for every 2 points of Focus they spend.
Success: Affected target/s suffer half total damage.
Success: Affected target/s suffer total damage + element's special effect (Fire: Sets target ablaze).

ACTIVE

Attack Stance

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

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.

Defense Stance

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

Elemental Barrier (Fire)

Action: Standard | Duration: Concentration | Range: 50 sp.
Effect: The character forms a wall (2 spaces across per rank) 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

Action: Reaction | Duration: Instant
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 **2** (cannot be affected by **trouble**). If attacking multiple targets, all the targets must be of equal or higher rank.

Counterstrike Technique

Action: Reaction | Duration: Instant
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.

Elemental Protection 2 (Fire)

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.

Elemental Reinforcement (Fire)

Action: Reaction | Duration: Instant
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

Action: Passive | Duration: Permanent
Effect: Not harmed by intense cold or heat, the pressure of the deep seas or the intense radiation and vacuum of space.

OTHER POWERS

Accuracy 1  Discipline 2  Flight 2  Mighty 2  Sturdy 3 

PILEDRIVER



INITIATIVE

+2

HEALTH

90

DR: -1

FOCUS

90

DR: -

MELEE

6

DEFENSE

16

NON-COMBAT

+8

MULTIPLIER

x5

AGILITY

3

DEFENSE

16

NON-COMBAT

+3

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

0

DEFENSE

10

NON-COMBAT

+0

MULTIPLIER

x3

RUN / CLIMB / SWIM / JUMP

5 3 3 5

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.

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: Criminal.

Tags: Black Market Access, Extreme Appearance, Public Identity, Streetwise, Supernatural, Villainous.

POWERS

ATTACK

Banging Heads

Action: Standard | Duration: Instant

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

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

Success: Target suffers damage.

Success: Target suffers double damage + Prone.

Smash

Action: Standard | Duration: Instant

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

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

REACTIONS

Crushing Grip

Action: Reaction | Duration: Instant

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

Trigger: Character is knocked back/prone.

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

Quick Toss

Action: Reaction | Duration: Instant

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.

Wisecracker

Action: Reaction | Duration: Instant

Trigger: Succeeds in an attack on an enemy in earshot, or an enemy in earshot fails an attack on them.

Effect: Make an Ego attack vs target's Ego Defense.

Success: Target suffers damage to Focus.

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

OTHER POWERS

Brawling 1, Mighty 2, Sturdy 1.

Jump 1.

PROWLER



INITIATIVE

+2

HEALTH

30

DR: -1

FOCUS

60

DR: -

MELEE

2

DEFENSE

12

NON-COMBAT

+3

MULTIPLIER

x3

AGILITY

1

DEFENSE

11

NON-COMBAT

+1

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

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

x2

RUN / CLIMB / SWIM / JUMP

5 5 3 5

RANK

2

TAGS & TRAITS

Combat Reflexes

Gain one additional reaction each turn.

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.

Tech Reliance

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

Gear & Weapons

■ **Battle Suit Claws (Range: Reach)**
Melee Damage Multiplier +1.

Other Traits and Tags

Traits: Connections: Criminal, Extra Occupation.

Tags: Black Market Access, Extreme Appearance (in battle suit), Heroic, Secret Identity, Streetwise.

Note: Hobie Brown later develops a more powerful battle suit and adopts a new codename: Hornet. This profile represents Brown before that transformation.

POWERS

ATTACK

Fast Attacks (Sharp)

Action: Standard | Duration: Instant

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.

Vicious Attack (Sharp)

Action: Standard | Duration: Instant

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

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

Combat Trickery

Action: Reaction | Duration: Instant

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.

OTHER POWERS

 Mighty 1   Sturdy 1  

 Jump 1   Wallcrawling  

QUASAR

**INITIATIVE****+6E****HEALTH****120****DR: -3****FOCUS****210****DR: -****MELEE**
7**DEFENSE**
17**NON-COMBAT**
+10**MULTIPLIER**
x9**AGILITY**
4**DEFENSE**
14**NON-COMBAT**
+4**MULTIPLIER**
x6**RESILIENCE**
4**DEFENSE**
14**NON-COMBAT**
+4**VIGILANCE**
6**DEFENSE**
16**NON-COMBAT**
+6**EGO**
8**DEFENSE**
18**NON-COMBAT**
+11**MULTIPLIER**
x9**LOGIC**
1**DEFENSE**
11**NON-COMBAT**
+1**MULTIPLIER**
x6**RUN / CLIMB / SWIM / FLY****5 3 3 30****RANK****6**

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.

