



**CLAUSTROPHOBIA TEMPESTUOUS** FAIR IS FOUL AND FOUL IS **FAIR** 



Stress/Trauma M 6

**Power Sets** 

## GODDESS

**ELECTRICAL BLAST** 

**ENHANCED REFLEXES** 



Distinctions

**ENHANCED SENSES** 

**ENHANCED STAMINA** 



**PSYCHIC RESISTANCE** 



**SUBSONIC FLIGHT** 



**WEATHER SUPREMACY** 

SFX: Area Attack, Add a d6 and keep an additional effect die for each additional target.

SFX: Emotional Link. Add a die to the Doom Pool equal to your current emotional stress to add that emotional stress die to a pool including a WEATHER GODDESS power.

SFX. Multipower. Use two or more WEATHER GODDESS powers in your dice pool, at -1 step for each

additional power.

Limit: Emotional Tempest. Change any WEATHER GODDESS power into a complication and recover emotional stress equal to that power's die size. Activate an opportunity or remove the complication to recover

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.

Specs



**CRIME MASTER** 





**COVERT MASTER** 

MENACE MASTER



**VEHICLE EXPERT** 

Milestones

when you first use your Emotional Link SFX.

3 XP when you first activate your Emotional Tempest Limit.

10 XP when you either apologize for injuring a teammate with your powers, or leave the battlefield rather than apologize.

## DEST GODDESS

when you first take mental or emotional stress. **1** XP

**3 XP** when you either ask to join a team or turn down an offer to join one.

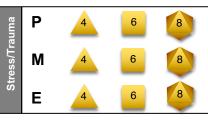
when you either abandon your heroic identity to accept civilian life, or when you accept your fate as 10 XP a full X-Man.



SOLO 6
BUDDY 8
TEAM 10

CLAUSTROPHOBIA TEMPESTUOUS FAIR IS FOUL AND FOUL IS FAIR





Distinctions



#### WEATHER GODDESS

10 ELECTRICAL BLAST

8 ENHANCED REFLEXES

8 ENHANCED SENSES

8 ENHANCED STAMINA

PSYCHIC RESISTANCE

8 SUBSONIC FLIGHT

12

**WEATHER SUPREMACY** 

SFX: Area Attack. Add a d6 and keep an additional effect die for each additional target.

SFX: Emotional Link. Add a die to the Doom Pool equal to your current emotional stress to add that emotional stress die to a pool including a WEATHER GODDESS power.

**SFX**. *Multipower*. Use two or more WEATHER GODDESS powers in your dice pool, at -1 step for each additional power.

**Limit**: *Emotional Tempest*. Change any WEATHER GODDESS power into a complication and recover emotional stress equal to that power's die size. Activate an opportunity or remove the complication to recover the power.

**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.

Specs



CRIME MASTER



COMBAT EXPERT



COVERT MASTER

10

MENACE MASTER



**VEHICLE EXPERT** 

Milestones

# WHIRLWIND OF EMOTIONS

1 XP when you first use your Emotional Link SFX.

3 XP when you first activate your Emotional Tempest Limit.

**10 XP** when you either apologize for injuring a teammate with your powers, or leave the battlefield rather than apologize.

### MODEST GODDESS

**1 XP** when you first take mental or emotional stress.

**3 XP** when you either ask to join a team or turn down an offer to join one.

**10 XP** when you either abandon your heroic identity to accept civilian life, or when you accept your fate as a full X-Man.