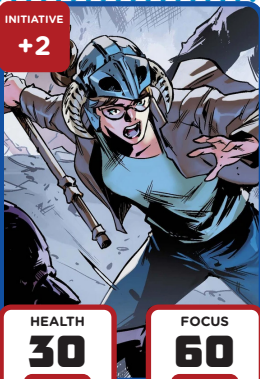


ANNABELLE RIGGS

INITIATIVE

+2



HEALTH

30

DR: -

FOCUS

60

DR: -

MELEE

2

DEFENSE

12

NON-COMBAT

+2

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

0

DEFENSE

10

NON-COMBAT

+0

MULTIPLIER

x2

LOGIC

4

DEFENSE

14

NON-COMBAT

+5

MULTIPLIER

x3

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.

Font Of Information

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

Quick Learner

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

Other Traits and Tags

Traits: Connections: Super Heroes.

Tags: Black Market Access, Heroic, Public Identity.

POWERS

ATTACK

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 ½ damage.

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

Hit & Run (Sharp)

0

Action: Standard | **Duration:** Instant

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

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

Success: Target suffers double damage + Weapon Effect + character can move half 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.

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



PASSIVE

Iconic Weapon

0

Valkyrie Spear.

- +1 Melee damage multiplier
- Range is reach +1.

OTHER POWERS

 Brilliance 10.

CHONDU THE MYSTIC

INITIATIVE

+4



HEALTH

60

DR: -

FOCUS

120

DR: -

MELEE

0

DEFENSE

10

NON-COMBAT

+0

MULTIPLIER

x3

AGILITY

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x3

RESILIENCE

2

DEFENSE

12

NON-COMBAT

+2

VIGILANCE

4

DEFENSE

14

NON-COMBAT

+4

EGO

6

DEFENSE

16

NON-COMBAT

+8

MULTIPLIER

x5

LOGIC

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x3

RUN / CLIMB / SWIM / LEVIT.

4

4

3

4

RANK

3

TAGS & TRAITS

Fearless

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

Font Of Information

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

Presence

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

Small (when not using body)

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

Other Traits and Tags

Traits: Connections: Super Villains.

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

POWERS

ATTACK

Bolts of Balthakk 5

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

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

Success: Target suffers total damage.

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

Crimson Bands of Cyttorak 10

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

Effect: Make an Ego check with an **edge** vs target's Melee defense in line of sight. Breaking free requires a Melee check with target number 20.

Success: Target is Paralyzed.

Success: Target is Paralyzed + Pinned.

Flames of the Faltine 5

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

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

Success: Target suffers damage.

Success: Target suffers double damage + Ablaze.

Mists of Morpheus 10

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 10

Action: Standard | **Duration:** Concentration

Effect: The character creates an inky 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.

ACTIVE

Images of Ikon 5

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).

Mists of Munnopor 5

Action: Standard | **Duration:** Concentration

Effect: The character creates a thick fog for up to 500 spaces around them that blocks all line of sight beyond 10 spaces and keeps people or creatures inside it from flying, gliding or webslinging.

Group Levitation 5

Action: Standard | **Duration:** Concentration

Effect: The character can move up to one person per rank through the air in any direction at the character's Run Speed. The levitated target(s) must remain within 5 spaces times the character's rank. If any target does not wish to be moved like this, they must be telekinetically grabbed first.

REACTIONS

Shield of the Seraphim 10

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.

Winds of Watoomb 10

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.

PASSIVE

Levitation 15

Action: Passive | **Duration:** Permanent

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

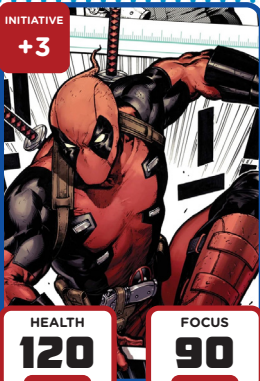
OTHER POWERS

 Discipline 2 0

DEADPOOL

INITIATIVE

+3



HEALTH

120

DR: -

FOCUS

90

DR: -2

MELEE

5

DEFENSE

15

NON-COMBAT

+6

MULTIPLIER

x5

AGILITY

4

DEFENSE

14

NON-COMBAT

+5

MULTIPLIER

x5

RESILIENCE

4

DEFENSE

14

NON-COMBAT

+4

VIGILANCE

3

DEFENSE

13

NON-COMBAT

+3

EGO

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

x4

LOGIC

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x4

RUN / CLIMB / SWIM / JUMP

5

3

3

3

RANK

4

TAGS & TRAITS

Abrasive

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

Bloodthirsty

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

Combat Expert

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

Combat Reflexes

Gain one additional reaction each turn.

