

PRIME SENTINELS

Affiliations	SOLO	6	Distinctions	ERADICATE MUTANTS FORMERLY HUMAN LIMITED FREE WILL
	BUDDY	8		
	TEAM	10		

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

Power Sets

FUTURE NANOTECH

- 10BLAST
- 8INVISIBILITY
- 10LEECH
- 6MIND CONTROL
- 10SUPERHUMAN SENSES
- 10SUPERHUMAN RESISTANCE
- 10SUPERHUMAN STAMINA
- 10SUPERHUMAN STRENGTH

SFX: *Hide In Plain Sight.* Shutdown your highest rated Future Nanotech power to step up Invisibility by +1. Recover power by activating an opportunity or during a Transition Scene.

SFX: *Burst.* Step up or double a Blast die against a single target. Remove the highest-rolling die and add three dice to your total.

SFX: *Self-Repair.* Spend a doom die to recover your own Physical Stress or step back your own Physical Trauma by -1.

SFX: *Drain Vitality.* When using LEECH to create a Power Loss complication on a target, add a d8 and keep an extra effect die for either physical stress or a Copied Powers asset.

Limit: *Mutants Only.* Leech only works against mutants.

Limit: *Exhausted.* Shutdown any Future Nanotech power to gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.

Limit: *Conscious Activation.* If stressed out, asleep, in non-sentinel form, or unconscious, shutdown Future Nanotech. Recover Future Nanotech when stress is recovered or you awake. If Mental Trauma is taken, shutdown Future Nanotech until trauma is recovered.

Specs

- 8COMBAT EXPERT
- 8COVERT EXPERT
- 10MENACE MASTER
- 8PSYCH EXPERT
- 8TECH EXPERT

Character writeup by Jayson Jolin (Marvel Plot Points (marvelplotpoints.com))
Datafile created by Mark Meredith (Marvel Plot Points (marvelplotpoints.com))

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Power Sets	<div><div>10</div>BLAST</div> <div><div>8</div>INVISIBILITY</div> <div><div>10</div>LEECH</div> <div><div>6</div>MIND CONTROL</div> <div><div>10</div>SUPERHUMAN SENSES</div> <div><div>10</div>SUPERHUMAN RESISTANCE</div> <div><div>10</div>SUPERHUMAN STAMINA</div> <div><div>10</div>SUPERHUMAN STRENGTH</div>
	<p>SFX: <i>Hide In Plain Sight.</i> Shutdown your highest rated Future Nanotech power to step up Invisibility by +1. Recover power by activating an opportunity or during a Transition Scene.</p> <p>SFX: <i>Burst.</i> Step up or double a Blast die against a single target. Remove the highest-rolling die and add three dice to your total.</p> <p>SFX: <i>Self-Repair.</i> Spend a doom die to recover your own Physical Stress or step back your own Physical Trauma by -1.</p> <p>SFX: <i>Drain Vitality.</i> When using LEECH to create a Power Loss complication on a target, add a d8 and keep an extra effect die for either physical stress or a Copied Powers asset.</p> <p>Limit: <i>Mutants Only.</i> Leech only works against mutants.</p> <p>Limit: <i>Exhausted.</i> Shutdown any Future Nanotech power to gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.</p> <p>Limit: <i>Conscious Activation.</i> If stressed out, asleep, in non-sentinel form, or unconscious, shutdown Future Nanotech. Recover Future Nanotech when stress is recovered or you awake. If Mental Trauma is taken, shutdown Future Nanotech until trauma is recovered.</p>
Specs	<div><div>8</div>COMBAT EXPERT</div> <div><div>8</div>COVERT EXPERT</div> <div><div>10</div>MENACE MASTER</div> <div><div>8</div>PSYCH EXPERT</div> <div><div>8</div>TECH EXPERT</div>

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