




ARCHANGEL

Warren Worthington III (Secret)

Affiliations	SOLO 	Distinctions	APOCALYPSE MADE ME A WEAPON
	BUDDY 		FALLEN ANGE OF THE X-MEN
	TEAM 		DEATH FROM ABOVE

XP

PP

Stress/Trauma	P					
	M					
	E					

Power Sets

TECHNO-ORGANIC WINGS

-  ENHANCED DURABILITY
-  ENHANCED REFLEXES
-  ENHANCED STAMINA
-  FLIGHT
-  MENTAL RESISTANCE
-  RAZOR WINGS

SFX: *Wing Blades.* Add a d6 and step up your effect die by +1 when using Razor Wings to inflict physical stress.

SFX: *Aerial Superiority.* When you create an asset related to height, speed, or battlefield position, step up or double Flight. Remove the highest-rolling die and use three dice for your total.

SFX: *Feather Barrage.* Against multiple targets, for every additional target add a d6 and keep an additional effect die.

SFX: *No Mercy Left in Me.* When you inflict physical stress, you may step it up by +1. Then either take d6 emotional stress or add d6 to the doom pool.

SFX: *Cut Through the Line.* When you use Flight and Razor Wings in the same attack pool, spend 1 PP to reroll any number of dice.

Limit: *Metal Wings, Human Pain.* Shutdown Razor Wings or Flight to gain 1 PP. Recover during a Transition Scene, or by activating an opportunity.

Limit: *Horseman Trigger.* Gain 1 PP when reminders of Apocalypse, death, mutation “cures,” or forced transformation cause you to hesitate, lash out, or create a complication.

Limit: *Mutant.* Earn 1 PP when affected by mutant-specific complications, tech, powers, or prejudice.

Specs

-  ACROBATICS EXPERT
-  BUSINESS MASTER
-  COMBAT EXPERT
-  MENACE EXPERT
-  PSYCH EXPERT

Milestones

I AM NOT DEATH

- 1 XP** when you use your wings, blades, or reputation to frighten an enemy.
- 3 XP** when another hero worries that you are enjoying the violence, or you admit that part of you still hears Apocalypse’s commands.
- 10 XP** when you either prove you are more than Apocalypse’s weapon by sparing someone you could destroy, or fully embrace the Archangel identity to end a major threat at terrible personal cost.

FALLEN ANGEL, RETURNING X-MAN

- 1 XP** when you show concern for another mutant who has been changed, weaponized, hunted, or used.
- 3 XP** when you put yourself between civilians or younger mutants and a threat that reminds you of your own transformation.
- 10 XP** when you either accept the X-Men as your home again despite what you’ve become, or leave the team because you believe your darkness makes you too dangerous to stay.




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

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