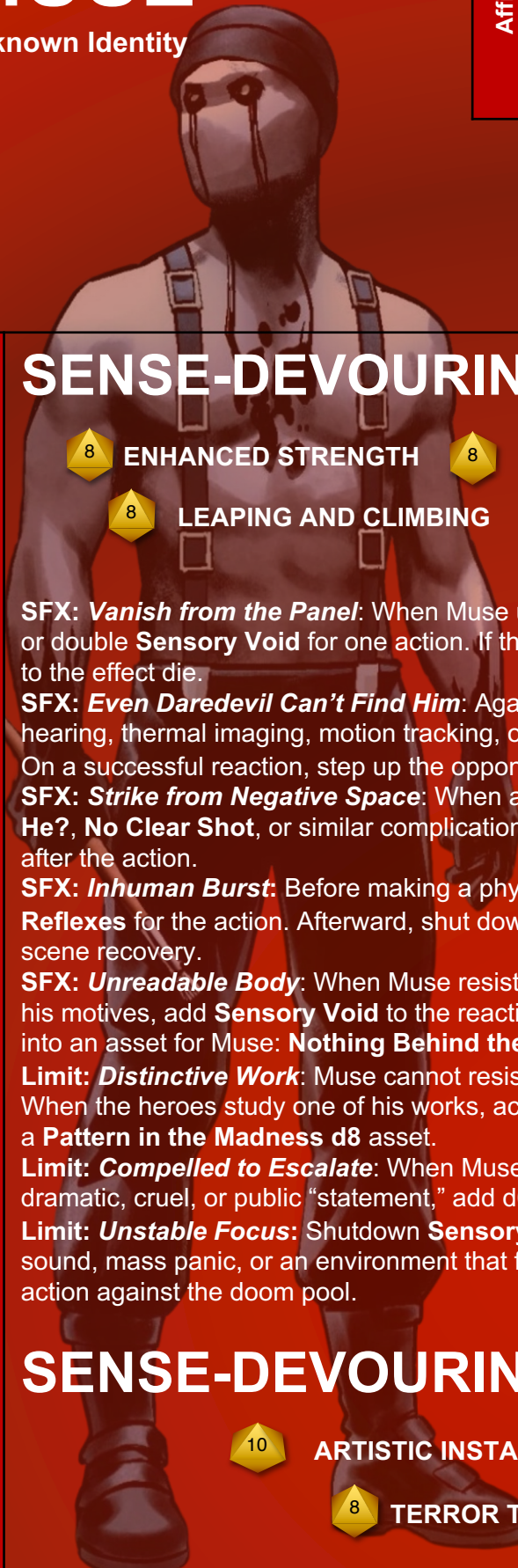


MUSE

Unknown Identity



Affiliations

SOLO

8

BUDDY

6

TEAM

4

Distinctions

MACABRE VISIONARY
INVISIBLE TO THE SENSES
EVERY MURDER IS A
MASTERPIECE

Stress/Trauma

P

4

6

8

10

12

M

4

6

8

10

12

E

4

6

8

10

12

Power Sets

SENSE-DEVOURING INHUMAN

8

ENHANCED STRENGTH

8

ENHANCED REFLEXES

8

ENHANCED STAMINA

8

LEAPING AND CLIMBING

10

SENSORY VOID

8

ENHANCED SPEED

SFX: *Vanish from the Panel:* When Muse uses **Sensory Void** to avoid detection, spend a doom die to step up or double **Sensory Void** for one action. If the action succeeds, create a **Lost Track of Muse** complication equal to the effect die.

SFX: *Even Daredevil Can't Find Him:* Against opponents relying on enhanced senses, radar sense, scent, hearing, thermal imaging, motion tracking, or similar perception methods, add a doom die to Muse's dice pool. On a successful reaction, step up the opponent's complication or stress.

SFX: *Strike from Negative Space:* When attacking a target who has a **Lost Track of Muse**, **Where Is He?**, **No Clear Shot**, or similar complication, step up or double **Enhanced Reflexes**. Remove the complication after the action.

