

SABRETOOTH

Victor Creed

Affiliations	SOLO	8	Distinctions	ANIMAL IN A MAN'S SKIN
	BUDDY	4		WOLVERINE'S WORST MEMORY
	TEAM	6		TOO MEAN TO STAY DOWN

Stress/Trauma	P	4	6	8	10	12
	M	4	6	8	10	12
	E	4	6	8	10	12

Power Sets

FERAL MUTANT KILLER

- 10 SUPERHUMAN DURABILITY
- 8 ENHANCED REFLEXES
- 10 SUPERHUMAN SENSES
- 10 SUPERHUMAN STAMINA
- 8 ENHANCED STRENGTH
- 10 CLAWS
- 8 LEAPING

SFX: *Blood on the Wind*: When Sabretooth uses Enhanced Senses to track, ambush, or identify a target by scent, add a d6 and step up the effect die.

SFX: *Rending Claws*: When inflicting physical stress with Claws, spend a die from the doom pool to step up the stress.

SFX: *Savage Pounce*: Against a target with a complication such as Pinned, Cornered, Afraid, or Off Balance, add a d6 and keep an extra effect die.

SFX: *Healing Factor*: Spend a die from the doom pool to recover Sabretooth's physical stress or step back physical trauma.

SFX: *Relentless*: When Sabretooth would be taken out by physical stress, spend a d10 or larger from the doom pool to keep him in the scene with physical trauma instead.

Limit: *Animal Rage*: Step up emotional stress caused by taunts, insults, or anything involving Wolverine to add a d6 to the doom pool.

Limit: *Not Built for Subtlety*: When Sabretooth's rage, scent fixation, or need to dominate makes a situation worse, add a d6 to the doom pool.

Specs

- 10 COMBAT MASTER
- 8 CRIME EXPERT
- 8 COVERT EXPERT
- 10 MENACE MASTER
- 8 SURVIVAL EXPERT

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