

# BEAST



INITIATIVE

+2

HEALTH

**60**

DR: -1

FOCUS

**60**

DR: -1

MELEE  
**4**

DEFENSE  
**13**

NON-COMBAT  
**+6**

MULTIPLIER  
**x6**

AGILITY  
**4**

DEFENSE  
**13**

NON-COMBAT  
**+4**

MULTIPLIER  
**x4**

RESILIENCE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

VIGILANCE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

EGO  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x4**

LOGIC  
**6**

DEFENSE  
**16**

NON-COMBAT  
**+7**

MULTIPLIER  
**x5**

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.

### Clinician

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

### Combat Reflexes

Gain one additional reaction each turn.

### Free Running

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

### Inventor

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

### Scientific Expertise

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

### Other Traits and Tags

**Tags:** Extreme Appearance, Heroic, Hounded, Lab Access, Public Identity, X-Gene.

# 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.

### Chain Strikes

Action: Standard | Duration: Instant

Effect: Make a close attack with edge.

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 single close Melee check against 2 targets.

Success: Target/s suffer ½ damage.

Success: Target/s suffer damage.

### 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.

## ACTIVE

### Attack Stance

Action: Standard | Duration: Concentration

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

### 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.

### Combat Support

Action: Standard | Duration: 1 round

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

### Defense Stance

Action: Standard | Duration: Concentration

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.

### 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



5

### 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.

## OTHER POWERS

Brilliance 1, Mighty 2, Sturdy 1, Uncanny 1

Jump 1

BEAST

# BISHOP



INITIATIVE

+4E

HEALTH  
**90**

DR: -

FOCUS  
**120**

DR: -1

MELEE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x4**

AGILITY  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+6**

MULTIPLIER  
**x6**

RESILIENCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

VIGILANCE  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

EGO  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+16**

MULTIPLIER  
**x6**

LOGIC  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

MULTIPLIER  
**x4**

RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**4**

## TAGS & TRAITS

### Enduring Constitution

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

### Fearless

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

### Interrogation

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

### Investigation

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

### Presence

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

### Situational Awareness

Gain an **edge** on initiative checks.

### Other Traits and Tags

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

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

### 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. (Energy: Blinds target for one round).

### Headshot

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

### 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.

## 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).

## 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

### Energy Absorption

**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.

### 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.

## OTHER POWERS

Accuracy 2 • Discipline 2 • Uncanny 1 •

# CYCLOPS

INITIATIVE

+3E



HEALTH

**60**

DR: -

FOCUS

**90**

DR: -

MELEE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x4**

AGILITY

**5**

DEFENSE

**15**

NON-COMBAT

**+7**

MULTIPLIER

**x6**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**6**

DEFENSE

**16**

NON-COMBAT

**+6**

MULTIPLIER

**x4**

LOGIC

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / JUMP

**6 3 3 3**

RANK

**4**

## TAGS & TRAITS

### Fearless

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

### Iron Will

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

### Piloting

Gain an **edge** on Agility checks triggered when piloting or driving a vehicle during a movement action.

### Presence

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

### Situational Awareness

Gain an **edge** on initiative checks.

### Other Traits and Tags

**Traits:** Connections: Community

**Tags:** Heroic, Hounded, Linguist [Chinese, English, Russian], Public Identity, X-Gene.

# POWERS

## ATTACK

### Elemental Barrage (Energy)

Action: Standard | Duration: Instant

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

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

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

### Elemental Blast (Energy)

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

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

Success: Affected target suffers total damage.

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

### Elemental Burst (Energy)

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

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

Success: Target suffers damage.

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

## ACTIVE

### Attack Stance

Action: Standard | Duration: Concentration

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

### 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.

### Do This All Day

Action: Standard | Duration: Instant

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

### Combat Support

Action: Standard | Duration: 1 round

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

### Focus Fire

Action: Standard | Duration: Concentration

Effect: The character calls out an enemy in line of sight and inspires one or more allies of their choice in earshot, up to the character's Vigilance. They gain an edge on all action checks against that enemy.

### Inspiration

Action: Standard | Duration: 1 round

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

### Operations Center

Action: Standard | Duration: Concentration

Effect: The character inspires one or more allies of their choice in earshot, up to the character's Vigilance defense. Affected allies gain an edge on all action checks until the start of their next turn. The character breaks concentration on this power if they use a movement action.