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.

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: Battle Ready, Connections: Military.

Tags: Heroic, Public Identity, Sorcerous, Supernatural.

POWERS

ATTACK

Elemental Barrage (Energy)

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

Effect: Designate a space within range. Affect every enemy within 10 spaces of that. Make a single Ego check vs each target's Resilience defense.

Success: Affected targets suffer half 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 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 6 spaces.

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

Supernova (Energy)

Action: Standard | Duration: Instant | Range: 10 spaces

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. (Energy: Blinds target for one round).

ACTIVE

Elemental Barrier (Energy)

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

Effect: The character forms a wall (12 spaces across) of their element within range. Make an Agility attack vs Agility defense of any target in the affected area. 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 Grab (Energy)

Action: Standard | Duration: Concentration | Range: 30 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).

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 6 spaces away. If someone was about to attack them and they are now out of reach or line of sight, the attack automatically fails. If they are still within reach or line of sight, the attack has trouble instead.

Teleport 2

Action: Standard or movement | Duration: Instant

Effect: The character teleports into a clear space they can see or have been to, up to 60 spaces away. Outside of combat, the character can teleport up to 6,000 spaces away.

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.

Elemental Reinforcement (Energy)

Action: Reaction | Duration: Instant

Trigger: Damage gets through an elemental power

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

Elemental Sphere (Energy)

Action: Standard/Reaction | Duration: Conc. | Range: 30 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. (Energy: Blinds target for one round).

PASSIVE

Elemental Form (Energy)

Action: Passive | Duration: Permanent

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.

Environmental Protection

Action: Passive | Duration: Permanent

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 3  Flight 2  Mighty 3  Sturdy 3 

Elemental Prison 

RAMA-TUT



INITIATIVE

+4

HEALTH

90

DR: -1

FOCUS

150

DR: -

MELEE

2

DEFENSE

12

NON-COMBAT

+3

MULTIPLIER

x5

AGILITY

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x4

RESILIENCE

3

DEFENSE

13

NON-COMBAT

+3

VIGILANCE

4

DEFENSE

14

NON-COMBAT

+4

EGO

4

DEFENSE

14

NON-COMBAT

+6

MULTIPLIER

x6

LOGIC

5

DEFENSE

15

NON-COMBAT

+6

MULTIPLIER

x5

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK
4

TAGS & TRAITS

Combat Reflexes

Gain one additional reaction each turn.

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.

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: Battle Ready.

Tags: Authority, Powerful, Secret Identity, Villainous.

POWERS

ATTACK

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

Fast Strikes

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

0

ACTIVE

Attack Stance

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

0

Defense Stance

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

0

Disguise

Action: Standard | **Duration:** Permanent
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:** 50 sp.
Effect: The character forms a wall (2 spaces across per rank) 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

Time Portal

Action: Standard | **Duration:** Concentration
Effect: Open a portal next to them that moves anything that enters it between that space and its destination. Close at will.

15

MOVEMENT

Time Travel

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

10

Time Travel Other

Action: Standard/Movement/Reaction
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

Time Travel Together

Action: Standard/Movement/Reaction
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

Elemental Protection 1 (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 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.

50

OTHER POWERS

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

SILVER SURFER



INITIATIVE
+6E

HEALTH
180

DR: -4

FOCUS
210

DR: -

MELEE
3

DEFENSE
13

NON-COMBAT
+5

MULTIPLIER
x8

AGILITY
5

DEFENSE
15

NON-COMBAT
+7

MULTIPLIER
x8

RESILIENCE
6

DEFENSE
16

NON-COMBAT
+6

VIGILANCE
6

DEFENSE
16

NON-COMBAT
+6

EGO
8

DEFENSE
18

NON-COMBAT
+12

MULTIPLIER
x10

LOGIC
3

DEFENSE
13

NON-COMBAT
+3

MULTIPLIER
x6

RUN / CLIMB / SWIM / FLY
6 3 3 36

RANK
6

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.

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.

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: Battle Ready, Connections: Outsiders, Connections: Super Heroes, Extra Occupation, Extraordinary Origin.