SFX: *Inhuman Burst:* Before making a physical attack, Muse may step up **Enhanced Strength** or **Enhanced Reflexes** for the action. Afterward, shut down that power until he takes an opportunity or activates a transition scene recovery.

SFX: *Unreadable Body:* When Muse resists emotional stress, interrogation, intimidation, or attempts to read his motives, add **Sensory Void** to the reaction pool. On a successful reaction, convert the opponent's effect die into an asset for Muse: **Nothing Behind the Mask**.

Limit: *Distinctive Work:* Muse cannot resist leaving behind artistic evidence, symbolism, or staged scenes. When the heroes study one of his works, activate this limit to add d6 to the doom pool and give the heroes a **Pattern in the Madness d8** asset.

Limit: *Compelled to Escalate:* When Muse has an opportunity to retreat safely but can instead pursue a more dramatic, cruel, or public "statement," add d6 to the doom pool and have Muse choose the spectacle.

Limit: *Unstable Focus:* Shutdown **Sensory Void** when Muse is overwhelmed by fire, bright light, concussive sound, mass panic, or an environment that floods the scene with chaotic sensory input. Recover it by taking an action against the doom pool.

SENSE-DEVOURING INHUMAN

10

ARTISTIC INSTALLATION

8

IMPROVISED WEAPONS

8

TERROR TACTICS

8

URBAN MOBILITY

SFX: *Crime Scene as Attack:* When Muse reveals a prepared installation, mural, body arrangement, or staged clue, add a doom die to his pool and create an emotional or mental complication on all present heroes, such as **Horrified d8**, **Guilty d8**, or **This Was Made for Me d10**.

SFX: *Found Materials:* Muse may create a temporary asset from the environment, such as **Razor Wire d8**, **Blood-Slick Floor d8**, **Blackout Hallway d8**, or **Hostage Rig d8**, without needing a separate setup action. Add d6 to the doom pool after use.

SFX: *Gallery of Fear:* When Muse targets a hero who has already taken emotional stress in the scene, step up **Terror Tactics**. If he inflicts emotional stress, step it up once more.

SFX: *The City Is His Canvas:* When Muse is in dense urban terrain, abandoned buildings, tunnels, rooftops, alleys, scaffolding, galleries, subway stations, warehouses, or construction sites, step up **Urban Mobility**.

Limit: *Needs an Audience:* Muse's crimes are meant to be seen. When his work is ignored, hidden, destroyed, or publicly misunderstood, convert his highest asset into a complication against him and add d6 to the doom pool.

Limit: *Monstrous Pattern:* Whenever Muse's artistic signature gives heroes a clear lead, add d6 to the doom pool and create a **Traceable Pattern d8** complication on Muse.

Specs

8

ACROBATICS EXPERT

8

COMBAT EXPERT

10

COVERT MASTER

8

CRIME EXPERT

10

MENACE MASTER

8

PSYCH EXPERT




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

All images and names of characters and locations, unless expressly stated and are ™ and © Marvel & Subs. Used without permission
Heroic Roleplaying & the Cortex Plus system ™ Margaret Weis Productions, Ltd.

This datafile is a work of fandom and is not intended to profit from or infringe on the rights of Marvel or Margaret Weis Productions, Ltd.

MUSE

Unknown Identity

Affiliations	SOLO 	Distinctions	MACABRE VISIONARY INVISIBLE TO THE SENSES EVERY MURDER IS A MASTERPIECE
	BUDDY 		
	TEAM 		

Stress/Trauma	P					
	M					
	E					

Power Sets

SENSE-DEVOURING INHUMAN

-  **ENHANCED STRENGTH**
-  **ENHANCED REFLEXES**
-  **ENHANCED STAMINA**
-  **LEAPING AND CLIMBING**
-  **SENSORY VOID**
-  **ENHANCED SPEED**

SFX: *Vanish from the Panel*: When Muse uses **Sensory Void** to avoid detection, spend a doom die to step up or double **Sensory Void** for one action. If the action succeeds, create a **Lost Track of Muse** complication equal to the effect die.

