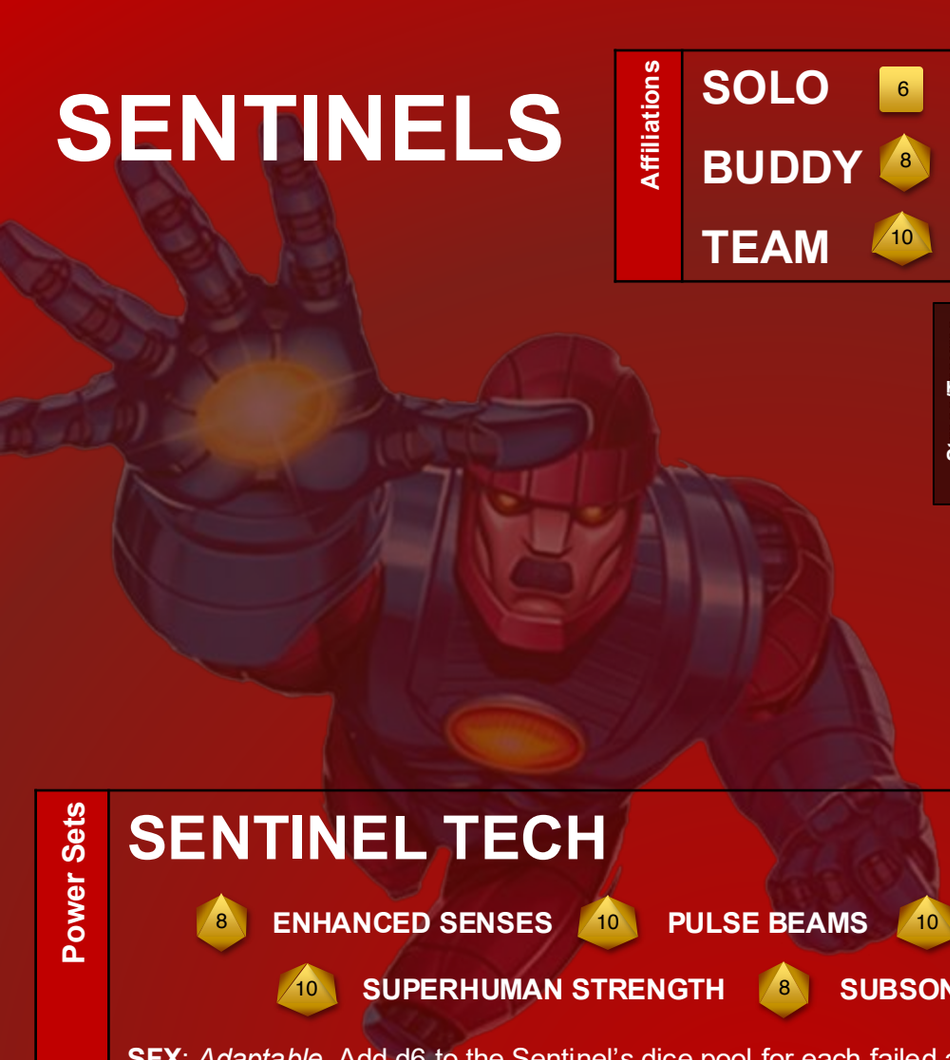
SENTINELS

Affiliations		Distinctions
SOLO	6	SURRENDER, MUTANT
BUDDY	8	OMEGA-LEVEL THREAT DETECTED
TEAM	10	

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



Power Sets

SENTINEL TECH

8 ENHANCED SENSES | 10 PULSE BEAMS | 10 SUPERHUMAN DURABILITY | 10 SUPERHUMAN STRENGTH | 8 SUBSONIC FLIGHT | 10 SIZE

SFX: *Adaptable*. Add d6 to the Sentinel's dice pool for each failed action against a mutant opponent.
SFX: *Auto-Reactive Systems*. On a successful reaction against a close-combat attack action, inflict physical stress with the effect die. Spend a doom die to step it up.
SFX: *Focus All Sensors*. Replace two dice of equal size with one stepped-up die.
Limit: *Huge*. Change Size into a size-related complication to step up the lowest die in the doom pool or add a d6 doom die.
Limit: *Electronic Systems*. When targeted by an electromagnetic attack, shutdown Sentinel Tech to step up the lowest die in the doom pool or add a d6 doom die. Spend a doom die to recover Sentinel Tech.