Tags: Alien Heritage, Black Market Access, Chaotic, Extreme Appearance, Public Identity

POWERS

ATTACK

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).

ACTIVE

Elemental Barrier

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

Effect: The character forms a wall (2 spaces across per rank) of their element within range. Make an Agility Attack vs Agility Defense of any target in the affected spaces. On a failure, the target chooses which side of the barrier they're on. The barrier provides 10 points of protection.

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

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

REACTIONS

Elemental Protection 4 (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 40 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 40 points of damage, it destroys the protection.

Elemental Reinforcement (Energy)

Action: Reaction | Duration: Instant

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.

Probability Hex

Action: Standard/Reaction | Duration: Concentration

Effect: When an ally within 5 spaces times the character's rank attempts a check on which they have **trouble**, this hex eliminates all **trouble** and gives them an **edge** instead.

PASSIVE

Elemental Form (Energy)

Action: Passive | Duration: Permanent

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.

Environmental Protection

Action: Passive | Duration: Permanent

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

Healing Factor

Action: Passive | Duration: Instant

Effect: At the end of this character's turn, they regain Health equal to their Resilience Score.

Heightened Senses 2

Action: Passive | Duration: Permanent

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.

Iconic Weapon

Cosmic Surfboard.

- Summonable by Silver Surfer.
- Grants Flight 2.

OTHER POWERS

Accuracy 2 • Discipline 4 • Mighty 2 • Sturdy 4 •

SILVER SURFER

SPIDER-WOMAN



RUN / CLIMB / SWIM / GLIDE
6 6 3 12

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.

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.

Leverage

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

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: Espionage, Connections: Police, Connections: Super Heroes, Extra Occupation (2).

Tags: Black Market Access, Dependents: Gerry Drew, Heroic, Public Identity.

Note: The profile of Spider-Woman of Earth-56438 matches this one, except Spider-Woman of Earth-56438 has the Villainous tag rather than Heroic. The two characters' histories are similar, but after Spider-Woman of Earth-56438 joined Hydra, she never left.

POWERS

ATTACK

Chain Strikes

Action: Standard | Duration: Instant

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

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

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

Success: Target/s suffer damage.

Venom Blast

Action: Standard | Duration: Instant | Range: 5 sp.

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

Success: Target suffers damage.

Success: Target suffers double damage + if the target actually takes damage, Stunned for 1 round.

Webcasting

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

Effect: Make a ranged attack.

Success: Target paralyzed.

Success: Target paralyzed and pinned (TN 20 to break free).

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.

Attack Stance

Action: Standard | Duration: Concentration

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

Do This All Day

Action: Standard | Duration: Instant

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

REACTIONS

Combat Trickery

Action: Reaction | Duration: Instant

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.

Spider-Dodge

Action: Reaction | Duration: Instant

Trigger: Character's Agility Defense attacked.

Effect: Attacker gains **trouble** on the attack. If the attack misses, this character can leap in any direction at their Jump Speed.

PASSIVE

Spider-Sense

Action: Passive | Duration: Permanent

Effect: Gain an **edge** on initiative, and Vigilance checks to perceive danger. Enemies have **trouble** on Agility checks against the character's Vigilance defense. Also gains +2 to Agility defense.

OTHER POWERS

Accuracy 1 Evasion 1 Mighty 1

Jump 1

Wallcrawling 1 Webgliding 1

STICK



INITIATIVE

+2

HEALTH
30

DR: -

FOCUS
60

DR: -

MELEE
3

DEFENSE
13

NON-COMBAT
+4

MULTIPLIER
x3

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
1

DEFENSE
11

NON-COMBAT
+1

MULTIPLIER
x2

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

2

TAGS & TRAITS

Abrasive

Gain **trouble** when making Ego checks to persuade someone to help. Gain an **edge** when making Ego checks to intimidate someone.

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

■ Extendable Cane (Staff) (Range: Reach +1)
Melee Damage Multiplier +1.

Other Traits and Tags

Traits: Connections: Super Heroes, Extraordinary Origin.

Tags: Black Market Access, Heroic, Public Identity, Supernatural, Vision Issues.

POWERS

ATTACK

Chain Strikes

Action: Standard | Duration: Instant

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

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

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

Success: Target/s suffer damage.