Fearless

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

Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

Other Traits and Tags

Traits: Connections: Super Heroes

Tags: Black Market Access, Extreme Appearance, Public Identity, Signature Weapon: Katana

POWERS

ATTACK

Fast Strikes

Action: Standard | **Duration:** Instant
Effect: Make a single close Melee check against 2 targets.
Success: Target/s suffer ½ damage.
Success: Target/s suffer damage.

Fast Attacks (Sharp)

Action: Standard | **Duration:** Instant
Effect: Split Melee attack between 2 close targets.
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.

Flying Double Kick

Action: Standard | **Duration:** Instant
Effect: Make a single close Melee check against 2 targets.
Success: Target suffers damage.
Success: Target suffers double damage + Prone.

Grappling Technique

Action: Standard | **Duration:** Instant
Effect: Make a close Melee attack.
Success: Target suffers damage + Grabbed.
Success: Target suffers double damage + Grabbed + Pinned.

Hit & Run (Sharp)

Action: Standard | **Duration:** Instant
Effect: Make a close Melee attack with **edge**.
Success: Target suffer damage + character can move ½ their Run Speed for free.
Success: Target suffers double damage + Weapon Effect (Sharp: Target is bleeding) + character can move ½ their Run Speed for free.

Leaping Leglock

Action: Standard | **Duration:** Instant
Effect: Make a close Melee attack. Both character and enemy are knocked prone.
Success: Target suffers damage + Grabbed.
Success: Target suffers double damage + Grabbed + Stunned for one round.

Leg Sweep

Action: Standard | **Duration:** Instant
Effect: Make a close Melee attack.
Success: Target suffers damage + Prone.
Success: Target suffers damage + Prone + Stunned for one round.

Vicious Attack (Sharp)

Action: Standard | **Duration:** Instant
Effect: Make a close Melee attack.
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 ½ damage.
Success: Target suffers damage + Weapon Effect (Sharp: Target is bleeding).

ACTIVE

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

Crushing Grip

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

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

Healing Factor

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

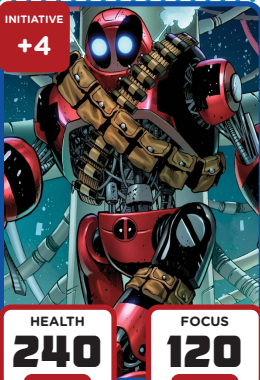
OTHER POWERS

 Accuracy 1  Mighty 1  Uncanny 2 

DEADPOOL-BOT 2000

INITIATIVE

+4



HEALTH

240

DR: -2

FOCUS

120

DR: -2

MELEE

7

DEFENSE

16

NON-COMBAT

+8

MULTIPLIER

x6

AGILITY

4

DEFENSE

13

NON-COMBAT

+5

MULTIPLIER

x6

RESILIENCE

8

DEFENSE

18

NON-COMBAT

+8

VIGILANCE

4

DEFENSE

14

NON-COMBAT

+4

EGO

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x5

LOGIC

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x5

RUN / CLIMB / SWIM / JUMP

6

3

3

3

RANK

5

TAGS & TRAITS

Abrasive

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

Big (Reach 2)

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

Bloodthirsty

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

Combat Expert

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

Combat Reflexes

Gain one additional reaction each turn.

Fearless

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

Tech Reliance

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

Gear & Weapons

■ **Giant Swords (Range: Reach)**

Melee Damage Multiplier Bonus +2.

Other Traits and Tags

Traits: Connections: Super Villains.

Tags: A.I., Black Market Access, Extreme Appearance, Public Identity, Signature Weapon: Giant Swords.

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.

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 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 Attacks (Sharp)

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.

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.