Specs

8 COMBAT EXPERT | 8 MENACE EXPERT | 8 TECH EXPERT | 8 VEHICLE EXPERT

Character writeup by Mark Meredtih (Marvel Plot Points (marvelplotpoints.com)
Datafile created by Mark Meredith (Marvel Plot Points (marvelplotpoints.com)
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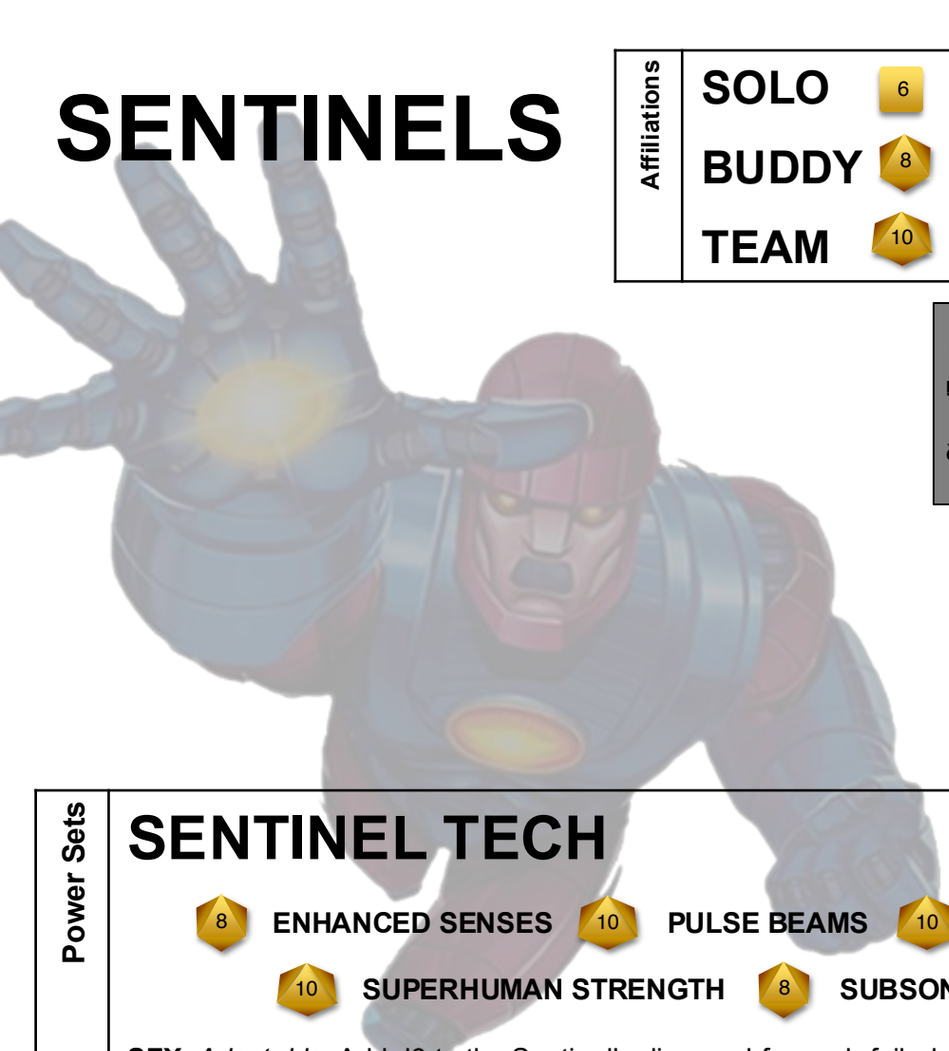
SENTINELS

Affiliations		Distinctions
	SOLO d6	SURRENDER, MUTANT
	BUDDY d8	OMEGA-LEVEL THREAT DETECTED
	TEAM d10	

Stress/Trauma						
P	d4	d6	d8	d10	d12
M	d4	d6	d8	d10	d12
E	d4	d6	d8	d10	d12



Power Sets

SENTINEL TECH

d8 ENHANCED SENSES d10 PULSE BEAMS d10 SUPERHUMAN DURABILITY

d10 SUPERHUMAN STRENGTH d8 SUBSONIC FLIGHT d10 SIZE

SFX: *Adaptable*. Add d6 to the Sentinel's dice pool for each failed action against a mutant opponent.
SFX: *Auto-Reactive Systems*. On a successful reaction against a close-combat attack action, inflict physical stress with the effect die. Spend a doom die to step it up.
SFX: *Focus All Sensors*. Replace two dice of equal size with one stepped-up die.
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Specs

d8 COMBAT EXPERT d8 MENACE EXPERT d8 TECH EXPERT d8 VEHICLE EXPERT

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