### Rally on Me

Action: Standard | Duration: Instant

Effect: Once per battle, allies in earshot affected (equals character's Vigilance). Affected ally can move toward the character at  $\frac{1}{2}$  speed. If they are within the character's reach at the end of this move, they recover 20 Focus.

## 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.

### 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.

### 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.

## OTHER POWERS

 Accuracy 2 

# GAMBIT



INITIATIVE

+3

HEALTH

**60**

DR: -1

FOCUS

**90**

DR: -

MELEE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

MULTIPLIER  
**x4**

AGILITY  
**6**

DEFENSE  
**16**

NON-COMBAT  
**+7**

MULTIPLIER  
**x5**

RESILIENCE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

VIGILANCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

EGO  
**5**

DEFENSE  
**15**

NON-COMBAT  
**+6**

MULTIPLIER  
**x5**

LOGIC  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

MULTIPLIER  
**x4**

RUN / CLIMB / SWIM / JUMP

**6**

**3**

**3**

**3**

RANK

**4**

## TAGS & TRAITS

### Beguiling

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

### Combat Reflexes

Gain one additional reaction each turn.

### Fearless

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

### Free Running

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

### Gear & Weapons

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

### Other Traits and Tags

**Traits:** Connections: Criminal, Connections: Super Heroes, Extra Occupation

**Tags:** Black Market Access, Heroic, Hounded, Public Identity, Signature Weapon: Bo staff Streetwise, X-Gene.

# POWERS

## ATTACK

### Dance of Death

**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 half damage.  
**Success:** Target/s suffer damage + Bleeding.

### 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 Burst (Energy)

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

### Slow-Motion Shoot Dodge

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

### 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

**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

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

### Elemental Infusion (Energy)

**⑤**  
**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.

## 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.

### Slow-Motion Dodge

**①**  
**Action:** Reaction | **Duration:** Instant  
**Trigger:** Enemy makes an attack vs this character's Agility defense.  
**Effect:** The enemy gains trouble on the attack.

### Point-Blank Parry

**⑤**  
**Action:** Reaction | **Duration:** Instant  
**Trigger:** Enemy within 2 spaces misses an attack against the character.  
**Effect:** Make a ranged attack vs enemy who missed them.  
**Success:** Enemy suffers damage.  
**Success:** Enemy suffers double damage + Bleeding.

## PASSIVE

### Iconic Weapon

**①**  
**Charged Cards:** These act as knives, usually thrown. Using Elemental Infusion on them costs 0 Focus. Cards function only for Gambit.

## OTHER POWERS

**①** Accuracy 1, Discipline 1, Sturdy 1.

# JEAN GREY



INITIATIVE

+5E

HEALTH

90

DR: -

FOCUS

180

DR: -2

MELEE	DEFENSE	NON-COMBAT	MULTIPLIER
1	11	+1	x5
AGILITY	DEFENSE	NON-COMBAT	MULTIPLIER
2	12	+2	x5
RESILIENCE	DEFENSE	NON-COMBAT	
3	13	+3	
VIGILANCE	DEFENSE	NON-COMBAT	
5	15	+5	
EGO	DEFENSE	NON-COMBAT	MULTIPLIER
7	17	+7	x5
LOGIC	DEFENSE	NON-COMBAT	MULTIPLIER
7	17	+9	x7

RUN / CLIMB / SWIM / LEVITA

5 3 3 5

RANK

5

## 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.

### 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, Public Identity, X-Gene.

# POWERS

## ATTACK

### Mental Punch

Action: Standard | Duration: Instant

Effect: Makes a Melee attack against a target.

Success: Target suffers damage to Focus.

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

### Telekinetic Attack

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

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

Success: Target suffers damage.

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

### Telekinetic Barrier

Action: Standard | Duration: Concentration | Range: 50 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: Character chooses which side of the barrier target winds up on.

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

### Telekinetic Grab

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

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

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

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

### Telekinetic 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

### Cloak

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

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

### 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.

### ESP

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

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

Success: Target sensed.

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

### Mental Shelter

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

Effect: Extend mental defenses to protect any chosen people within range. The protected targets gain Focus DR equal to character's Uncanny power (2).