Grappling Technique

Action: Standard | **Duration:** Instant
Effect: Make a Melee attack vs Melee Defense against a target.
Success: Target suffers damage + Grabbed.
Success: Target suffers double damage + Grabbed + Pinned.

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 ½ damage.
Success: Target suffers damage + Prone.

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

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 (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 ½ damage.
Success: Target suffers damage + Weapon Effect (**Sharp:** Target is bleeding).

ACTIVE

Do This All Day

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

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.

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.

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

Accuracy 1, Mighty 1, Sturdy 2, Uncanny 2

Note: If Deadpool-Bot 2000 faces more than four characters in the final battle, and they are not too battered, he gets to act twice in each round. He should roll twice for initiative.

DOGPOOL

INITIATIVE

+4



HEALTH

60

DR: -

FOCUS

120

DR: -

MELEE

4

DEFENSE

15

NON-COMBAT

+5

MULTIPLIER

x4

AGILITY

5

DEFENSE

16

NON-COMBAT

+6

MULTIPLIER

x4

RESILIENCE

2

DEFENSE

12

NON-COMBAT

+2

VIGILANCE

4

DEFENSE

14

NON-COMBAT

+4

EGO

0

DEFENSE

10

NON-COMBAT

+0

MULTIPLIER

x3

LOGIC

0

DEFENSE

10

NON-COMBAT

+0

MULTIPLIER

x3

RUN / CLIMB / SWIM / JUMP

5

3

3

3

RANK

3

TAGS & TRAITS

Bloodthirsty

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

Combat Expert

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

Combat Reflexes

Gain one additional reaction each turn.

Fearless

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

Small

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

Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

Other Traits and Tags

Traits: Connections: Super Heroes.

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

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 ½ damage.

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

Fast Strikes

Action: Standard | **Duration:** Instant

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

Success: Target/s suffer ½ damage.

Success: Target/s suffer damage.

Grappling Technique

Action: Standard | **Duration:** Instant

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

Success: Target suffers damage + Grabbed.

Success: Target suffers double damage + Grabbed + Pinned.

Hit & Run (Sharp)

Action: Standard | **Duration:** Instant

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

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

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

Vicious Attack (Sharp)

Action: Standard | **Duration:** Instant

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.

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

Crushing Grip

Action: Reaction | **Duration:** Instant

Trigger: Target is grabbed.

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

Success: Target suffers damage.

Success: Target suffers double damage + Pinned.

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

Healing Factor

Action: Passive | **Duration:** Instant

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

OTHER POWERS

 Accuracy 1  Mighty 1

DOOP

INITIATIVE

+7E



HEALTH

180

DR: -2

FOCUS

210

DR: -2

MELEE

2

DEFENSE

13

NON-COMBAT

+2

MULTIPLIER

x6

AGILITY

5

DEFENSE

16

NON-COMBAT

+5

MULTIPLIER

x6

RESILIENCE

6

DEFENSE

16

NON-COMBAT

+6

VIGILANCE

7

DEFENSE

17

NON-COMBAT

+7

EGO

4

DEFENSE

14

NON-COMBAT

+4

MULTIPLIER

x6

LOGIC

6

DEFENSE

16

NON-COMBAT

+10

MULTIPLIER

x10

RUN / CLIMB / SWIM / LEVIT.

5

3

3

5

RANK

6

TAGS & TRAITS

Famous

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

Font of Information

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

Fresh Eyes

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

Gearhead

Gain an **edge** on Logic checks to figure out how any machine works.

Situational Awareness

Gain an **edge** on initiative checks.

Small

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

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.

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: Connections: Outsiders

Tags: Alien Heritage, Extreme Appearance, Mysterious, Public Identity.

POWERS

ATTACK

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.

ACTIVE

Clone Powers

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

Effect: Picks another character within range and duplicates all of their powers. You can now use those powers as if they were always yours. If the target's powers have costs, you must pay the highest of them, or a minimum of 15 Focus. When using a copied power, you must pay any cost normally as well.

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.

Copy Power

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

Effect: Pick one power of another character in range and duplicate it as if it was always yours. When using such a power, they must pay any cost normally as well.

Dimensional 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.

Dimensional Travel

Action: Standard/Movement | **Duration:** Instant

Effect: Instantly moves between universes.