Leg Sweep

Action: Standard | Duration: Instant

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

Attack Stance

Action: Standard | Duration: Concentration

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

Defense Stance

Action: Standard | Duration: Concentration

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

Do This All Day

Action: Standard | Duration: Instant

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

REACTIONS

PASSIVE

Heightened Senses

Action: Passive | Duration: Permanent

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.

OTHER POWERS

 Mighty 1 

THUNDERBALL



INITIATIVE

+2

HEALTH

120

DR: -1

FOCUS

60

DR: -

MELEE

4

DEFENSE

14

NON-COMBAT

+5

MULTIPLIER

x4

AGILITY

1

DEFENSE

11

NON-COMBAT

+2

MULTIPLIER

x4

RESILIENCE

4

DEFENSE

14

NON-COMBAT

+4

VIGILANCE

2

DEFENSE

12

NON-COMBAT

+2

EGO

0

DEFENSE

10

NON-COMBAT

+0

MULTIPLIER

x3

LOGIC

4

DEFENSE

14

NON-COMBAT

+6

MULTIPLIER

x5

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

3

TAGS & TRAITS

Fearless

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

Font of Information

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

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**.

Skeptical

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

Gear & Weapons

Thunderball and Chain (Range: Reach)

Agility Damage Multiplier +1.

Automatically returns to thrower.

Other Traits and Tags

Tags: Lab Access, Public Identity, Supernatural, Villainous.

POWERS

ATTACK

Clobber

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

Fast Attacks (Blunt)

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

Vicious Attack (Blunt)

Action: Standard | **Duration:** Instant
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).

Whirling Frenzy (Blunt)

Action: Standard | **Duration:** Instant
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 (Blunt: Target is stunned for one round).

REACTIONS

Crushing Grip

① **Action:** Reaction | **Duration:** Instant
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

① **Action:** Reaction | **Duration:** Instant
Trigger: Character is knocked back/prone.
Effect: Reduce the knockback distance (equal to their Melee Defense) in spaces.

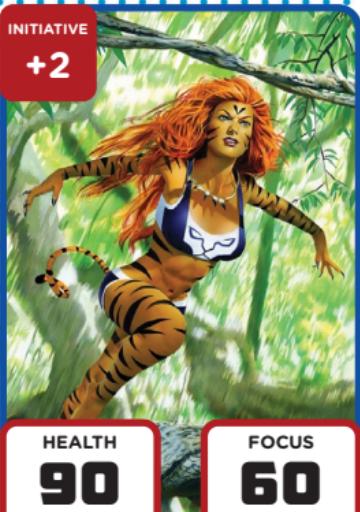
Quick Toss

① **Action:** Reaction | **Duration:** Instant
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.

OTHER POWERS

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

TIGRA



INITIATIVE

+2

HEALTH

90

DR: -1

FOCUS

60

DR: -

MELEE
3

DEFENSE
15

NON-COMBAT
+5

MULTIPLIER
x5

AGILITY
5

DEFENSE
15

NON-COMBAT
+5

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
1

DEFENSE
11

NON-COMBAT
+1

MULTIPLIER
x3

RUN / CLIMB / SWIM / JUMP

6 3 3 6

RANK

3

TAGS & TRAITS

Combat Reflexes

Gain one additional reaction each turn.

Determination

When demoralized, do not gain trouble on all actions.

Fearless

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

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, Extraordinary Origin.

Tags: Alternate Form (Tigra form), Black Market Access, Extreme Appearance (in alternate form), Heroic, Public Identity, Supernatural.

POWERS

ATTACK

Fast Attacks (Sharp)

Action: Standard | Duration: Instant

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

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

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

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

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)

Action: Reaction | Duration: Instant

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

Heightened Senses 2

0

Action: Passive | Duration: Permanent

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.

OTHER POWERS

Evasion 0, Mighty 2 0, Sturdy 1 0.

Jump 1 0.

VIPER

INITIATIVE

+2E



HEALTH

30

DR: -1

FOCUS

90

DR: -

MELEE

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x2

AGILITY

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

x2

RESILIENCE

1

DEFENSE

11

NON-COMBAT

+1

VIGILANCE

2

DEFENSE

12

NON-COMBAT

+2

EGO

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x2

LOGIC

0

DEFENSE

10

NON-COMBAT

+0

MULTIPLIER

x2

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

2

TAGS & TRAITS

Beguiling

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

Determination

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

Leverage

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

Situational Awareness

Gain an **edge** on initiative checks.

