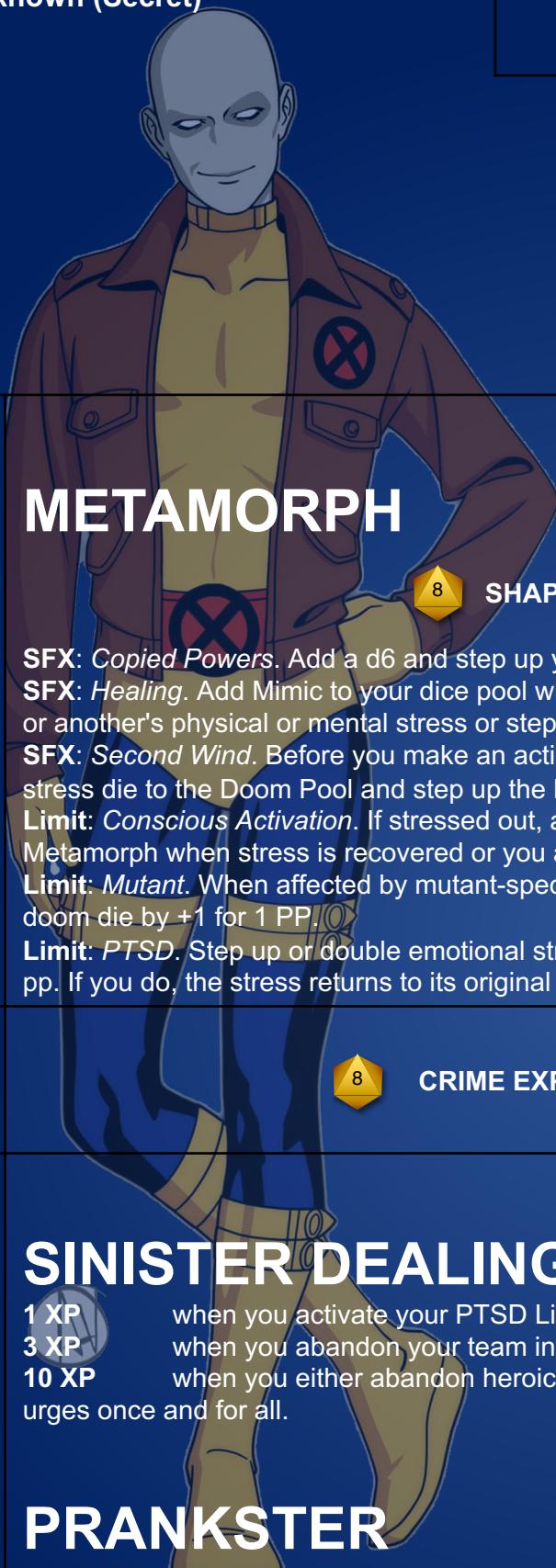


# MORPH

Unknown (Secret)



**SOLO**

6

**BUDDY**

10

**TEAM**

8

Distinctions

CLASS CLOWN  
GOOD LISTENER  
SPLINTERED PSYCHE

XP	
PP	

P	4	6	8	10	12
M	4	6	8	10	12
E	4	6	8	10	12

Power Sets

## METAMORPH

8

**SHAPESHIFTING**

8

**MIMIC**

**SFX: Copied Powers.** Add a d6 and step up your effect die by +1 when using Metamorph to create assets.

**SFX: Healing.** Add Mimic to your dice pool when helping others recover stress. Spend 1 PP to recover your own or another's physical or mental stress or step back your own or another's Physical Trauma by -1.

**SFX: Second Wind.** Before you make an action including a Metamorph power, you may move your physical stress die to the Doom Pool and step up the Metamorph power by +1 for this action.

**Limit: Conscious Activation.** If stressed out, asleep, or unconscious, shutdown Metamorph. Recover Metamorph when stress is recovered or you awake. Shutdown Metamorph until trauma is recovered.

**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: PTSD.** Step up or double emotional stress or trauma used in an action or reaction against you to gain 1 pp. If you do, the stress returns to its original die.

Specs

8

**CRIME EXPERT**

8

**COVERT EXPERT**

Milestones

## SINISTER DEALINGS

1 XP when you activate your PTSD Limit.

3 XP when you abandon your team in the middle of a fight

10 XP when you either abandon heroic life and embrace life and embrace villainy, or face down your dark urges once and for all.

## PRANKSTER

1 XP When you declare another character to be a target for your pranks.

3 XP When you make a normally stoic character laugh.

10 XP When your incessant pranking either causes your targeted character to threaten you, or catch you by surprise with a practical joke of their own.

# MORPH

Unknown (Secret)



Affiliations	<b>SOLO</b> 6 <b>BUDDY</b> 10 <b>TEAM</b> 8	Distinctions	CLASS CLOWN GOOD LISTENER SPLINTERED PSYCHE
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XP	4	6	8	10	12
PP	4	6	8	10	12
Stress/Trauma	4	6	8	10	12

## Power Sets

### METAMORPH

8 **SHAPESHIFTING** 8 **MIMIC**

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## Specs

8 **CRIME EXPERT** 8 **COVERT EXPERT**

## Milestones

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