


MAGNETO

Affiliations



SOLO 

BUDDY 

TEAM 


Distinctions

Master of Magnetism
Holocaust Survivor
Embittered Visionary

 OR 
+1 PP

Power Sets

MAGNETOKINESIS

Magnetic Supremacy 

Forcefield 

Subsonic Flight 

Magnetic Pulse 

SFX: *Absorption.* On a successful reaction against an Electric or Magnetic attack action, convert your oppoennt's effect die into a **MAGNETOKINESIS** stunt or step up a **MAGNETOKINESIS** power by +1 for your next action. Spend 1 PP to use this stunt if your oppone'ts action succeeds.

SFX: *Area Attack.* Against multiple targets, for each additional target add a D6 and keep an additional effect die.

SFX: *Burst.* Step up or double a **MAGNETOKINESIS** power die against a single target. Remove the highest rolling die and add 3 dice for your total.


SFX: *Invulnerable.* Spend 1 PP to ignore physical stress or trauma unless caused by mystic attacks.

SFX: *Versatile.* Split Magnetic Supremacy into 2d at -1 step, or 3d at -2 steps.

Limit: *Exhausted.* Shutdown **MAGNETOKINESIS** power to gain 1 PP. Recover power by activating an opportunity or during a Transtition Scene.

Limit: *Mutant.* Earn 1 PP when affected by mutant-specific Milestones and tech.

MAGNETO'S HELMET

Psychic Resistance 

SFX: *Immunity.* Spend 1 PP to ignore stress, trauma or complications from psychic attacks.


Limit: *Gear.* Gain 1 PP and shutdown **MAGNETO'S HELMET**. Take an action vs the Doom Pool to recover.


Specialties


Combat Expert 

Covert Expert 

Menace Master 

Psych Master 

Science Master 

Tech Master 

[You may convert EXPERT d8 to 2d6, or MASTER d10 to 2d8 or 4d6.]

Milestones

"No Needle Shall Touch My Skin Again"

1 XP when you discuss your history as a survivor of the Nazi Holocaust.

3 XP when you relate current-day anti-mutant bigotry to the Nazi bigotry of the past.

10 XP when you either choose to forgive an anti-mutant bigot, or you deal trauma to your target against the wishes of your allies.

How The Times Choose To Cast Us

1 XP when you begin an Action Scene fighting alongisde a character you once considered an enemy.

3 XP when you talk a former adversary out of a course of action that would be personally devastating to them.

10 XP when you to choose to either sacrifice yourself to save your allies, or you leave your allies in the middle of a conflict to resume your fight for mutant superiority.

PP

STRESS/TRAUMA

P







M







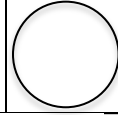
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XP



History

The man that would one day come to be known as “Magneto” was born Max Eisenhardt in Nuremberg, Germany. Max’s family was Jewish and struggled against discrimination and hardship during the Nazi’s rise to power. Max’s mother and sister were executed and Max was sent to Auschwitz, where he was forced to dispose of gas chamber victims.

Max would eventually escape through the use of his newfound mutant powers and would take the name “Magnus.” Magnus encountered a fellow mutant by the name of Charles Xavier. The two became fast friends, playing chess and having intellectual debates about mutation and the future of mankind. After the two used their mutant abilities to save a mutual friend of theirs, Charles and Magnus realized they had very differing ideologies. Magnus disappeared and the two friends would not meet for many years.

Magnus worked for the CIA, hunting Nazis, but he left after a friend of his was murdered and became the mutant leader known as Magneto. Magneto’s quest for mutant superiority has brought him into conflict with his old friend and the X-Men. However, common threats against mutantkind have brought them together as brief allies. Magneto even led the X-Men for a brief time before returning to his warring ways.

Personality

Magneto has seen the worst of humanity and understands greater than anyone what bigotry against others can lead to. His traumatizing childhood in Auschwitz formed the child who would one day become Magneto into a bitter, distrustful visionary. He and Charles Xavier, even though they have differing views on the current mutant political climate are still good friends and Magneto respects Charles Xavier above all others.

Abilities & Resources

Magneto is a mutant with the ability to control all forms of magnetism. He uses this supreme control to manipulate ferrous metals and achieve a variety of effects. Magneto can manipulate an entire planet’s electromagnetic field though this task requires great effort on his part. Magneto has used his magnetokinesis to stop armies, raise islands from ocean floors, move mountains, change the course of rivers and assemble complicated machinery within seconds. Magneto can

also employ his powers to create a protective magnetic force field to protect himself, manipulate the metal in his suit to simulate flight and create magnetic pulses to knock out electrical equipment.

Aside from his superior magnetic control, Magneto is a genius in various scientific fields. He is an expert in genetic engineering and mutation. He has created artificial living beings, mutated humans and cloned human beings. He has designed aircraft, spacecraft, space stations and an underground complex. He has military training in tactics and hand-to-hand combat. Magneto has even designed a helmet to shield his mind from psychic probes and manipulations.

Magneto’s long and sorted history as a refugee, government operative and would-be conqueror has supplied him with contacts in the Israeli government and also in various super villain circles. He has numerous bases scattered across the world and various equipment that he himself created.