### Memory Clip

Action: Standard | Duration: Permanent

Effect: Make a Logic check vs target's Logic defense, to cause a telepathically linked target to forget something that's happened in the past hour. This gap can be up to an hour in length. The result of the check is the TN of a Logic check needed to recall the altered memory.

Success: The memories are forgotten.

Success: As success + target has trouble on checks to recover such memories in the future.

### Mind Interrogation

Action: Standard | Duration: 1 round

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.

### Telekinetic Manipulation

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

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

## REACTIONS

### Telekinetic Protection

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.

### Telekinetic Sphere

Action: Standard/Reaction | Duration: Conc. | Range: 25 sp. (radius)

Trigger: The character is attacked or otherwise in danger.

Cost: As character's Telekinetic Protection power

Effect: The character envelops themselves—and any chosen people—in a protective telekinetic sphere. When formed, make a Logic check vs Agility defense of unwanted characters in the enclosed spaces. Attacks on the sphere are against the character's Logic defense and acts as character's Telekinetic 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.

## OTHER POWERS

Brilliance 2 ① Uncanny 2 ①

Levitation ①

Telepathic Link ①

JEAN GREY

# JUBILEE



INITIATIVE	+3
HEALTH	<b>60</b>
DR: -	DR: -1
MELEE	<b>2</b>
DEFENSE	<b>12</b>
NON-COMBAT	<b>+2</b>
MULTIPLIER	<b>x3</b>
AGILITY	<b>3</b>
DEFENSE	<b>13</b>
NON-COMBAT	<b>+3</b>
MULTIPLIER	<b>x3</b>
RESILIENCE	<b>2</b>
DEFENSE	<b>12</b>
NON-COMBAT	<b>+2</b>
VIGILANCE	<b>3</b>
DEFENSE	<b>13</b>
NON-COMBAT	<b>+3</b>
EGO	<b>5</b>
DEFENSE	<b>15</b>
NON-COMBAT	<b>+5</b>
MULTIPLIER	<b>x5</b>
LOGIC	<b>1</b>
DEFENSE	<b>11</b>
NON-COMBAT	<b>+1</b>
MULTIPLIER	<b>x3</b>

RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**3**

## TAGS & TRAITS

### Determination

When demoralized, do not gain trouble on all actions.

### Fearless

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

### Glibness

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

### Quick Learner

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

### Other Traits and Tags

Traits: Connections: Super Heroes

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

# POWERS

## ATTACK

### Banging Heads

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.

### Dazzle

Action: Standard | Duration: Instant

Range: 20 spaces

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

Success: Target is Blinded for 1 turn.

Success: Target suffers damage + Blinded for 1 turn. If the attack is a success, the enemy is blinded for 1 turn.

### Elemental Blast (Energy)

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 3 spaces.

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

### Flare

10

Action: Standard | Duration: Instant

Effect: Make an Ego check vs Vigilance defense of every enemy within 5 spaces.

Success: Affected targets are Blinded for 1 turn.

Success: Affected targets suffers damage + Blinded for 1 turn.

## ACTIVE

### Attack Stance

0

Action: Standard | Duration: Concentration

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

### Illumination

0

Action: Standard | Duration: Concentration

Effect: The character illuminates one object or point in line of sight, within 50 spaces, with bright light. The character can maintain concentration on the effect even if they move out of range or line of sight.

## REACTIONS

## OTHER POWERS

Discipline 2, Uncanny 1.

# MAGNETO



INITIATIVE

+5

HEALTH  
**90**

DR: -

FOCUS  
**150**

DR: -2

MELEE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x5**

AGILITY  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x5**

RESILIENCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

VIGILANCE  
**5**

DEFENSE  
**15**

NON-COMBAT  
**+5**

EGO  
**8**

DEFENSE  
**18**

NON-COMBAT  
**+12**

MULTIPLIER  
**x9**

LOGIC  
**5**

DEFENSE  
**15**

NON-COMBAT  
**+5**

MULTIPLIER  
**x5**

RUN / CLIMB / SWIM / FLY

**5 3 3 25**

RANK

**5**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Determination

When demoralized, do not gain trouble on all actions.

