

MAGNETO

Eric Lehnsherr (Public)

Affiliations	SOLO	10	Distinctions	HOLOCAUST SURVIVOR MUTANT SUPREMACIST IN MEMORY OF CHARLES
	BUDDY	6		
	TEAM	8		

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

Power Sets

MASTER OF MAGNETISM

- 8 ENHANCED SENSES
- 8 ENHANCED STAMINA
- 8 ENHANCED STRENGTH
- 12 GODLIKE DURABILITY
- 12 MAGNETIC SUPREMACY
- 10 SUPERSONIC FLIGHT
- 8 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
- 8 PSYCH EXPERT
- 10 SCIENCE MASTER
- 10 TECH MASTER

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