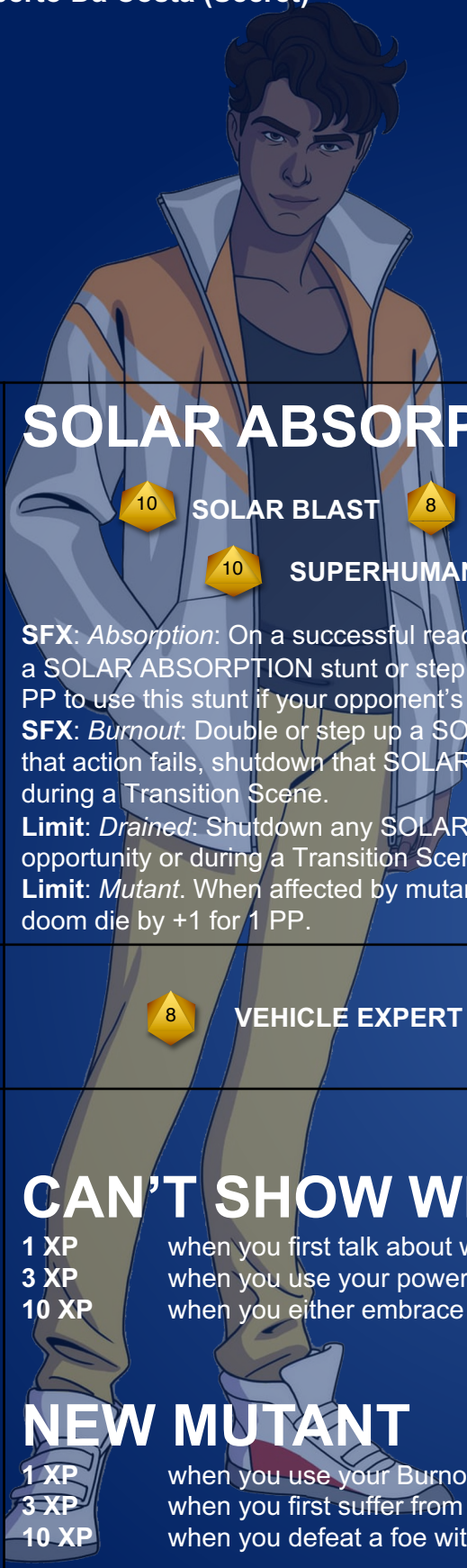


SUNSPOT

Roberto Da Costa (Secret)



Affiliations	SOLO	Distinctions	DRIVEN TO BE THE BEST MUTANT IN THE CLOSET IS IT WORTH IT?
	BUDDY		
	TEAM		

XP

PP




Stress/Trauma	P					
	M					
	E					

Power Sets	<h2>SOLAR ABSORPTION</h2> <p> SOLAR BLAST SOLAR FLIGHT SUPERHUMAN DURABILITY SUPERHUMAN STAMINA SUPERHUMAN STRENGTH </p> <p> SFX: Absorption: On a successful reaction against a Light Attack action, convert your opponent's effect die into a SOLAR ABSORPTION stunt or step up a SOLAR ABSORPTION power by +1 for your next action. Spend 1 PP to use this stunt if your opponent's action succeeds. SFX: Burnout: Double or step up a SOLAR ABSORPTION power for one action, or spend 1 PP to do both. If that action fails, shutdown that SOLAR ABSORPTION power. Recover power by activating an opportunity or during a Transition Scene. Limit: Drained: Shutdown any SOLAR ABSORPTION 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. </p>
	<p>Specs</p> <p> VEHICLE EXPERT TECH EXPERT BUSINESS EXPERT </p>
Milestones	<h2>CAN'T SHOW WHO I AM</h2> <p> 1 XP when you first talk about why you can't reveal your powers. 3 XP when you use your powers in view of civilians. 10 XP when you either embrace who you are as a mutant, or reject that. </p> <h2>NEW MUTANT</h2> <p> 1 XP when you use your Burnout SFX for the first time. 3 XP when you first suffer from the Drained limit. 10 XP when you defeat a foe without using any of your Solar Absorption Power Set powers. </p>

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
















SUNSPOT

Roberto Da Costa (Secret)

Affiliations	SOLO 	Distinctions	DRIVEN TO BE THE BEST MUTANT IN THE CLOSET IS IT WORTH IT?
	BUDDY 		
	TEAM 		






XP

PP

Stress/Trauma	P					
	M					
	E					

Power Sets

SOLAR ABSORPTION

-  SOLAR BLAST
-  SOLAR FLIGHT
-  SUPERHUMAN DURABILITY
-  SUPERHUMAN STAMINA
-  SUPERHUMAN STRENGTH

SFX: Absorption: On a successful reaction against a Light Attack action, convert your opponent's effect die into a SOLAR ABSORPTION stunt or step up a SOLAR ABSORPTION power by +1 for your next action. Spend 1 PP to use this stunt if your opponent's action succeeds.

SFX: Burnout: Double or step up a SOLAR ABSORPTION power for one action, or spend 1 PP to do both. If that action fails, shutdown that SOLAR ABSORPTION power. Recover power by activating an opportunity or during a Transition Scene.

Limit: Drained: Shutdown any SOLAR ABSORPTION 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.

Specs

-  VEHICLE EXPERT
-  TECH EXPERT
-  BUSINESS EXPERT

Milestones

CAN'T SHOW WHO I AM

- 1 XP when you first talk about why you can't reveal your powers.
- 3 XP when you use your powers in view of civilians.
- 10 XP when you either embrace who you are as a mutant, or reject that.

NEW MUTANT

- 1 XP when you use your Burnout SFX for the first time.
- 3 XP when you first suffer from the Drained limit.
- 10 XP when you defeat a foe without using any of your Solar Absorption Power Set powers.