

# APOCALYPSE

En Sabah Nur

Affiliations

SOLO

12

BUDDY

8

TEAM

10

Distinctions

FIRST MUTANT  
SURVIVAL OF THE FITTEST  
I HAVE SEEN EMPIRES RISE AND DIE

Stress/Trauma

P

4

6

8

10

12

M

4

6

8

10

12

E

4

6

8

10

12

Power Sets

## CELESTIAL-ALTERED MUTANT PHSIOLOGY

12

GODLIKE STRENGTH

12

GODLIKE DURABILITY

8

ENHANCED REFLEXES

10

SUPERHUMAN STAMINA

10

STRETCHING

8

GROWTH

10

PSYCHIC RESISTANCE

**SFX: Adaptive Evolution.** When Apocalypse is targeted by an attack he has already suffered from in this Scene, step up or double Godlike Durability on his reaction roll. Spend a doom die to keep an extra effect die.

**SFX: Ancient Conqueror.** When using the **Survival of the Fittest** Distinction to intimidate, command, or break an enemy's resolve, step up or double one **Celestial-Altered Mutant Physiology** power for the action. On a failed roll, add a die to the doom pool equal to the normal rating of that power.

**SFX: Multipower.** Use two or more **Celestial-Altered Mutant Physiology** powers in a single dice pool at -1 step for each additional power.

**SFX: Unstoppable.** Spend a doom die to ignore physical stress, trauma, or complications for one action.

**Limit: Arrogance of Ages.** Step up emotional stress or complications caused by defiance, humiliation, or rejection of Apocalypse's rule to gain a doom die.

**Limit: Celestial Mutant.** Earn 1 PP when affected by mutant-specific technology, mutant-targeting powers, or Celestial-derived interference. The Watcher may instead step up the lowest die in the doom pool.

## ANCIENT SCIENCE AND CELESTIAL TECH

12

COSMIC BLAST

10

TRANSMUTATION

10

TELEPORT

10

MIND CONTROL

10

REGENERATION

10

SUPERHUMAN SENSES

**SFX: Horseman's Gift.** When Apocalypse transforms, empowers, or corrupts a servant, spend a doom die to create a Horseman asset at the doom die's rating. Step up the asset when the servant willingly embraces Apocalypse's doctrine.

**SFX: Resurrection Protocols.** Spend a doom die to recover physical stress or step back physical trauma. If Apocalypse is stressed out, spend a d12 from the doom pool to return in a later Scene with all stress cleared.

**SFX: Celestial Engine.** When using **Ancient Science and Celestial Technology** to create an asset related to mutation, evolution, resurrection, or transformation, step up the effect die.

**SFX: Afflict.** Add a d6 and step up Apocalypse's effect die when inflicting mutation-based, techno-organic, or mind-altering complications.

**SFX: Area Attack.** Against multiple targets, add a d6 and keep an additional effect die for each additional target.

**Limit: Machine-God Reliance.** Shutdown one **Ancient Science and Celestial Technology** power and step up the lowest die in the doom pool. Recover by activating an opportunity or during a Transition Scene.

**Limit: Ritual Scale.** When Apocalypse uses **Ancient Science and Celestial Technology** for major transformations, mass resurrection, or civilization-level schemes, the Watcher must create or use a Scene Distinction representing the ritual, machine, tomb, or Celestial chamber involved.

Specs

10

COSMIC MASTER

10

HISTORY MASTER

10

MENACE MASTER

8

MYSTIC EXPERT

10

SCIENCE MASTER

10

TECH MASTER

8

PSYCH EXPERT

10

COMBAT MASTER




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

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Stress/Trauma	P					
	M					
	E					

Power Sets

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-  **GODLIKE DURABILITY**
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-  **SUPERHUMAN STAMINA**
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