Group Levitation

Action: Standard | **Duration:** Concentration

Effect: The character can move up to 6 people through the air in any direction at the character's Run Speed. The levitated target(s) must remain within 30 spaces. If any target does not wish to be moved like this, they must be telekinetically grabbed first.

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.

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

Dimensional 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.

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.

Grow 2

Action: Standard/Reaction | **Duration:** Permanent

Trigger: The character is attacked.

Effect: The character can grow up to gigantic size. They can return to their normal size at will.

Shrink 2

Action: Standard/Reaction | **Duration:** Permanent

Trigger: The character is attacked.

Effect: The character can shrink down to tiny size. They can return to their normal size at will.

PASSIVE

Healing Factor

Action: Passive | **Duration:** Instant

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

Levitation

Action: Passive | **Duration:** Permanent

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

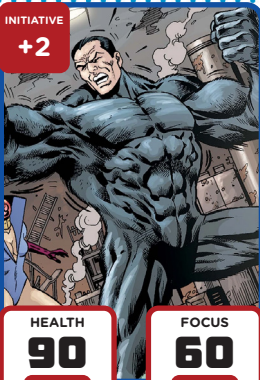
OTHER POWERS

Brilliance 4, Sturdy 2, Uncanny 2

GORILLA-MAN

INITIATIVE

+2



HEALTH

90

DR: -1

FOCUS

60

DR: -

MELEE

4

DEFENSE

13

NON-COMBAT

+6

MULTIPLIER

x5

AGILITY

2

DEFENSE

11

NON-COMBAT

+2

MULTIPLIER

x3

RESILIENCE

3

DEFENSE

13

NON-COMBAT

+3

VIGILANCE

2

DEFENSE

12

NON-COMBAT

+2

EGO

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x3

LOGIC

3

DEFENSE

13

NON-COMBAT

+4

MULTIPLIER

x4

RUN / CLIMB / SWIM / JUMP

6

3

3

18

RANK

3

TAGS & TRAITS

Big (Reach 2)

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

Clinician

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

Enduring Constitution

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

First Aid

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

Inventor

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

Scientific Expertise

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

Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

Other Traits and Tags

Traits: Extra Occupation

Tags: Extreme Appearance, Lab Access, Public Identity, 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

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.

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.

OTHER POWERS

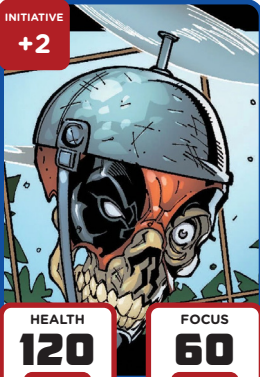
 Brilliance 1  Mighty 2  Sturdy 1

 Jump 2

HEADPOOL

INITIATIVE

+2



HEALTH

120

DR: -

FOCUS

60

DR: -1

MELEE

3

DEFENSE

14

NON-COMBAT

+3

MULTIPLIER

x3

AGILITY

3

DEFENSE

14

NON-COMBAT

+4

MULTIPLIER

x4

RESILIENCE

4

DEFENSE

14

NON-COMBAT

+4

VIGILANCE

2

DEFENSE

12

NON-COMBAT

+2

EGO

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x3

LOGIC

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x3

RUN / CLIMB / SWIM / FLY

- - - 12

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.

Fearless

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

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.

Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

Other Traits and Tags

Traits: Connections: Super Heroes.

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

POWERS

ATTACK

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 ½ their Run Speed for free.

Success: Target suffers double damage + Weapon Effect + character can move ½ 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).

ACTIVE

Attack Stance

0

Action: Standard | **Duration:** Concentration

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

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.

Do This All Day

5+

Action: Standard | **Duration:** Instant

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

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



Exploit (Sharp)

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).

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.

OTHER POWERS

 Accuracy 1  Flight 1  Uncanny 1

HIT-MONKEY

INITIATIVE

+3



HEALTH

60

DR: -

FOCUS

90

DR: -

MELEE

2

DEFENSE

17

NON-COMBAT

+2

MULTIPLIER

x3

AGILITY

6

DEFENSE

17

NON-COMBAT

+8

MULTIPLIER

x5

RESILIENCE

2

DEFENSE

12

NON-COMBAT

+2

VIGILANCE

3

DEFENSE

13

NON-COMBAT

+3

EGO

0

DEFENSE

10

NON-COMBAT

+0

MULTIPLIER

x3

LOGIC

2

DEFENSE

12

NON-COMBAT

+2

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.

