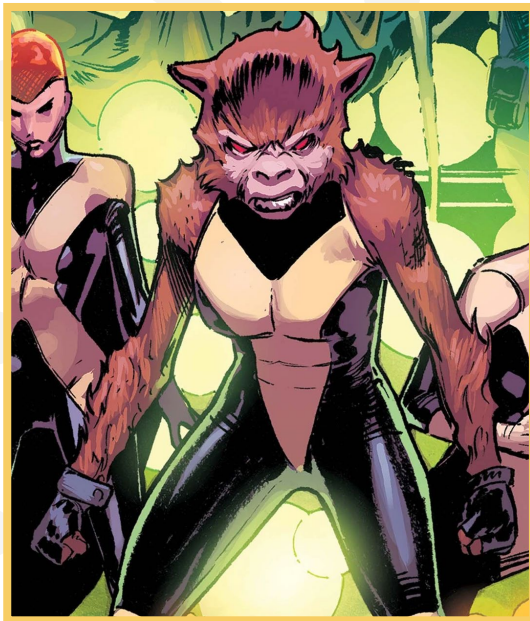


WOLFSBANE



ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
3 MELEE	15/13	+4
5 AGILITY	15/14	+5
3 RESILIENCE	13	+3
2 VIGILANCE	12	+2
2 EGO	12	+2
1 LOGIC	11	+1

DAMAGE

MELEE	MARVEL x 4 dMarvel MULTIPLIER	+	3 ABILITY
AGILITY	MARVEL x 3 dMarvel MULTIPLIER	+	5 ABILITY
EGO	MARVEL x 3 dMarvel MULTIPLIER	+	2 ABILITY
LOGIC	MARVEL x 3 dMarvel MULTIPLIER	+	1 ABILITY

RANK 3	KARMA 3
HEALTH 90	DAMAGE REDUCTION -2
FOCUS 60	DAMAGE REDUCTION -
SPEED Run: 6/7 Climb: 3/4 Swim: 3/4 Climb: 3/4	INITIATIVE MODIFIER +2E
	REACTIONS 2

TRAITS & TAGS

Traits

- ◆ Berserker
- ◆ Big (in alternate form)
- ◆ Combat Reflexes
- ◆ Connections: Super Heroes
- ◆ Fearless
- ◆ Situational Awareness

Tags

- ◆ Alternate Form (werewolf/wolf)
- ◆ Black Market Access
- ◆ Extreme Appearance (in alternate form)
- ◆ Heroic
- ◆ Hounded
- ◆ Public Identity
- ◆ X-Gene

POWERS

BASIC:

- ◆ Evasion *
- ◆ Healing Factor
- ◆ Heightened Senses 1
- ◆ Mighty 1 *
- ◆ Sturdy 2 *

MELEE WEAPONS (SHARP):

- ◆ Exploit
- ◆ Fast Attacks
- ◆ Furious Attacks
- ◆ Hit & Run
- ◆ Vicious Attack
- ◆ Whirling Frenzy

BIOGRAPHY

Real Name:	Rahne Sinclair		
Height: 5'2"/8'	Weight: 181 lbs.	Gender: Male	
Eyes: Green	Hair: Red	Size: Big	
Features:	Werewolf-like appearance (in alternate form)		
Base:	Xavier School for the Gifted		
Occupation:	Adventurer		
Origin:	Mutant		
Teams:	New Mutants, X-Factor, X-Force, X-Men		

History

Rahne Sinclair's lycanthropic powers manifested suddenly in her teen years, and the religious zealots who ran the insular Scottish community where she grew up did not take kindly to her new appearance. She was forced to flee her hometown, but she wound up in the relative safety and security of Xavier's School for Gifted Youngsters.

Early in her stay at the school, Sinclair and a few other students helped to save Professor X from a plot that threatened his life. He was so impressed with the conduct of his charges that he formed a junior super-hero squadron just for them: the New Mutants.

Personality

In her human form, Sinclair is shy and softhearted, but in her wolf form, she is vicious, uncommunicative and prone to bouts of rage. Her greatest worry is that she might, in one of her berserker states, lash out at the ones she loves. Raised Catholic, she sometimes still wrestles with fears that her powers were a gift from Satan.

* Already calculated on sheet.

TRAITS

BERSERKER

After taking Health damage, make an Ego check TN equal to 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 to Agility defense. Cannot use ranged weapons. At the end of the character's turn, lose 5 Focus. When unable to spend Focus or no enemies left, the condition ends.

BIG (IN ALTERNATE FORM)

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

COMBAT REFLEXES

Gain one additional reaction each turn.

CONNECTIONS: SUPER HEROES

Super Heroes: The character knows someone with access to and knowledge of a particular field. By making an Ego check, the character can call on their contact to provide help in the form of clues, information or resources.

FEARLESS

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

SITUATIONAL AWARENESS

Gain an **edge** on initiative checks.

POWERS

FAST ATTACKS

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.

FURIOUS ATTACKS

10 +

Action: Standard | **Duration:** Instant

Effect: Make a Melee attack vs Melee Defense against 2 targets within reach. Add +1 to Melee damage bonus per 2 Focus spent.

Success: Target/s suffer ½ damage.

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

HIT & RUN

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 + Target is **Bleeding** + character can move ½ their Run Speed for free.

VICIOUS ATTACK

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 + Target is **Bleeding**.

WHIRLING FRENZY

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 + Target is **Bleeding**.

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 + Target is **Bleeding**.

HEALING FACTOR

0

Action: Passive | **Duration:** Instant

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

HEIGHTENED SENSES 1

0

Action: Passive | **Duration:** Permanent

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