MAGNETO

Eric Lehnsherr (Public)

SOLO 10 BUDDY 8 TEAM

HOLOCAUST SURVIVOR MUTANT SUPREMACIST IN MEMORY OF CHARLES



MASTER OF MAGNETISM

ENHANCED SENSES

8 ENHANCED STAMINA 8

ENHANCED STRENGTH

12 **GODLIKE DURABILITY**

MAGNETIC SUPREMACY 10

Distinctions

SUPERSONIC FLIGHT

TRANSMUTATION

SFX: Area Attack. Add a d6 and keep an additional effect die for each additional target.

SFX: Invulnerable. Spend a d6 from the Doom Pool to ignore Physical Stress or Trauma.

SFX: Multipower. Use two or more MASTER OF MAGNETISM powers in a single dice pool at -1 step for each additional power.

SFX: Versatile. Split Magnetic Supremacy into 2d10 or 3d8.

Limit: Exhausted. Shutdown any MASTER OF MAGNETISM power to add a d6 to the Doom Pool. Activate an opportunity to recover the power.

Limit: Mutant. When affected by mutant-specific complications or tech activate an opportunity.

MAGNETO'S HELMET

PSYCHIC RESISTANCE

SFX: Psychic Immunity. Spend a d6 from the Doom Pool to ignore stress, trauma or complications from psychic

Limit: Gear. Add a d6 to the Doom Pool to Shutdown MAGNETO'S HELMET. Spend a d6 from the Doom Pool to recover.

Specs

Power Sets

COMBAT EXPERT

COVERT EXPERT 8



MEDICAL EXPERT

10 MENACE MASTER





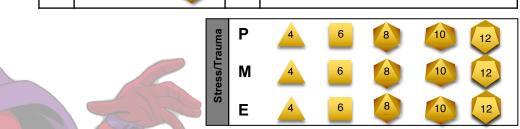
PSYCH EXPERT 10 SCIENCE MASTER 10 TECH MASTER



MAGNETO Eric Lehnsherr (Public)

SOLO 10
BUDDY 6
TEAM 8

HOLOCAUST SURVIVOR MUTANT SUPREMACIST IN MEMORY OF CHARLES



Distinctions

Power Sets

MASTER OF MAGNETISM

8 ENHANCED SENSES

8 ENHANCED STAMINA

8 ENHANCED STRENGTH

GODLIKE DURABILITY

12 MAGNETIC SUPREMACY

SUPERSONIC FLIGHT

1 TRANSMUTATION

SFX: Area Attack. Add a d6 and keep an additional effect die for each additional target. **SFX:** Invulnerable. Spend a d6 from the Doom Pool to ignore Physical Stress or Trauma.

SFX: *Multipower.* Use two or more MASTER OF MAGNETISM powers in a single dice pool at -1 step for each additional power.

SFX: Versatile. Split Magnetic Supremacy into 2d10 or 3d8.

Limit: *Exhausted*. Shutdown any MASTER OF MAGNETISM power to add a d6 to the Doom Pool. Activate an opportunity to recover the power.

Limit: Mutant. When affected by mutant-specific complications or tech activate an opportunity.

MAGNETO'S HELMET

12

PSYCHIC RESISTANCE

SFX: Psychic Immunity. Spend a d6 from the Doom Pool to ignore stress, trauma or complications from psychic attacks

Limit: Gear. Add a d6 to the Doom Pool to Shutdown MAGNETO'S HELMET. Spend a d6 from the Doom Pool to recover.

Specs

8 (

COMBAT EXPERT

8

COVERT EXPERT 8



MEDICAL EXPERT

10

MENACE MASTER



PSYCH EXPERT



SCIENCE MASTER



TECH MASTER