

PSYLOCKE

Affiliations

SOLO 10

BUDDY 6

TEAM 8

Distinctions

Ninja Psychic
Sharp-Tongued
True Brit

4
+1 PP

8

Power Sets

PSYCHIC WARRIOR

Enhanced Reflexes 8

Telekinetic Blast 8

Telekinetic Mastery 10

Enhanced Senses 8

Psychic Resistance 12

Telepathy 6

SFX: *Focused Totality.* If your pool includes a PSYCHIC WARRIOR power, you may replace two dice of equal size with one stepped-up die.

SFX: *My Teke Shatters Mountains.* Step up or double a PSYCHIC WARRIOR power for your next action. If that action fails, add a die to the doom pool equal to the stepped-up power.

SFX: *Telekinetic Katana.* When making a physical attack action using TELEKINETIC BLAST, step back the highest die in the pool to add a d6 and step up your effect die.

SFX: *You're Good, I'm Better.* On a successful reaction against a psychic-based attack action, inflict mental stress with your effect die. Spend 1 PP to step it up.

Limit: *Conscious Activation.* While stressed out, asleep or unconscious, shutdown PSYCHIC WARRIOR. Recover PSYCHIC WARRIOR when you recover that stress or wake up. If you take mental trauma, shutdown PSYCHIC WARRIOR until you recover that trauma.

Limit: *Mutant.* When affected by mutant-specific complications or tech, earn 1 PP.

Specialties

Acrobatic Master 10

Cover Expert 8

Vehicle Expert 8

Combat Master 10

Psych Expert 8

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

Milestones

Britain's Sister

1 XP when you discuss your brother, or talk to your brother about your problems.

3 XP when you either defend your brother's actions, or get into an argument with your brother.

10 XP when you either take up the mantle of Captain Britain, or shun your brother until he treats you with respect and apologizes for his action.

Psionic Ninja Secret Agent

1 XP when you discuss how to use covert operations to deal with a problem.

3 XP when you confront a complication problem head on, without subtlety.

10 XP when you either decide to embrace the way of the ninja assassin, or abandon it for the less-direct methods of the secret agent.

PP

STRESS/TRAUMA

P

4

6

8

10

12

M

4

6

8

10

12

E

4

6

8

10

12

XP



History

Elizabeth Braddock was born into a noteworthy British family. Her father, Sir James Braddock, was one of the United Kingdom's leading scientists, and her twin brother, Brian, later became the super hero Captain Britain. Betsy worked hard as a charter pilot until her older brother, Jamie, was injured in a crash. She and her brother, Brian, rushed to the scene, only to be attacked by the villainous Dr. Synne. As a result of the ensuing conflict, Betsy's innate precognitive talents greatly increased, allowing her to escape Synne's clutches.

Betsy became a model, but was soon recruited by S.T.R.I.K.E., the UK's counterpart of S.H.I.E.L.D. She used her modeling job as a cover for her covert operations, dealing with the Hellfire Club among other organizations. Betsy became the new Captain Britain for a time. After an encounter with Mojo and the New Mutants, Betsy joined the X-Men, where she took on the codename of Psylocke. When the X-Men were believed dead, Betsy was captured and brainwashed by a Japanese crime lord, her mind switched with a Japanese assassin known as Kwannon. She rejoined the X-Men when they returned, serving on Cyclop's Gold Team and often flirting with him, drawing her much animosity from Jean Grey.

Personality

Betsy has a sharp tongue, and even sharper wit. Her upper-class British sensibilities frequently shine through. She is fiercely protective of her twin, Brian Braddock, AKA Captain Britain; she is willing to do anything for him, and has similar affection for her insane older brother Jamie. Having been to other dimensions and had her body switched with that of a ninja assassin, Betsy is no longer surprised by extraordinary situations.

Abilities & Resources

Betsy is a mutant with tremendous psychic potential. She can create a katana-like blade out of solidified psychic energy, lift large masses of material with her mind, and restrain targets physically. Her mind is also nearly impervious to psychic tampering. Betsy is one of the world's foremost martial arts masters, skilled in kendo, ninjutsu, and many other forms, made even more capable due to her heightened awareness and reflexes. As a former pilot, she is also an accomplished aviator. Prior to her history with the X-Men, Betsy was a member of the British covert agency S.T.R.I.K.E. and retains much of that training. She enjoys all of the benefits of being part of the X-Men, including access to the Xavier Institute and its many residents and hero teams.

