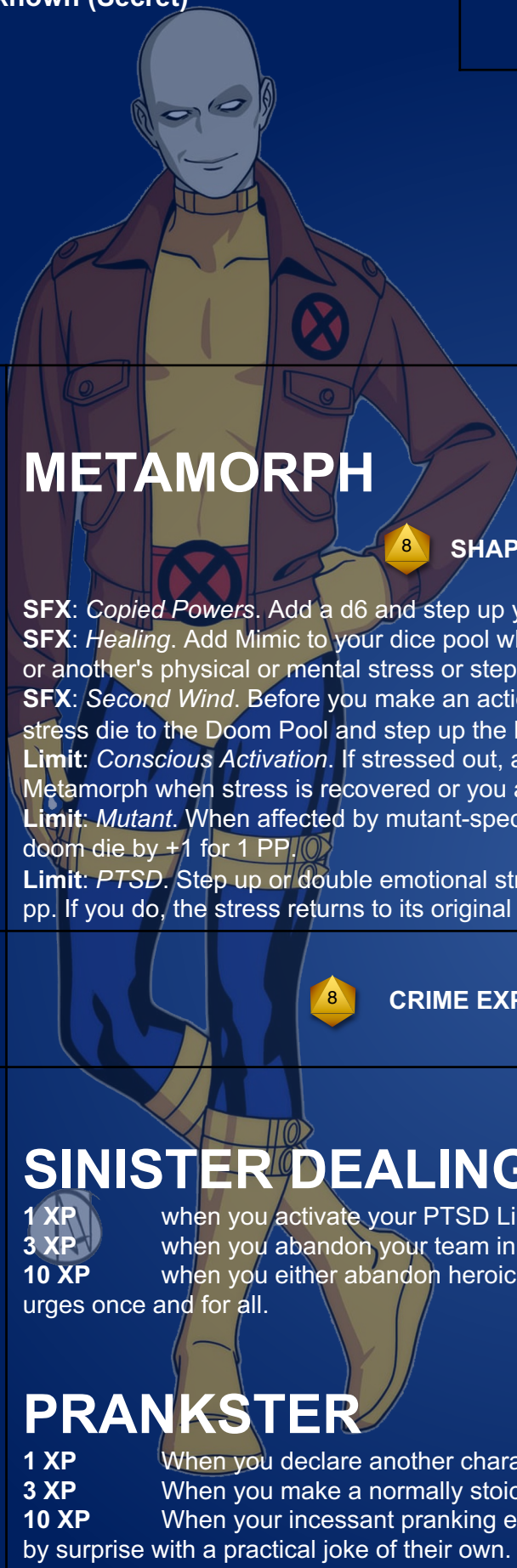


MORPH


Unknown (Secret)



Affiliations	SOLO 	Distinctions	CLASS CLOWN GOOD LISTENER SPLINTERED PSYCHE
	BUDDY 		
	TEAM 		

XP

PP

Stress/Trauma	P					
	M					
	E					

Power Sets

METAMORPH



SHAPESHIFTING



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



CRIME EXPERT



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.












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