

# PRIME SENTINELS

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

### FUTURE NANOTECH

10	BLAST	8	INVISIBILITY	10	LEECH	6	MIND CONTROL
10				10			SUPERHUMAN RESISTANCE
10				10			SUPERHUMAN STAMINA

**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

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

Character writeup by Jayson Jolin (Marvel Plot Points ([marvelplotpoints.com](http://marvelplotpoints.com)))  
Datafile created by Mark Meredith (Marvel Plot Points ([marvelplotpoints.com](http://marvelplotpoints.com)))

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



## Power Sets

### FUTURE NANOTECH

 BLAST	 INVISIBILITY	 LEECH	 MIND CONTROL
 SUPERHUMAN SENSES	 SUPERHUMAN RESISTANCE		
 SUPERHUMAN STAMINA	 SUPERHUMAN STRENGTH		

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## Specs

 COMBAT EXPERT	 COVERT EXPERT	 MENACE MASTER
 PSYCH EXPERT	 TECH EXPERT	

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