Gear & Weapons

■ **Pistol (Range: 10)**
Agility Damage Multiplier +1.

Other Traits and Tags

Traits: Battle Ready, Connections: Espionage, Connections: Military (Hydra), Extra Occupation.

Tags: Black Market Access, Secret Identity, Villainous.

POWERS

ATTACK

Chain Strikes

Action: Standard | Duration: Instant

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

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

Success: Target/s suffer ½ damage.

Success: Target/s suffer damage.

ACTIVE

Attack Stance

Action: Standard | Duration: Concentration

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

Defense Stance

Action: Standard | Duration: Concentration

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

Do This All Day

Action: Standard | Duration: Instant

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

REACTIONS

Combat Trickery

Action: Reaction | Duration: Instant

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 **red** (cannot be affected by **trouble**). If attacking multiple targets, all the targets must be of equal or higher rank.

Counterstrike Technique

Action: Reaction | Duration: Instant

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.

OTHER POWERS

0

 Sturdy 1 

5

5



WARLOCK



INITIATIVE
+4E

150

DR: -3

FOCUS
150

DR: -1

MELEE
5

DEFENSE
15

NON-COMBAT
+6

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
9

DEFENSE
19

NON-COMBAT
+12

MULTIPLIER
x9

LOGIC
2

DEFENSE
19

NON-COMBAT
+3

MULTIPLIER
x7

RUN / CLIMB / SWIM / FLY
6 3 3 36

RANK
6

TAGS & TRAITS

Determination

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

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.

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.

Stranger

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

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: Battle Ready, Connections: Outsiders, Connections: Super Heroes, Extra Occupation.

Tags: Black Market Access, Extreme Appearance, Heroic, Public Identity, Sorcerous.

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.

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

Elemental Barrier (Energy)

Action: Standard | **Duration:** Concentration | **Range:** 50 sp.
Effect: The character forms a wall (2 spaces across per rank) 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 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:** 30 sp.
Effect: Make a ranged Ego attack vs target's Melee defense. Breaking free requires a successful Melee check against TN 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).

Supernova (Energy)

Action: Standard | **Duration:** Instant | **Range:** 10 spaces
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 (**Energy**: Blinds target for one round).

ACTIVE

Astral Form

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

Images of Ikkon

Action: Standard | **Duration:** Concentration
Effect: Create five (5) 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:** 600 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
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:** Concentration
Effect: Produce a magical shield that provides complete protection from physical damage that does 20 points of damage or less. If attack does more than 20 points of damage, it destroys the protection.

PASSIVE

Environmental Protection

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

OTHER POWERS

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

WRECKER



INITIATIVE

+1

HEALTH

150

DR: -2

FOCUS

30

DR: -

MELEE

6

DEFENSE

16

NON-COMBAT

+8

MULTIPLIER

x5

AGILITY

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x3

RESILIENCE

5

DEFENSE

15

NON-COMBAT

+5

VIGILANCE

1

DEFENSE

11

NON-COMBAT

+1

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

Abrasive

Gain trouble when making Ego checks to persuade someone to help. Gain an edge when making Ego checks to intimidate someone.

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.

Gullible

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

Gear & Weapons

■ **Magic Crowbar (Range: Reach)**

Agility (Thrown)/Melee (Held) Damage Multiplier +1.

Automatically returns to thrower.

Other Traits and Tags

Traits: Connections: Criminal.

Tags: Black Market Access, Public Identity, Streetwise, Supernatural, Villainous.

POWERS

ATTACK

Banging Heads

Action: Standard | Duration: Instant

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

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

Success: Target suffers damage.

Success: Target suffers double damage + Prone.

Fast Attacks (Blunt)

Action: Standard | Duration: Instant

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

5+

Action: Standard | Duration: Instant

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 (Blunt)

0

Action: Standard | Duration: Instant

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).

Whirling Frenzy (Blunt)

5

Action: Standard | Duration: Instant

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 (Blunt: Target is stunned for one round).

REACTIONS

Crushing Grip

5

Action: Reaction | Duration: Instant

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

Trigger: Character is knocked back/prone.

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

PASSIVE

Iconic Weapon

0

Magic Crowbar

- Agility (Thrown) or Melee (Held) Damage Multiplier +1.
- Throwable Club (Blunt)
- Automatically returns to thrower.

OTHER POWERS

Mighty 2 Sturdy 2