### Fearless

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

### Iron Will

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

### Leverage

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

### 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, Hounded, Linguist [Arabic, English, French, German, Hebrew, Polish, Russian, Ukrainian, Yiddish], X-Gene.

# POWERS

## ATTACK

### Elemental Blast (Iron)

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

**5+**

### Elemental Burst (Iron)

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

**0**

### Elemental Grab (Iron)

**Action:** Standard | **Duration:** Concentration | **Range:** 25 sp.  
**Effect:** Make a ranged Ego attack vs target's Melee defense. Breaking free requires a successful Melee check against target number 20.  
**Success:** Character grabs the target with their element.  
**Success:** Character grabs the target with their element + Pinned + Suffer the element's special effect. (Iron: Pins target for one round).

**5**

### Elemental Push (Iron)

**Action:** Standard | **Duration:** Instant  
**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. (Iron: Pins target for one round).

**10**

## 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.

**10**

### Elemental Barrier (Iron)

**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. (Iron: Pins target for one round).

**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

### 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.

**5**

### Elemental Protection 4 (Iron)

**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.

**2**

### Elemental Reinforcement (Iron)

**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.

**V**

### Elemental Sphere (Iron)

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** 25 sp.  
**Trigger:** The character is attacked or otherwise in danger.  
**Cost:** Same as the character's Elemental Protection power  
**Effect:** The character envelops themselves—and any chosen people—in a protective sphere comprised of their element. When formed, make an Ego check vs Agility defense of unwanted characters in the enclosed space. Attacks on the sphere are against the character's Ego defense and acts as character's Elemental Protection power.  
**Success:** Move any unwanted people within the sphere's perimeter to spaces outside of the sphere.  
**Success:** As success but also suffer damage + elements special effect. (Iron: Pins target for one round).

**0+**

### 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.

**10**

## OTHER POWERS

 Discipline 4  Flight 2  Uncanny 2 

# NIGHTCRAWLER

INITIATIVE

+3



HEALTH

**60**

DR: -

FOCUS

**90**

DR: -

MELEE  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

MULTIPLIER  
**x4**

AGILITY  
**6**

DEFENSE  
**16**

NON-COMBAT  
**+6**

MULTIPLIER  
**x4**

RESILIENCE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

VIGILANCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

EGO  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

MULTIPLIER  
**x4**

LOGIC  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

MULTIPLIER  
**x4**

RUN / CLIMB / SWIM / JUMP

**6**

**3**

**3**

**3**

RANK  
**4**

## TAGS & TRAITS

### Combat Expert

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

### Famous

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

### Free Running

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

### Glibness

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

### 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.

### Sneaky

Gain an **edge** on Agility checks when sneaking around. Enemies have **trouble** on Vigilance checks to detect the character when the character is invisible or hiding.

### Other Traits and Tags

**Tags:** Extreme Appearance, Heroic, Hounded, Linguist [English, German, Japanese, Russian, Spanish], Public Identity, X-Gene.

# POWERS

## ATTACK

### Banging Heads

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

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.

### 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 Melee attack vs Melee Defense against a target.

Success: Target suffers damage + Grabbed.

Success: Target suffers double damage + Grabbed + Pinned.

### 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

### Do This All Day

Action: Standard | Duration: Instant

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

### Teleport Object

Action: Standard | Duration: Permanent

Effect: Can teleport 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 Barrage

Action: Standard/Movement | Duration: Instant

Effect: The character teleports several times in quick succession and winds up in a clear space they can see or have been to, up to their rank in spaces away. Any attacks have **trouble** against them for one round.

### Teleport1

Action: Standard/Movement | Duration: Instant

Effect: Teleport into a visible clear space or place been to, up to 40 spaces away. Outside of combat, can teleport up to 400 spaces away.

## REACTIONS

### 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.

### Blink Defense

Action: Reaction | Duration: Instant

Trigger: Character or ally in reach is the subject of a ranged attack.

Effect: Make an Ego check with an **edge** vs attacker's Agility check result.

Success: Projectile from attack is teleported away, someplace safe.

Success: Attack is turned against the attacker, using the Ego check just made as the attack check.

### 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.

### 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.

## 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.

### Always Ready

Action: Passive | Duration: Permanent

Effect: Gain one additional reaction per round (used only to activate a Martial Arts power).

