

NIGHTCRAWLER

Kurt Wagner (Secret)

Affiliations

SOLO

10

BUDDY

8

TEAM

6

Distinctions

BAMF!
BLUE DEVIL
SWORDSMAN SUPREME

XP
PP

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

Power Sets

ELFIN MUTANT

8

ENHANCED SENSES

8

INVISIBILITY

10

SUPERHUMAN REFLEXES

8

TELEPORT

6

WALL CRAWLING

SFX: *Prehensile Tail.* Use two or more ELFIN MUTANT powers in a single dice pool at -1 step for each additional power.

SFX: *Teleport Frenzy.* Add a D6 and keep an additional effect die for each additional target.

SFX: *Teleportation Sickness.* Add a D6 and step up your effect die by +1 when inflicting Nausea on a target.

Limit: *Exhausted.* Shutdown any ELFIN MUTANT power to gain 1 PP. Recover power by activating an opportunity or 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.

SWORDSMAN

8

ENHANCED DURABILITY

8

WEAPON

SFX: *Flick Of The Wrist.* On a reaction against a Physical Stress attack action, inflict Physical Stress with your effect die at no PP cost or spend 1 PP to step it up by +1.

SFX: *Swashbuckler.* Add a D6 to your dice pool for an attack action and step back the highest die in the pool by -1. Step up Physical Stress inflicted by +1.

Limit: *Gear.* Shutdown SWORDSMAN and gain 1 PP. Take an action vs. the doom pool to recover.

Specs

10

ACROBATICS MASTER

10

COMBAT MASTER

8

MEDICAL EXPERT

8

MYSTIC EXPERT

8

TECH EXPERT

8

VEHICLE EXPERT

Milestones

HIGHLY SPIRITUAL

1 XP

when you make reference to your spirituality for the first time.

3 XP

believer.

when you have a theological discussion with another teammate, or attempt to convert a non-

10 XP

when you either change your own spiritual views, or you change the views of a teammate.

SHOULDER TO CRY ON

1 XP

when you offer words or acts of encouragement to someone going through hard times.

3 XP

when you use your time during a Transition Scene to provide healing towards another's Mental or Emotional Stress or Trauma.

when you use your time during a Transition Scene to provide healing towards another's Mental or Emotional Stress or Trauma.

10 XP

when you spend three consecutive Transition Scenes providing healing towards another's Mental or Emotional Stress or Trauma, or when you surrender control of your character to the Watcher and choose another hero because Nightcrawler has taken D12 or more Mental or Emotional Trauma.

Character writeup by Jayson Jolin (Marvel Plot Points (marvelplotpoints.com), inspired by Marvel Plot Points: X-Cutioner's Song.

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




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	BUDDY 		
	TEAM 		






XP

PP

Stress/Trauma	P					
	M					
	E					

Power Sets

ELFIN MUTANT

-  **ENHANCED SENSES**
-  **INVISIBILITY**
-  **SUPERHUMAN REFLEXES**
-  **TELEPORT**
-  **WALL CRAWLING**

SFX: Prehensile Tail. Use two or more ELFIN MUTANT powers in a single dice pool at -1 step for each additional power.

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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.

SWORDSMAN







-  **ENHANCED DURABILITY**
-  **WEAPON**

SFX: Flick Of The Wrist. On a reaction against a Physical Stress attack action, inflict Physical Stress with your effect die at no PP cost or spend 1 PP to step it up by +1.

SFX: Swashbuckler. Add a D6 to your dice pool for an attack action and step back the highest die in the pool by -1. Step up Physical Stress inflicted by +1.

Limit: Gear. Shutdown SWORDSMAN and gain 1 PP. Take an action vs. the doom pool to recover.

Specs

-  **ACROBATICS MASTER**
-  **COMBAT MASTER**
-  **MEDICAL EXPERT**
-  **MYSTIC EXPERT**
-  **TECH EXPERT**
-  **VEHICLE EXPERT**

Milestones

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- 1 XP** when you make reference to your spirituality for the first time.
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SHOULDER TO CRY ON

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- 10 XP** when you spend three consecutive Transition Scenes providing healing towards another's Mental or Emotional Stress or Trauma, or when you surrender control of your character to the Watcher and choose another hero because Nightcrawler has taken D12 or more Mental or Emotional Trauma.