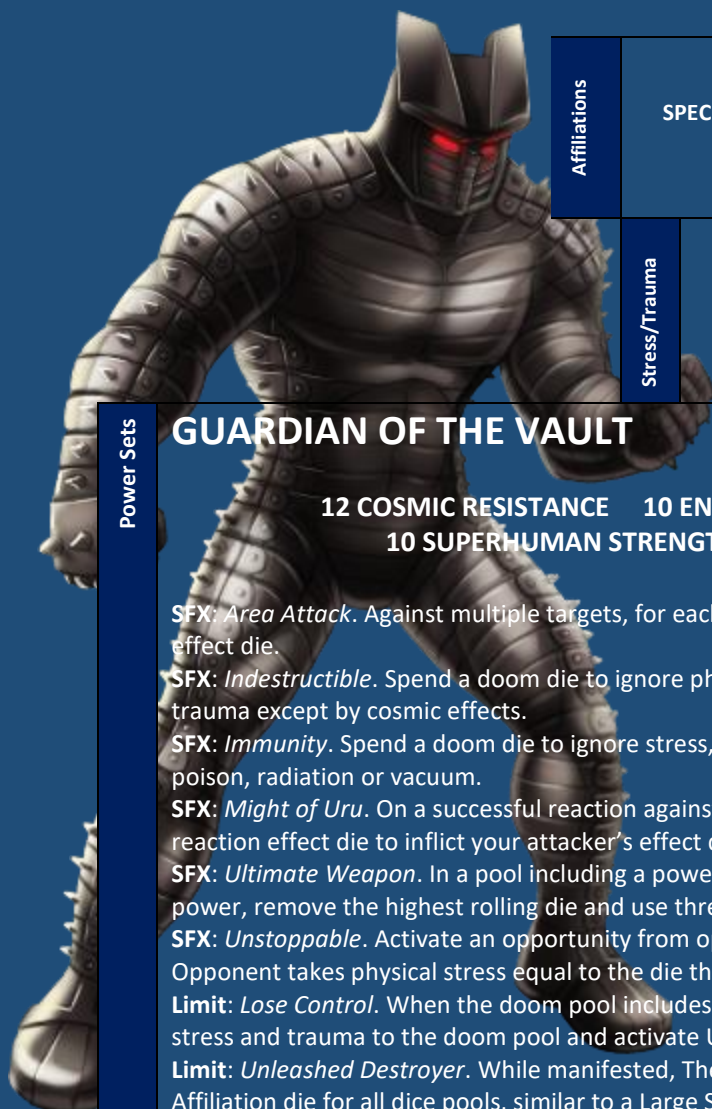
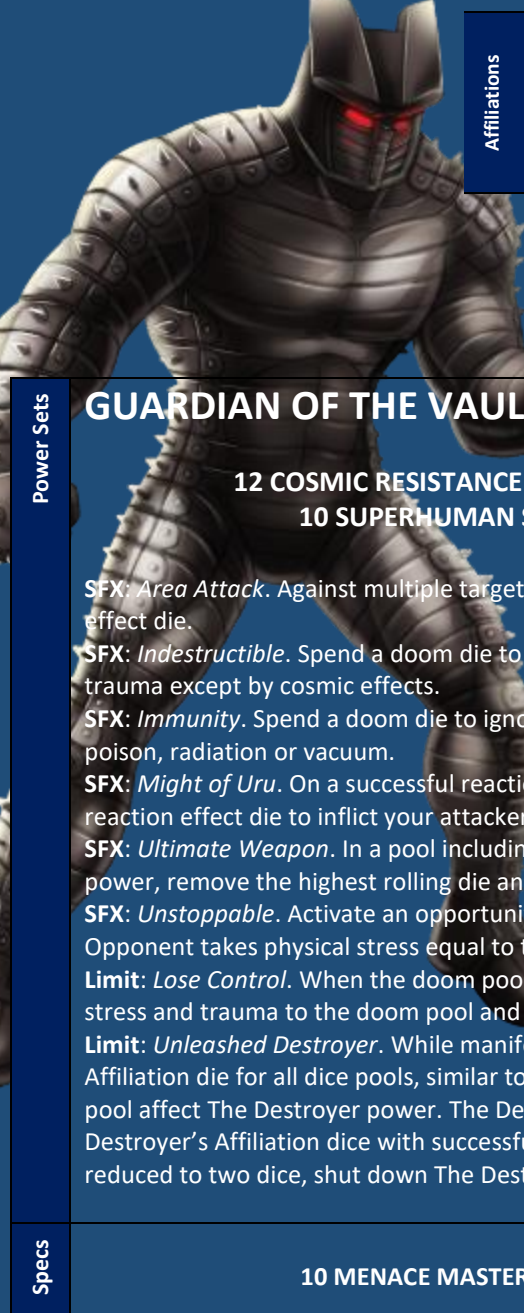


DESTROYER



	Affiliations	SPECIAL	Distinctions	CREATED BY ODIN PROTECTOR OF ASGARD CONTROLLED CONSTRUCT																			
	Stress/Trauma	<table><tr><td>P</td><td>4</td><td>6</td><td>8</td><td>10</td><td>12</td></tr><tr><td>M</td><td>4</td><td>6</td><td>8</td><td>10</td><td>12</td></tr><tr><td>E</td><td>4</td><td>6</td><td>8</td><td>10</td><td>12</td></tr></table>					P	4	6	8	10	12	M	4	6	8	10	12	E	4	6	8	10
P	4	6	8	10	12																		
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E	4	6	8	10	12																		
Power Sets	<h2>GUARDIAN OF THE VAULT</h2> <p>12 COSMIC RESISTANCE 10 ENERGY BLAST 12 GODLIKE DURABILITY 10 SUPERHUMAN STRENGTH 10 SUPERHUMAN REFLEXES</p> <p>SFX: Area Attack. Against multiple targets, for each additional target add a D6 and keep an additional effect die.</p> <p>SFX: Indestructible. Spend a doom die to ignore physical stress results. The Destroyer never receives trauma except by cosmic effects.</p> <p>SFX: Immunity. Spend a doom die to ignore stress, trauma, or complications from aging, disease fatigue, poison, radiation or vacuum.</p> <p>SFX: Might of Uru. On a successful reaction against an energy-based attack, spend a doom die equal to the reaction effect die to inflict your attacker’s effect die against your attacker.</p> <p>SFX: Ultimate Weapon. In a pool including a power you may step up your emotional stress to double that power, remove the highest rolling die and use three dice for your total.</p> <p>SFX: Unstoppable. Activate an opportunity from opponent’s reaction to an action that includes a power. Opponent takes physical stress equal to the die that created the opportunity.</p> <p>Limit: Lose Control. When the doom pool includes at least 2d12 or you take emotional trauma, move all stress and trauma to the doom pool and activate Unleashed Destroyer.</p> <p>Limit: Unleashed Destroyer. While manifested, The Destroyer uses the current doom pool in place of an Affiliation die for all dice pools, similar to a Large Scale Threat. Dice added to or spent out of the doom pool affect The Destroyer power. The Destroyer’s dice may be targeted like a Large Scale Threat The Destroyer’s Affiliation dice with successful actions against him reducing the doom pool. If the doom pool is reduced to two dice, shut down The Destroyer.</p>																						
	Specs	10 MENACE MASTER 10 COMBAT MASTER 8 MYSTIC EXPERT																					

Datafile created by Mark Meredith (marvelplotpoints.com)

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