## OTHER POWERS

Wallcrawling

# ROGUE



INITIATIVE

+3

HEALTH

**120**

DR: -2

FOCUS

**90**

DR: -

MELEE  
**5**

DEFENSE  
**15**

NON-COMBAT  
**+8**

MULTIPLIER  
**x7**

AGILITY  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

MULTIPLIER  
**x4**

RESILIENCE  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

VIGILANCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

EGO  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

MULTIPLIER  
**x4**

LOGIC  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

MULTIPLIER  
**x4**

RUN / CLIMB / SWIM / FLY

**5 3 3 20**

RANK

**4**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Fearless

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

### Glibness

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

### Presence

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

### Situational Awareness

Gain an **edge** on initiative checks.

### Other Traits and Tags

**Traits:** Connections: Super Heroes

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

# 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

### Clone Powers

15+

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

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

### Copy Power

5

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

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

### Dampen Power

V

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

Effect: Choose one power from another character within range. Makes an Ego attack against them.

Success: Tamp the power down. If the power has ranges or effective areas or durations, these are halved. If the power affects a damage multiplier, subtract 1 from the effect. The power can no longer enjoy Fantastic successes. If the power has a Focus cost, the character must also pay that cost to dampen it.

### Shut Down Powers

15+

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

Effect: Make an Ego attack vs a target in range.

Success: Remove all of a target's powers. If the target's powers have costs, the character must pay the highest of them, or a minimum of 15 Focus.

## REACTIONS



5

### 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.

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.

Success: Target also suffers damage.

Success: Target also suffers damage + Prone.

15+

### Steal Powers

Action: Standard/Reaction | Duration: Concentration

Trigger: The target is grabbed.

Effect: Make an Ego attack vs grabbed target.

Success: Remove all the target's powers and take them as their own. If target's powers have costs, the character must pay the highest of them, or a minimum of 15 Focus. When the character uses a power, they must pay any cost normally as well.

## OTHER POWERS

Flight 2 0, Mighty 3 0, Sturdy 2 0

Note: In order to activate any of her Power Control powers, Rogue must first grab or hit her target. If she spends her action on this, she can still activate the power in question with a reaction.

# STORM



INITIATIVE

+4

HEALTH  
**120**

DR: -

FOCUS  
**120**

DR: -2

MELEE  
**4**DEFENSE  
**14**NON-COMBAT  
**+4**MULTIPLIER  
**x5**AGILITY  
**4**DEFENSE  
**14**NON-COMBAT  
**+4**MULTIPLIER  
**x5**RESILIENCE  
**4**DEFENSE  
**14**NON-COMBAT  
**+4**VIGILANCE  
**4**DEFENSE  
**14**NON-COMBAT  
**+4**EGO  
**6**DEFENSE  
**16**NON-COMBAT  
**+9**MULTIPLIER  
**x8**LOGIC  
**3**DEFENSE  
**13**NON-COMBAT  
**+3**MULTIPLIER  
**x5**

RUN / CLIMB / SWIM / FLY

5 3 3 25

RANK

**5**

## TAGS & TRAITS

### Audience

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

### Beguiling

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

### Combat 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.

### Presence

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

### Other Traits and Tags

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

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

# POWERS

## ATTACK

### Elemental Barrage (Electricity)

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. Makes a single Ego check vs each target's Resilience defense.**Success:** Affected targets suffer ½ damage.**Success:** Affected targets suffer damage + elemental type's special effect (Electricity: Stuns target for one round).

### Elemental Blast (Electricity)

5+

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.**Effect:** Make a ranged attack with an **edge** at an enemy in line of sight. 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 (Electricity: Stuns target for one round).

### Elemental Burst (Electricity)

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 (Electricity: Stuns target for one round).

### Elemental Push (Electricity)

10

**Action:** Standard | **Duration:** Instant**Effect:** Make an Ego attack vs target's Agility defense.**Success:** Move the target in any direction, up to 5 spaces.**Success:** As success + target suffers damage + Prone + element's special effect (Electricity: Stuns target for one round).

