

WHIPLASH

Ivan Vanko (Secret)

Affiliations	10 10 SOLO 6 BUDDY 8 8 TEAM	Distinctions	RUSSIAN PHYSICIST 20 YEARS IN A VODKA-FUELED RAGE
Stress/Trauma	P 4 6 8 10 12 M 4 6 8 10 12 E 4 6 8 10 12		

Power Sets

ELECTRICAL WHIPS

8 ENHANCED REFLEXES 10 WEAPON

SFX: Absorption. On a successful reaction against an electricity-based action, convert your opponent's effect die into an Electrical Whips stunt or step up an Electrical Whips power by +1 for your next action. Spend a die from the doom pool to use this stunt if your opponent's action succeeds.

SFX: Two Whips. Add a D6 and keep an additional effect die for each additional target (up to two targets).

SFX: Entangle. Add a D6 and step up your effect die by +1 when using Electrical Whips to create complications.

Limit: Gear. Shutdown all Electrical Whip powers and step up one die in the doom pool. Recover by activating an opportunity.

WHIPLASH 2.0

6 CYBERNETIC SENSES 8 ENHANCED REFLEXES
10 SUPERHUMAN DURABILITY 10 SUPERHUMAN STRENGTH

SFX: Boost. Shutdown highest-rated Whiplash 2.0 power to step up another Whiplash 2.0 power by +1. Recover power by activating an opportunity.

SFX: Reinforced Power Armor. Spend a D6 Doom die to ignore physical stress or trauma unless caused by mystical attacks.

Limit: Power Surge. Shutdown highest-rated power to gain 1 PP. Take an action vs. the doom pool to recover.

Specs

10 MENACE MASTER 8 COMBAT EXPERT 10 SCIENCE MASTER
10 TECH MASTER 8 VEHICLE EXPERT

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