


CABLE

Nathan Christopher Summers(Secret)

Affiliations	SOLO 	Distinctions	COMPLICATED HISTORY MAN ON A MISSION TIME TRAVELER
	BUDDY 		
	TEAM 		

XP
[]

PP
[]

Stress/Trauma	P					
	M					
	E					

Power Sets

BURNED-OUT MUTANT TELEPATH

 **PSYCHIC RESISTANCE**  **TELEPATHY**  **TELEKINESIS**


SFX: Immunity. Spend 1 PP to ignore stress, trauma, or complications from psychic attacks.

Limit: Mutually Exclusive. Shutdown HEAVILY ARMORED CYBORG to use BURNED-OUT MUTANT TELEPATH.

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: Untrained. If a BURNED-OUT MUTANT TELEPATH power is added to a dice pool, add a die of equal value to the doom pool.

HEAVILY-ARMORED CYBORG

 **BIG GUNS**  **CYBERNETIC SENSES**  **ENHANCED DURABILITY**
 **ENHANCED REFLEXES**  **ENHANCED STAMINA**  **ENHANCED STRENGTH**
 **TELEPATHY**

SFX: Man With The Plan. Spend 1 PP to borrow the highest die in the doom pool as an asset for your next action, then step back and return that doom die.







SFX: Multipower. Add more than one Heavily-Armed Cyborg power to your pool. Step back each Heavily-Armed Cyborg in your pool once for each die beyond the first.

Limit: Mutually Exclusive. Shutdown Burned Out Mutant Telepath to use Heavily Armored Cyborg.

Limit: Gear. Shut down a Heavily-Armed Cyborg power trait to gain 1 PP. Take an action versus the doom pool to recover.

Limit: Techno-Organic Virus. When you take mental or emotional stress, change any Heavily-Armed Cyborg power into a complication to gain 1 PP. Activate an opportunity or remove the complication to recover that power.

Specs

 **COMBAT MASTER**  **COSMIC EXPERT**  **COVERT MASTER**
 **MENACE EXPERT**  **TECH EXPERT**  **VEHICLE MASTER**

Milestones

SO MANY THREADS...

- 1 XP** when you seek out a friend or enemy from your timeline.
- 3 XP** when you describe the horrors of your own world to an ally or enemy from this time.
- 10 XP** when you either take actions that prevent your timeline or find a new path that dissolves your timeline into oblivion, leaving you a refugee from another reality, a man without a world.

THERE'S ALWAYS ANOTHER WAR

- 1 XP** when you make a battle plan with your allies.
- 3 XP** when you put fellow soldiers into the line of fire for the sake of the mission.
- 10 XP** when you sacrifice friends or family for the mission, or when you choose family or friends over the mission.

Character writeup by Jayson Jolin (Marvel Plot Points (marvelplotpoints.com)), inspired by the Datafile in House of Madness.




Datafile created by Mark Meredith (Marvel Plot Points (marvelplotpoints.com))

All images and names of characters and locations, unless expressly stated and are TM and © Marvel & Subs. Used without permission Heroic Roleplaying & the Cortex Plus system TM Margaret Weis Productions, Ltd.

This datafile is a work of fandom and is not intended to profit from or infringe on the rights of Marvel or Margaret Weis Productions, Ltd.
















CABLE

Nathan Christopher Summers(Secret)

Affiliations	SOLO 	Distinctions	COMPLICATED HISTORY MAN ON A MISSION TIME TRAVELER
	BUDDY 		
	TEAM 		

XP

PP

Stress/Trauma	P					
	M					
	E					

Power Sets

BURNED-OUT MUTANT TELEPATH

 **PSYCHIC RESISTANCE**  **TELEPATHY**  **TELEKINESIS**

SFX: Immunity. Spend 1 PP to ignore stress, trauma, or complications from psychic attacks.

Limit: Mutually Exclusive. Shutdown HEAVILY ARMORED CYBORG to use BURNED-OUT MUTANT TELEPATH.

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: Untrained. If a BURNED-OUT MUTANT TELEPATH power is added to a dice pool, add a die of equal value to the doom pool.

HEAVILY-ARMORED CYBORG

 **BIG GUNS**  **CYBERNETIC SENSES**  **ENHANCED DURABILITY**
 **ENHANCED REFLEXES**  **ENHANCED STAMINA**  **ENHANCED STRENGTH**
 **TELEPATHY**

SFX: Man With The Plan. Spend 1 PP to borrow the highest die in the doom pool as an asset for your next action, then step back and return that doom die.







SFX: Multipower. Add more than one Heavily-Armed Cyborg power to your pool. Step back each Heavily-Armed Cyborg in your pool once for each die beyond the first.

Limit: Mutually Exclusive. Shutdown Burned Out Mutant Telepath to use Heavily Armored Cyborg.

Limit: Gear. Shut down a Heavily-Armed Cyborg power trait to gain 1 PP. Take an action versus the doom pool to recover.

Limit: Techno-Organic Virus. When you take mental or emotional stress, change any Heavily-Armed Cyborg power into a complication to gain 1 PP. Activate an opportunity or remove the complication to recover that power.

Specs

 **COMBAT MASTER**  **COSMIC EXPERT**  **COVERT MASTER**
 **MENACE EXPERT**  **TECH EXPERT**  **VEHICLE MASTER**

Milestones

SO MANY THREADS...

- 1 XP** when you seek out a friend or enemy from your timeline.
- 3 XP** when you describe the horrors of your own world to an ally or enemy from this time.
- 10 XP** when you either take actions that prevent your timeline or find a new path that dissolves your timeline into oblivion, leaving you a refugee from another reality, a man without a world.

THERE'S ALWAYS ANOTHER WAR

- 1 XP** when you make a battle plan with your allies.
- 3 XP** when you put fellow soldiers into the line of fire for the sake of the mission.
- 10 XP** when you sacrifice friends or family for the mission, or when you choose family or friends over the mission.

Character writeup by Jayson Jolin (Marvel Plot Points (marvelplotpoints.com), inspired by the Datafile in House of Madness.

Datafile created by Mark Meredith (Marvel Plot Points (marvelplotpoints.com))

All images and names of characters and locations, unless expressly stated and are TM and © Marvel & Subs. Used without permission

Heroic Roleplaying & the Cortex Plus system TM Margaret Weis Productions, Ltd.

This datafile is a work of fandom and is not intended to profit from or infringe on the rights of Marvel or Margaret Weis Productions, Ltd.