















# ROGUE

Anna Marie (Secret)

Affiliations	<b>SOLO</b> 	Distinctions	<b>SOUTHERN BELLE</b> <b>UNTOUCHABLE</b> <b>HAUNTED BY THE PAST</b>
	<b>BUDDY</b> 		
	<b>TEAM</b> 		

XP

PP

Stress/Trauma	P					
	M					
	E					

Power Sets

## POWER ABSORPTION

 **LEECH**  **MIMIC**

**SFX: Drain Vitality.** When using LEECH to create a Power Loss complication on a target, add a d8 and keep an extra effect die for either physical stress or a Copied Powers asset.

**SFX: Memory Flash.** Spend 1 pp to use any SFX or Specialty belonging to a target on whom you have inflicted a Power Loss complication for your next roll.




**SFX: What's Yours is Mine.** On a successful reaction against an action that involves physical contact, convert your opponent's effect die into a Power Loss complication. If your opponent's action succeeds, spend 1 pp to use this SFX.

**Limit: Mutant.** When affected by mutant-specific complications or tech add a D6 to the doom pool or step up a doom die by +1 for 1 PP.

**Limit: Uncontrollable.** Change any Power Absorption power into a complication to gain 1 pp. Activate an opportunity or remove the complication to recover that power.

**Limit: Zero Sum.** Leech requires skin-to-skin contact with the target. Mimic only duplicates powers of those on whom you've inflicted a Power Loss complication. Mimic-based assets created based on the target's power are limited in size to the Power Loss complication affecting the target.

## MS. MARVEL'S POWERS

 **SUPERHUMAN DURABILITY**  **SUBSONIC FLIGHT**  **SUPERHUMAN STAMINA**  
 **SUPERHUMAN STRENGTH**

**SFX: Multipower.** Use two or more Ms Marvel's Powers powers in your dice pool, at -1 step for each additional power.

**SFX: Second Wind.** Before you make an action including a Ms Marvel's Powers power, you may move your physical stress die to the doom pool and step up the Ms Marvel's Powers power by +1 for this action.

**Limit: Overload.** Shutdown a Ms Marvel's Powers power and gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.

Specs

 **ACROBATIC EXPERT**  **COMBAT EXPERT**  **COVERT EXPERT**

Milestones

## THAT SOUTHERN CHARM

**1 XP** when you offer someone sass, attitude, or Southern charm.

**3 XP** when you disobey orders from a prominent mutant leader.

**10 XP** when you either lead a team of mutants in accordance with current mutant leadership or lead a team of mutants against the laws of mutantkind.

## AH CAIN'T FEEL YOU

**1 XP** when you express dismay over your Power Absorption abilities.

**3 XP** when you use your Leech power against a fellow mutant and express remorse over it.

**10 XP** when you either give into your passions and use your Power Absorption on someone you care about, or turn away from your passions in order to protect others from your powers.

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