

WOLVERINE

Logan (Public)

Affiliations

SOLO

10

BUDDY

6

TEAM

8

Distinctions

I'M THE BEST AT WHAT I DO
MASTERLESS SAMURAI
MYSTERIOUS PAST

XP

PP

Stress/Trauma

P

4

6

8

10

12

M

4

6

8

10

12

E

4

6

8

10

12

Power Sets

FERAL MUTANT

8

ENHANCED REFLEXES

8

ENHANCED STRENGTH

12

GODLIKE STAMINA

10

SUPERHUMAN SENSES

SFX: *Berserk:* Borrow a die from the doom pool as an attack action. Step up the doom die by +1 and return it to the doom pool.

SFX: *Focus:* In a pool including Feral Mutant die, replace two dice of equal steps with one die of +1 step.

SFX: *Healing Factor:* Spend 1 PP to recover your own Physical Stress or step back your own Physical Trauma by -1.

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.

WEAPON X PROGRAM

10

ADAMANTIUM CLAWS

10

PSYCHIC RESISTANCE

SFX: *Adamantium Skeleton:* On a successful reaction against an edged or blunt attack action, either convert opponent's effect die to a Weapon X Program stunt or step back effect die by -1 and inflict physical stress. Spend 1 PP to use this stunt if the opponent's action succeeded.

SFX: *Fearsome:* Add a D6 and step up the effect die by +1 when using Weapon X Program powers to inflict emotional stress.

SFX: *Immunity:* Spend 1 PP to ignore telepathy or mind control.

Limit: *Heavy Metal:* On a magnetic attack or while swimming, change any Weapon X Program power into a complication and gain 1 PP. Activate an opportunity or remove the complication to recover the power.

Limit: *Toxic Metal:* If Godlike Stamina is shutdown, take D10 physical stress at the beginning and end of every Action Scene.

Specs

8

COMBAT MASTER

10

COVERT MASTER

8

CRIME EXPERT

10

MENACE MASTER

8

VEHICLE EXPERT

Milestones

...AND WHAT I DO AIN'T VERY NICE

1 XP when you first choose to inflict Physical Stress in a Scene.

3 XP when you inflict Physical Stress or Trauma using a dice pool that includes the use of your Berserker SFX.

10 XP when you kill someone in front of innocents or recover from your berserker rage in front of innocents without having inflicted Trauma on anyone.

LET'S GET THIS DONE

1 XP when you first declare that you're gunning for someone's life.

3 XP when you go off on your own or with a like-minded buddy to find your chosen foe because you feel the team's taking too long.

10 XP when you either kill your perceived foe in order to put an end to his threat or you hold off killing that foe so that you can get vital intelligence from him.

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Affiliations	SOLO	10	Distinctions	I'M THE BEST AT WHAT I DO MASTERLESS SAMURAI MYSTERIOUS PAST
	BUDDY	6		
	TEAM	8		

XP

PP

Stress/Trauma	P	4	6	8	10	12
	M	4	6	8	10	12
	E	4	6	8	10	12

Power Sets

FERAL MUTANT

- 8 ENHANCED REFLEXES
- 8 ENHANCED STRENGTH
- 12 GODLIKE STAMINA
- 10 SUPERHUMAN SENSES

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WEAPON X PROGRAM

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- 10 PSYCHIC RESISTANCE

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Specs

- 8 COMBAT MASTER
- 10 COVERT MASTER
- 8 CRIME EXPERT
- 10 MENACE MASTER
- 8 VEHICLE EXPERT

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