

# PSYLOCKE

Betsy Braddock (Public)

Affiliations

SOLO

10

BUDDY

8

TEAM

6

Distinctions

PSYCHIC KNIFE IN THE DARK

FORMER AGENT, RELUCTANT X-MAN

GRACE UNDER FIRE

XP



PP



Stress/Trauma

P

4

6

8

10

12

M

4

6

8

10

12

E

4

6

8

10

12

Power Sets

## PSIONIC WARRIOR

8

ENHANCED REFLEXES

8

ENHANCED STAMINA

8

PSYCHIC BLAST

8

PSYCHIC RESISTANCE

10

PSYCHIC WEAPONS

8

TELEPATHY

**SFX:** *Focused Totality.* Against a single target, step up or double Psychic Weapons for one action. Remove the highest-rolling die and add three dice to your total.

**SFX:** *Psi-Knife.* When you inflict mental or emotional stress with Psychic Weapons, step up the stress die by +1.

**SFX:** *Read the Opening.* When you use Telepathy to create an asset based on reading an opponent's intent, step up the effect die by +1.

**SFX:** *Psychic Backlash.* On a successful reaction against a close-combat attack, spend 1 PP to inflict mental stress equal to your effect die.

**Limit:** *Mental Static.* Shutdown Telepathy or Psychic Blast to gain 1 PP. Recover by activating an opportunity or during a Transition Scene.

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

## SHADOWBLADE OPERATIVE

8

ENHANCED REFLEXES

8

LEAPING

**SFX:** *Silent Entry.* When using Covert Master to create a stealth-related asset, add d6 and step up the effect die by +1.

**SFX:** *Blade and Mind as One.* When including both Enhanced Reflexes and Psychic Weapons in a close-combat action, step back the highest die in your pool to step up physical or mental stress inflicted by +1.

**SFX:** *Vanish.* Spend 1 PP to disappear from a scene, avoid pursuit, or arrive unexpectedly in a nearby location, provided there is cover, chaos, or psychic distraction to justify it.

**Limit:** *Assassin's Reputation.* Gain 1 PP when your past, your methods, or your willingness to strike first creates distrust, fear, or a social complication.

Specs

8

ACROBATICS EXPERT

8

COMBAT EXPERT

10

COVERT MASTER

Milestones

## A BLADE, NOT A WEAPON

**1 XP** when you use your psi-knife to end a fight quickly or intimidate an enemy into backing down.

**3 XP** when another hero questions whether your methods are too ruthless, too secretive, or too close to the enemy's tactics.

**10 XP** when you either embrace the X-Men's way and spare an enemy who deserves worse, or decide the X-Men need someone willing to cross lines they cannot.

## SURVIVOR OF GENOSHA

**1 XP** when you speak with another mutant about what Genosha meant, what was lost, or what comes next.

**3 XP** when you choose to protect vulnerable mutants instead of pursuing revenge, information, or a tactical advantage.

**10 XP** when you either commit yourself fully to rebuilding mutantkind's future, or walk away from the team to hunt those responsible on your own terms.




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

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	<b>BUDDY</b> 		<b>FORMER AGENT, RELUCTANT X-MAN</b>
	<b>TEAM</b> 		<b>GRACE UNDER FIRE</b>







XP

PP

Stress/Trauma	<b>P</b>					
	<b>M</b>					
	<b>E</b>					

Power Sets

## PSIONIC WARRIOR

-  ENHANCED REFLEXES
-  ENHANCED STAMINA
-  PSYCHIC BLAST
-  PSYCHIC RESISTANCE
-  PSYCHIC WEAPONS
-  TELEPATHY

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