
















ECHO

Maya Lopez (Secret)

Affiliations	SOLO 	Distinctions	PHOTOGRAPHIC REFLEXES CAUGHT BETWEEN WORLDS HANDPRINT OF HER FATHER
	BUDDY 		
	TEAM 		

XP

PP

Stress/Trauma	P					
	M					
	E					

Power Sets

PERFECT PHYSICAL ECHO

-  ACROBATIC MOVEMENT
-  ENHANCED REFLEXES
-  MIMIC FIGHTING STYLE
-  PEAK HUMAN STAMINA
-  WEAPON MASTERY

SFX: *Mirror Match*: When using **Mimic Fighting Style** against an opponent whose movements she has studied, step up or double **Mimic Fighting Style**. Remove the highest rolling die and add three dice for the total.

SFX: *Read the Body*: When Echo reacts against a physical attack from an opponent she can clearly see, add **Enhanced Reflexes** and step up the effect die on a successful reaction.

SFX: *Ronin's Arsenal*: When using swords, nunchaku, thrown weapons, pistols, batons, or improvised weapons, add d6 and step up the effect die.

Limit: *Needs to See It*: Echo's mimicry depends on visual observation. Gain 1 PP when darkness, smoke, blinding light, invisibility, sensory confusion, or an unseen attacker prevents her from studying a target's movements.

Limit: *Human Body*: Gain 1 PP to step up physical stress from superhuman attacks, explosions, heavy weapons, or overwhelming force.

STREET-LEVEL AVENGER

-  COVERT MOVEMENT
-  PERFORMANCE ARTIST
-  URBAN AWARENESS

SFX: *Reading the Room*: When Echo studies body language, spatial patterns, crowd movement, or a staged scene, add d6 and step up the effect die when creating an asset.

SFX: *Silent Approach*: When using **Covert Movement** to infiltrate, ambush, escape, or protect someone without being noticed, step up **Covert Movement**.

SFX: *Performance Becomes Combat*: When Echo uses dance, rhythm, stagecraft, or physical performance as part of an action scene, add **Performance Artist** to the pool. On a successful action, create an asset such as **Perfect Timing d8**, **Controlled Breathing d8**, or **Fluid Footwork d8**.

Limit: *Kingpin's Shadow*: Gain 1 PP when Echo's history with Wilson Fisk, Daredevil, Ronin, or the criminal world complicates the mission.

Specs

-  ACROBATICS MASTER
-  COMBAT MASTER
-  CRIME EXPERT
-  PSYCH EXPERT
-  VEHICLE EXPERT

Milestones

THE SHAPE OF ANOTHER LIFE

1 XP when you copy another character's movement, fighting style, or physical technique.

3 XP when mimicking someone else gives you insight into who they are, what they fear, or what they are hiding.

10 XP when you either define yourself apart from the people who shaped you, or deliberately take up someone else's symbol, role, or legacy.

KINGPIN'S DAUGHTER, DAREDEVIL'S ALLY

1 XP when your history with Fisk, Daredevil, or the criminal world comes up in a scene.

3 XP when you must choose between revenge, justice, loyalty, or mercy.

10 XP when you either cut yourself free from Kingpin's influence for good, or use his methods to achieve what you believe is justice.

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




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