

# BISHOP

Lucas Bishop (Secret)

Affiliations	<b>SOLO</b> 	Distinctions	<b>DARK FUTURE SURVIVOR</b> MAKE A DIFFERENCE THIS TIMELINE IS NOT MY OWN
	<b>BUDDY</b> 		
	<b>TEAM</b> 		

XP

PP

Stress/Trauma	P					
	M					
	E					

Power Sets

## ENERGY BATTERY

-  ENERGY BLAST
-  ENHANCED STAMINA
-  ENHANCED STRENGTH
-  WEAPONS
-  SUPERHUMAN DURABILITY

**SFX: Energy Absorption.** On a successful reaction against an energy-based attack, convert your opponent's effect die into an ENERGY BATTERY stunt or step up an ENERGY BATTERY power until the next Transition Scene. If your opponent's action succeeds, spend 1 pp to use this SFX.

**SFX: Everything I've Got.** Step up or double any ENERGY BATTERY power for one action. If that action fails, add a die to doom pool equal to the normal rating of that power die and then step back that power. Recover the power during a Transition Scene.

**SFX: Invulnerability.** Step back an ENERGY BATTERY power to ignore physical stress or trauma unless caused by a non-energy attack. Recover the power during a Transition Scene.

**SFX: Self-Healing.** Step back an ENERGY BATTERY power to recover your own physical stress or step back your own physical trauma. Recover the power during a Transition Scene.

**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: Overloaded.** Shut down any ENERGY BATTERY power to gain 1 pp. Activate an opportunity or participate in a Transition Scene to recover that power.

Specs

-  COMBAT EXPERT
-  CRIME EXPERT
-  MENACE EXPERT
-  TECH EXPERT

Milestones

## FUTURE COP




- 1 XP** when you talk to a mutant as a police officer would speak to a citizen.
- 3 XP** when you take it upon yourself to act against a mutant-related crime.
- 10 XP** when you either found a law enforcement agency for mutantkind, or choose to abandon your life as a cop to help mutant-kind.

## M

- 1 XP** when you discuss parallels between your timeline and the present.
- 3 XP** when you speak out against mutant bigotry to the press or to a government.
- 10 XP** when you gather a team to destroy any possibility of your timeline coming true, or go back to your own timeline with a team of mutants in order to liberate it.







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