Free Running

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

Signature Attack

Dance of Death: Gain an **edge** when making attacks using this ability or power.

Small

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

Gear & Weapons

■ **Pistols (Range: 10)**

Melee Damage Multiplier Bonus +1.

Other Traits and Tags

Traits: Connections: Criminal.

Tags: Extreme Appearance, Mute (can only make monkey noises), Public Identity, Streetwise.

POWERS

ATTACK

Dance of Death

10

Action: Standard | **Duration:** Instant | **Range:** 5 spaces

Effect: Makes an Agility check vs Agility defense of every enemy within range and in line of sight.

Success: Target/s suffer 1/2 damage.

Success: Target/s suffer damage + Bleeding.

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.

Fast Strikes

0

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.

Grappling Technique

5

Action: Standard | **Duration:** Instant

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

Success: Target suffers damage + Grabbed.

Success: Target suffers double damage + Grabbed + Pinned.

Slow-Motion Shoot Dodge

10

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 1/2 damage.

Success: Affected targets suffer damage + character can use this power again against any available target.

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 1/2 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.

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.

REACTIONS




Combat Trickery

5

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.

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 2  Evasion 0

KIDPOOL

INITIATIVE

+3



HEALTH

90

DR: -

FOCUS

90

DR: -1

MELEE

4

DEFENSE

15

NON-COMBAT

+4

MULTIPLIER

x3

AGILITY

3

DEFENSE

14

NON-COMBAT

+4

MULTIPLIER

x4

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

4

2

2

2

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.

Loner

The character cannot be given an **edge** via assistance by someone who is not a teammate.

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.

Small

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

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

■ **Laser Swords (Range: Reach)**

Melee Damage Multiplier Bonus +2.

Other Traits and Tags

Tags: Extreme Appearance, Mentor (Deadpool of Earth-616), Obligation: School, Public Identity, Signature Weapon: Laser Swords.

POWERS

ATTACK

Chain Strikes

5

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 (Sharp)

0

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.

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.

Focused Fury (Sharp)

5

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).

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 ½ their Run Speed for free.

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

Vicious Attack (Sharp)

0

Action: Standard | **Duration:** Instant

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 ½ damage.

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

ACTIVE

Attack Stance

0

Action: Standard | **Duration:** Concentration

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

REACTIONS

Exploit (Sharp)

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).

Wisecracker

0

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.

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.

OTHER POWERS

 Accuracy  Uncanny 

LADY DEADPOOL

INITIATIVE

+3



HEALTH

120

DR: -

FOCUS

90

DR: -1

MELEE

4

DEFENSE

14

NON-COMBAT

+5

MULTIPLIER

x5

AGILITY

5

DEFENSE

15

NON-COMBAT

+6

MULTIPLIER

x5

RESILIENCE

4

DEFENSE

14

NON-COMBAT

+4

VIGILANCE

3

DEFENSE

13

NON-COMBAT

+3

EGO

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

x4

LOGIC

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x4

RUN / CLIMB / SWIM / JUMP

6

3

3

3

RANK

4

TAGS & TRAITS

Abrasive

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

Bloodthirsty

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

Combat Expert

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

Combat Reflexes

Gain one additional reaction each turn.

Fearless

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

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

- **Katana (Range: Reach)**
Melee Damage Multiplier Bonus +2.
- **Pistol (Range: 10')**
Melee Damage Multiplier Bonus +1.

Other Traits and Tags

Traits: Connections: Super Heroes.

Tags: Black Market Access, Public Identity, Signature Weapon: Katana.

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.

Chain Strikes 5

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 (Sharp) 0

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.

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.

Flying Double Kick 10

Action: Standard | **Duration:** Instant

Effect: Make a single close Melee check against 2 targets.

Success: Target suffers damage.

Success: Target suffers double damage + Prone.

Focused Strike 10+

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.

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 ½ their Run Speed for free.