SFX: *Even Daredevil Can't Find Him*: Against opponents relying on enhanced senses, radar sense, scent, hearing, thermal imaging, motion tracking, or similar perception methods, add a doom die to Muse's dice pool. On a successful reaction, step up the opponent's complication or stress.

SFX: *Strike from Negative Space*: When attacking a target who has a **Lost Track of Muse, Where Is He?, No Clear Shot**, or similar complication, step up or double **Enhanced Reflexes**. Remove the complication after the action.

SFX: *Inhuman Burst*: Before making a physical attack, Muse may step up **Enhanced Strength** or **Enhanced Reflexes** for the action. Afterward, shut down that power until he takes an opportunity or activates a transition scene recovery.

SFX: *Unreadable Body*: When Muse resists emotional stress, interrogation, intimidation, or attempts to read his motives, add **Sensory Void** to the reaction pool. On a successful reaction, convert the opponent's effect die into an asset for Muse: **Nothing Behind the Mask**.

Limit: *Distinctive Work*: Muse cannot resist leaving behind artistic evidence, symbolism, or staged scenes. When the heroes study one of his works, activate this limit to add d6 to the doom pool and give the heroes a **Pattern in the Madness d8** asset.

Limit: *Compelled to Escalate*: When Muse has an opportunity to retreat safely but can instead pursue a more dramatic, cruel, or public "statement," add d6 to the doom pool and have Muse choose the spectacle.

Limit: *Unstable Focus*: Shutdown **Sensory Void** when Muse is overwhelmed by fire, bright light, concussive sound, mass panic, or an environment that floods the scene with chaotic sensory input. Recover it by taking an action against the doom pool.

SENSE-DEVOURING INHUMAN

-  **ARTISTIC INSTALLATION**
-  **IMPROVISED WEAPONS**
-  **TERROR TACTICS**
-  **URBAN MOBILITY**

SFX: *Crime Scene as Attack*: When Muse reveals a prepared installation, mural, body arrangement, or staged clue, add a doom die to his pool and create an emotional or mental complication on all present heroes, such as **Horrified d8, Guilty d8, or This Was Made for Me d10**.

SFX: *Found Materials*: Muse may create a temporary asset from the environment, such as **Razor Wire d8, Blood-Slick Floor d8, Blackout Hallway d8, or Hostage Rig d8**, without needing a separate setup action. Add d6 to the doom pool after use.







SFX: *Gallery of Fear*: When Muse targets a hero who has already taken emotional stress in the scene, step up **Terror Tactics**. If he inflicts emotional stress, step it up once more.

SFX: *The City Is His Canvas*: When Muse is in dense urban terrain, abandoned buildings, tunnels, rooftops, alleys, scaffolding, galleries, subway stations, warehouses, or construction sites, step up **Urban Mobility**.

Limit: *Needs an Audience*: Muse's crimes are meant to be seen. When his work is ignored, hidden, destroyed, or publicly misunderstood, convert his highest asset into a complication against him and add d6 to the doom pool.

Limit: *Monstrous Pattern*: Whenever Muse's artistic signature gives heroes a clear lead, add d6 to the doom pool and create a **Traceable Pattern d8** complication on Muse.

Specs

-  **ACROBATICS EXPERT**
-  **COMBAT EXPERT**
-  **COVERT MASTER**
-  **CRIME EXPERT**
-  **MENACE MASTER**
-  **PSYCH EXPERT**

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

All images and names of characters and locations, unless expressly stated and are ™ and © Marvel & Subs. Used without permission
Heroic Roleplaying & the Cortex Plus system ™ Margaret Weis Productions, Ltd.

This datafile is a work of fandom and is not intended to profit from or infringe on the rights of Marvel or Margaret Weis Productions, Ltd.