

FORGE

Unrevealed (Secret)

Affiliations	SOLO	6	Distinctions	CRACK SHOT INTUITIVE INVENTOR WEIGHT OF THE WORLD
	BUDDY	10		
	TEAM	8		

XP

PP

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

Power Sets

MUTANT TECHNO-SHAMAN

8 ENHANCED SENSES 8 EXPERT SORCERY 8 MIMIC 6 MYSTIC RESISTANCE

SFX: *Built to Spec.* When you activate an opportunity to create a Combat or Tech resource, step up that resource die. If another player gives you 1 pp, their hero may also use this resource.

SFX: *Technological Intuition.* When using Mimic to create technology-based assets or complications, add a d6 and step up your effect die.

SFX: *We Can Rebuild Him.* When helping robots, synthetics, or cyborgs recover stress, add Enhanced Senses to your dice pool. Spend 1 pp to recover your own or another cybernetic or robotic character's physical stress or step back your own or another cybernetic or robotic character's physical trauma.

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: *Prototype.* When you create an asset or complication with Mimic, shutdown Mimic until the asset or complication is eliminated, removed, or recovered.

Limit: *Reluctant Medicine Man.* If your dice pool includes Expert Sorcery, both 1s and 2s on your dice count as opportunities, but only 1s are excluded from being used for totals or effect dice.

Specs

8 COMBAT EXPERT 8 MYSTIC EXPERT 10 SCIENCE MASTER
10 TECH MASTER 8 VEHICLES EXPERT

Milestones

MODERN MEDICINE

- 1 XP when you discuss how technology could help a situation or how magic could make it worse.
- 3 XP when you use Science Master or Tech Master to create an asset.
- 10 XP when you either destroy something dangerous that you helped create or realize that your technology is causing trouble because it has no soul and begin to use magic in your technological efforts.

LIFEDEATH

- 1 XP when you help an ally deal with losing their powers.
- 3 XP when you make advancements on restoring an ally's powers.
- 10 XP when you either help your ally regain their powers, or fail to do so, but help them embrace their new life without powers.

FORGE

Unrevealed (Secret)

Affiliations	SOLO	6	Distinctions	CRACK SHOT INTUITIVE INVENTOR WEIGHT OF THE WORLD
	BUDDY	10		
	TEAM	8		

XP

PP

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

Power Sets

MUTANT TECHNO-SHAMAN

8 ENHANCED SENSES 8 EXPERT SORCERY 8 MIMIC 6 MYSTIC RESISTANCE

SFX: *Built to Spec.* When you activate an opportunity to create a Combat or Tech resource, step up that resource die. If another player gives you 1 pp, their hero may also use this resource.

SFX: *Technological Intuition.* When using Mimic to create technology-based assets or complications, add a d6 and step up your effect die.

SFX: *We Can Rebuild Him.* When helping robots, synthetics, or cyborgs recover stress, add Enhanced Senses to your dice pool. Spend 1 pp to recover your own or another cybernetic or robotic character's physical stress or step back your own or another cybernetic or robotic character's physical trauma.

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: *Prototype.* When you create an asset or complication with Mimic, shutdown Mimic until the asset or complication is eliminated, removed, or recovered.

Limit: *Reluctant Medicine Man.* If your dice pool includes Expert Sorcery, both 1s and 2s on your dice count as opportunities, but only 1s are excluded from being used for totals or effect dice.

Specs

8 COMBAT EXPERT 8 MYSTIC EXPERT 10 SCIENCE MASTER
10 TECH MASTER 8 VEHICLES EXPERT

Milestones

MODERN MEDICINE

- 1 XPwhen you discuss how technology could help a situation or how magic could make it worse.
- 3 XPwhen you use Science Master or Tech Master to create an asset.
- 10 XPwhen you either destroy something dangerous that you helped create or realize that your technology is causing trouble because it has no soul and begin to use magic in your technological efforts.

LIFEDEATH

- 1 XPwhen you help an ally deal with losing their powers.
- 3 XPwhen you make advancements on restoring an ally's powers.
- 10 XPwhen you either help your ally regain their powers, or fail to do so, but help them embrace their new life without powers.