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

Leg Sweep 5

Action: Standard | **Duration:** Instant

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

Success: Target suffers damage + Prone.

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

Vicious Attack (Sharp) 0

Action: Standard | **Duration:** Instant

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 ½ damage.

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

ACTIVE

Attack Stance 0

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.

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).

Wisecracker 0

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.

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.

OTHER POWERS

 Accuracy 1  Mighty 1  Uncanny 1 

PALADIN

INITIATIVE

+2E



HEALTH

90

DR: -1

FOCUS

60

DR: -

MELEE

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x3

AGILITY

5

DEFENSE

15

NON-COMBAT

+7

MULTIPLIER

x5

RESILIENCE

3

DEFENSE

13

NON-COMBAT

+3

VIGILANCE

2

DEFENSE

12

NON-COMBAT

+2

EGO

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

x3

LOGIC

0

DEFENSE

10

NON-COMBAT

+0

MULTIPLIER

x3

RUN / CLIMB / SWIM / JUMP

6

3

3

3

RANK

3

TAGS & TRAITS

Combat Expert

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

Combat Reflexes

Gain one additional reaction each turn.

Fearless

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

Situational Awareness

Gain an **edge** on initiative checks.

Gear & Weapons

■ **Stun Gun (Range: 10)**

Deals electricity damage, stunning a target on a Fantastic success.

Other Traits and Tags

Traits: Connections: Super Heroes.

Tags: Black Market Access, Heroic, Mysterious, Secret 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 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.

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.

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

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.

Slow-Motion Dodge

Action: Reaction | **Duration:** Instant

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

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

PASSIVE

Iconic Weapon

Stun Gun.

- Ranged weapon (10 spaces)
- Deals electricity damage, stunning a target on a Fantastic success.

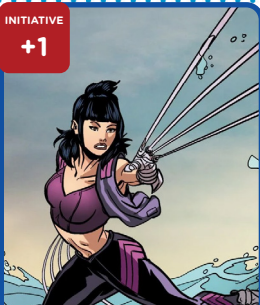
OTHER POWERS

Accuracy 2 0, Sturdy 1 0.

REN KIMURA

INITIATIVE

+1



HEALTH

60

DR: -

FOCUS

30

DR: -

MELEE

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

x3

AGILITY

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x2

RESILIENCE

2

DEFENSE

12

NON-COMBAT

+2

VIGILANCE

1

DEFENSE

11

NON-COMBAT

+1

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 Reflexes

Gain one additional reaction each turn.

Famous

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

Glibness

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

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.

Gear & Weapons

- **Razor Arms (Range: Reach (10))**
+1 Melee damage multiplier.

Other Traits and Tags

Tags: Heroic, Inhuman Genes, Public Identity.

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 ½ 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 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

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.

PASSIVE

Extended Reach 2

Action: Passive | **Duration:** Permanent

Effect: Reach is x10 normal.

Iconic Weapon

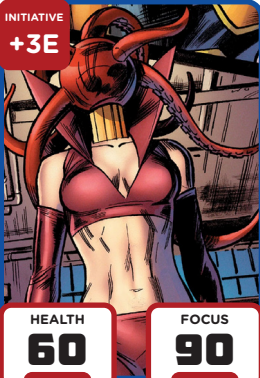
Razor Arms.

- Hands act as melee weapons
- +1 Melee damage multiplier.

RUBY THURSDAY

INITIATIVE

+3E



HEALTH

60

DR: -

FOCUS

90

DR: -

MELEE

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x3

AGILITY

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

x3

RESILIENCE

2

DEFENSE

12

NON-COMBAT

+2

VIGILANCE

3

DEFENSE

13

NON-COMBAT

+3

EGO

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x3

LOGIC

4

DEFENSE

14

NON-COMBAT

+5

MULTIPLIER

x4

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.

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**.

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

■ **Head Orb (Range: Reach (10))**

Extrudes a mass of morphing red tentacles that can act as melee weapons or webs.

Other Traits and Tags

Tags: Extreme Appearance (in true form), Lab Access, Public Identity, Villainous.

POWERS

ATTACK

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 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 ½ damage.

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

Webcasting

0

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).

Webgrabbing

5

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

Effect: Make a ranged attack.