### Elemental Ricochet (Electricity)

10

**Action:** Standard | **Duration:** Instant | **Range:** 50 sp.**Effect:** Make a ranged attack vs target in line of sight.**Success:** Target suffers damage.**Success:** Target suffers damage + character selects a new target in line of sight and makes a new attack vs that target, adding the new range to the previous attack's range. This can be repeated until an attack is not fantastic or runs out of range.

### Supernova (Electricity)

15+

**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 (Electricity: Stuns target for one round).

### Thunder

0

**Action:** Standard | **Duration:** Instant | **Range:** 10 spaces**Effect:** Make an Ego check vs Resilience defense of every character within range.**Success:** Affected target/s is deafened.**Success:** Affected target/s is deafened + stunned for 1 round.

## ACTIVE

### Control Fog

0

**Action:** Standard | **Duration:** Concentration**Effect:** Create a thick fog for up to 250 spaces around them that blocks all line of sight beyond 10 spaces. They can also dispel any fog in a similar area.

### Control Weather 4

20

**Action:** Standard | **Duration:** Concentration**Effect:** It starts to storm in an area up to 25 miles across, centered on the character. All ranges and all speeds are cut to one quarter normal, and flying is impossible. Storm can also use this power as a reaction when attacked while this power is active.

### Group Flight

5

**Action:** Standard | **Duration:** Concentration**Effect:** For every point of Ego the character has (6), they can hoist one ally into the air with them. The Flight Speed of the group is ½ the character's.

### 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.

### Weather Chill

0

**Action:** Standard | **Duration:** Concentration**Effect:** The temperature in an area roughly a mile across falls as low as 0°F.

### Weather Warm

0

**Action:** Standard | **Duration:** Concentration**Effect:** The temperature in an area roughly a mile across climbs as high as 100°F.

## REACTIONS

## OTHER POWERS

1 Discipline 3 Flight 2 Uncanny 2



STORM

# SUNSPOT



INITIATIVE

+2

HEALTH

60

DR: -

FOCUS

60

DR: -

MELEE  
2

DEFENSE  
12

NON-COMBAT  
+4

MULTIPLIER  
x5

AGILITY  
3

DEFENSE  
13

NON-COMBAT  
+3

MULTIPLIER  
x3

RESILIENCE  
2

DEFENSE  
12

NON-COMBAT  
+2

VIGILANCE  
2

DEFENSE  
12

NON-COMBAT  
+2

EGO  
5

DEFENSE  
15

NON-COMBAT  
+6

MULTIPLIER  
x4

LOGIC  
1

DEFENSE  
11

NON-COMBAT  
+1

MULTIPLIER  
x3

RUN / CLIMB / SWIM / FLY

5 3 3 15

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.

### 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.

### Public Speaking

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

### Other Traits and Tags

**Traits:** Connections: Celebrities.

**Tags:** Extreme Appearance (when using powers), Heroic, Hounded, Rich, X-Gene.

# POWERS

## ATTACK

### Elemental Blast (Energy)

5+

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

### 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).

### Elemental Ricochet (Energy)

10

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp. x rank  
**Effect:** Make a ranged attack vs target in line of sight.  
**Success:** Target suffers damage.  
**Success:** Target suffers damage + character selects a new target in line of sight and makes a new attack vs that target, adding the new range to the previous attack's range. This can be repeated until an attack is not fantastic or runs out of range.

## ACTIVE

### Elemental Barrier (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).

### Inspiration

0

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

## REACTIONS

### Elemental Protection 1 (Energy)

50

**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.

### 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

### Elemental Form (Energy)

0

**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

1 Discipline 1, Flight 2, Mighty 2

# WOLVERINE



INITIATIVE  
**+3E**

**180**

DR: -1

FOCUS  
**120**

DR: -1

MELEE  
**6**

DEFENSE  
**16**

NON-COMBAT  
**+6**

MULTIPLIER  
**x5**

AGILITY  
**3**

DEFENSE  
**16**

NON-COMBAT  
**+3**

MULTIPLIER  
**x4**

RESILIENCE  
**6**

DEFENSE  
**16**

NON-COMBAT  
**+6**

VIGILANCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

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.

### Other Traits and Tags

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

**Tags:** Enemy: Sabretooth, Extreme Appearance, Heroic, Hounded, 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 **W** (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

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 Uncanny1