Success: Target is grabbed.

Success: Target is grabbed + Pinned (TN 20 to free).

Whirling Frenzy (Sharp)

5

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

Disguise

0

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**.

REACTIONS



Riposte (Sharp)

0

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).

PASSIVE

Additional Limbs (Tentacles)

0

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 (Tentacles)

0

Action: Passive | **Duration:** Permanent

Effect: Reach is x10 normal.

Iconic Weapon

0

Head Orb.

• Extrudes a mass of morphing red tentacles that can act as melee weapons or webs.

OTHER POWERS

 Brilliance 10.

SHE-HULK (EARTH-8009)

INITIATIVE

+3



HEALTH

90

DR: -2

FOCUS

90

DR: -

MELEE

5

DEFENSE

14

NON-COMBAT

+7

MULTIPLIER

x5

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

18

RANK

3

TAGS & TRAITS

Big (Reach 2)

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

Determination

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

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.

Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

Other Traits and Tags

Traits: Connections: Super Heroes.

Tags: Black Market Access, Extreme Appearance, Green Door, Heroic, Immunity: Gamma Radiation, Public Identity, Radioactive.

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.

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.

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

Power Slider (Serenity)

Action: Passive | **Duration:** Permanent

Effect: The character starts off normal, but they can become boosted or dampened depending on their foci (Serenity). When things are going well, all their powers are boosted (ranges/effective areas/durations = doubled; Damage multipliers +1; effects that happen on a Fantastic success occur on any success). Also, anything that would dampen their powers only brings them back to normal. When things go poorly, all of their other powers are dampened (ranges/effective areas/durations = halved; Damage multipliers -1; can no longer enjoy Fantastic successes). Anything that would boost a power only brings it back to normal.

OTHER POWERS

 Mighty 2  Sturdy 2 

 Jump 2 

SHRUNKEN BONES

INITIATIVE

+2



HEALTH

30

DR: -

FOCUS

60

DR: -

MELEE

0

DEFENSE

10

NON-COMBAT

+0

MULTIPLIER

x2

AGILITY

0

DEFENSE

10

NON-COMBAT

+0

MULTIPLIER

x2

RESILIENCE

1

DEFENSE

11

NON-COMBAT

+1

VIGILANCE

2

DEFENSE

12

NON-COMBAT

+2

EGO

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

x2

LOGIC

4

DEFENSE

14

NON-COMBAT

+5

MULTIPLIER

x3

RUN / CLIMB / SWIM / JUMP

5

3

3

3

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.

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.

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

Tags: Extreme Appearance, Lab Access, Public Identity, Signature Weapon: Energy blaster [grants Elemental Burst (Energy)], Villainous.

POWERS

ATTACK


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



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.

Combat Trickery

5

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.

Hit the Dirt

5

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.

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

 **Brilliance** 10

TERROR

INITIATIVE

+4



HEALTH

90

DR: -

FOCUS

120

DR: -

MELEE

2

DEFENSE

12

NON-COMBAT

+3

MULTIPLIER

x4

AGILITY

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

x3

RESILIENCE

3

DEFENSE

13

NON-COMBAT

+3

VIGILANCE

4

DEFENSE

14

NON-COMBAT

+4

EGO

0

DEFENSE

10

NON-COMBAT

+0

MULTIPLIER

x3

LOGIC

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

x3

RUN / CLIMB / SWIM / JUMP

5

3

3

3

RANK

3

TAGS & TRAITS

Combat Expert

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

Fearless

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

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

- **Head Spikes (Range: Reach)**
+1 Melee damage multiplier.
- **Pistols (Range: 10)**
+1 Agility damage multiplier.

Other Traits and Tags

Traits: Connections: Super Heroes.

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

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 Attacks (Sharp)

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.

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.

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

* Copy Ability

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

Effect: Pick one ability score of another character in range and duplicate it. You now use that ability score in place of your own.

* Copy Power

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

Effect: Pick one power of another character in range and duplicate it as if it was always yours. When using such a power, they must pay any cost normally as well.

* Copy Trait

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

Effect: Pick one trait of another character in range and duplicate it. You can now use it as if it was always yours.

REACTIONS

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).

PASSIVE

* Healing Factor

Action: Passive | **Duration:** Instant

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

Iconic Weapon

Head Spikes.

- Can extrude green spikes from his head that can be broken off and used as knives.

OTHER POWERS

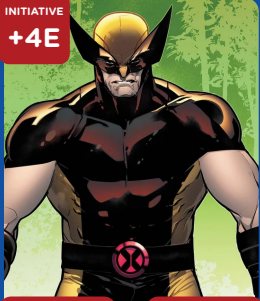
 Mighty1 

*** Note:** Terror's Healing Factor and Power Control powers function only as long as he has a steady supply of body parts. To use any of his "Copy" powers, he must first steal a body part from his target and then attach it to himself.

WOLVERINE (LOGAN)

INITIATIVE

+4E



HEALTH

150

DR: -1

FOCUS

150

DR: -1

MELEE

7

DEFENSE

17

NON-COMBAT

+7

MULTIPLIER

x5

AGILITY

2

DEFENSE

17

NON-COMBAT

+2

MULTIPLIER

x4

RESILIENCE

5

DEFENSE

15

NON-COMBAT

+5

VIGILANCE

4

DEFENSE

14

NON-COMBAT

+4

EGO

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x4

LOGIC

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x4

RUN / CLIMB / SWIM / JUMP

5

3

3

3

RANK

4

TAGS & TRAITS

Berserker

After taking Health damage, make an Ego check with TN = Health damage taken. On a failure, charge towards attacker. If enemy is defeated, must charge to attack the next closest foe. When Berserk, gain an **edge** on all close attacks, add +2 to Melee, Resilience and Ego defenses, and -2 Agility defense. Cannot use ranged weapons. At the end of the character's turn, lose 5 Focus. When unable to spend Focus or no enemies left, the condition ends.

Combat Expert

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

Combat Reflexes

Gain one additional reaction each 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.

Gear & Weapons

- **Adamantium Claws (Range: Reach)**
+1 Melee damage multiplier.
Ignore one level of DR.

Other Traits and Tags

Traits: Battle Ready, Connections: Military, Extraordinary Origin.

Tags: Extreme Appearance, Enemy: Sabretooth, Heroic, Hounded, Krakoa, Public Identity, X-Gene.

POWERS

ATTACK

Grappling Technique

Action: Standard | **Duration:** Instant

Effect: Make a close Melee attack.

Success: Target suffers damage + Grabbed.

Success: Target suffers double damage + Grabbed + Pinned.

Fast Attacks (Sharp)

Action: Standard | **Duration:** Instant

Effect: Split Melee attack between 2 close targets.

Success: Affected target/s suffer ½ damage.

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

Focused Fury (Sharp)

Action: Standard | **Duration:** Instant

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

Success: Target suffers damage.

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

Furious Attacks (Sharp)

Action: Standard | **Duration:** Instant

Effect: Make a single close Melee check against 2 targets.

Add +1 to Melee damage bonus per 2 Focus spent.

Success: Target/s suffer ½ damage.

Success: Target/s suffer damage + Weapon Effect (Sharp: Target is bleeding).

Hit & Run (Sharp)

Action: Standard | **Duration:** Instant

Effect: Make a close Melee attack with **edge**.

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

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

Unstoppable Assault (Sharp)

Action: Standard | **Duration:** Instant

Effect: Make a Melee Attack vs Melee defense of all enemies in reach. If successful, this character may then move up to ½ speed by paying 15 Focus to perform attack again until they run out of speed or Focus. Targets can only be affected once.

Success: Target suffers ½ damage.

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

Vicious Attack (Sharp)

Action: Standard | **Duration:** Instant

Effect: Make a close Melee attack.

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 ½ damage.

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

ACTIVE

Attack Stance

Action: Standard | **Duration:** Concentration


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

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.

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).

Riposte (Sharp)

Action: Reaction | **Duration:** Instant

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

Effect: Make a close Melee attack.

Success: Target suffers damage.

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

PASSIVE

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 1

Action: Passive | **Duration:** Permanent

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

Iconic Weapon

Adamantium Claws.

- +1 Melee damage modifier
- Ignore one level of DR.

OTHER POWERS

 Brawling  Reinforced Skeleton  Uncanny  Frenzy