

Power Sets

# MASTER OF MAGNETISM

- 8 ENHANCED SENSES
- 8 ENHANCED STAMINA
- 8 ENHANCED STRENGTH
- 12 GODLIKE DURABILITY
- 12 MAGNETIC SUPREMACY
- 10 SUPERSONIC FLIGHT
- 8 TRANSMUTATION

**SFX: Area Attack.** Add a d6 and keep an additional effect die for each additional target.

**SFX: Invulnerable.** Add a d6 to the Doom Pool to ignore Physical Stress or Trauma.

**SFX: Multipower.** Use two or more MASTER OF MAGNETISM powers in a single dice pool at -1 step for each additional power.

**SFX: Versatile.** Split Magnetic Supremacy into 2d10 or 3d8.

**Limit: Exhausted.** Shutdown any MASTER OF MAGNETISM power to add a gain 1 PP. Activate an opportunity to recover the power.

**Limit: Mutant.** When affected by mutant-specific complications or tech add a D6 to the doom pool or step up a doom die by +1 for 1 PP.

# MAGNETO'S HELMET

- 12 PSYCHIC RESISTANCE

**SFX: Psychic Immunity.** Add a d6 to the Doom Pool to ignore stress, trauma or complications from psychic attacks

**Limit: Gear.** Gain 1 PP to shutdown MAGNETO'S HELMET. Spend 1 PP to recover.

Specs

- 8 COMBAT EXPERT
- 8 COVERT EXPERT
- 8 MEDICAL EXPERT
- 10 MENACE MASTER
- 8 PSYCH EXPERT
- 10 SCIENCE MASTER
- 10 TECH MASTER

Milestones

# LIVING UP TO THE DREAM

**1 XP** When you claim you are acting in accordance to Charles Xavier's vision of mutant harmony with humans.

**3 XP** when you take emotional stress or trauma or suffer complications as a result of your pursuit of mutant/human equality.

**10 XP** when you either hold fast to your promise to honor your fallen friend's legacy and take a stand that defends both mutants and humans against a foe of either or both, or you revert back to your old ways and resume your assault on humanity in order to achieve mutant supremacy.

PP

Stress/Tra

M	4	6	8	10	12
E	4	6	8	10	12

# TRAIN YARD

LOCATION DATAFILE

Distinctions

ENDLESS ROWS OF FREIGHT CARS

SHIFTING TRACKS AND SIGNAL LIGHTS

NOISY, INDUSTRIAL ENVIRONMENT

Stress/Trauma

Structural



Chaos



Power Sets

## INDUSTRIAL RAIL YARD



MOVING TRAINS



HEAVY CARGO



SIGNAL AND CONTROL TOWERS



CONFUSING LAYOUT



DANGEROUS MACHINERY

**SFX: *Shifting Terrain*:** Step up **Moving Trains** or **Dangerous Machinery** to create sudden hazards.

**SFX: *Environmental Use*:** Spend 1 PP to create a d8 Asset, such as a swinging crane, loose cargo, or signal control.

**SFX: *Ambush Potential*:** Step up **Confusing Layout** for stealth, surprise attacks, or escapes.

**Limit: *Civilian Workers*:** Step up Doom when train workers or bystanders are endangered.

**Limit: *Industrial Accidents*:** Gain 1 PP when moving machinery backfires or causes damage.

**Limit: *Limited Visibility*:** Gain 1 PP when fog, darkness, smoke, or steam hinders perception.

If stress steps past d12, the train Yard suffers Trauma: derailment, catastrophic yard fire, collapsed control tower, or a hazardous spill.

Location writeup by Mark Meredith (Marvel Plot Points ([marvelplotpoints.com](http://marvelplotpoints.com)))

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M

4

6

8

10

12

E

4

6

8

10

12

# CELESTIAL-ALTERED MUTANT PHYSIOLOGY

12

GODLIKE STRENGTH

12

GODLIKE DURABILITY

8

ENHANCED REFLEXES

10

SUPERHUMAN STAMINA

10

STRETCHING

8

GROWTH

10

PSYCHIC RESISTANCE

**SFX: Adaptive Evolution.** When Apocalypse is targeted by an attack he has already suffered from in this Scene, step up or double Godlike Durability on his reaction roll. Spend a doom die to keep an extra effect die.

**SFX: Ancient Conqueror.** When using the **Survival of the Fittest** Distinction to intimidate, command, or break an enemy's resolve, step up or double one **Celestial-Altered Mutant Physiology** power for the action. On a failed roll, add a die to the doom pool equal to the normal rating of that power.

**SFX: Multipower.** Use two or more **Celestial-Altered Mutant Physiology** powers in a single dice pool at -1 step for each additional power.

**SFX: Unstoppable.** Spend a doom die to ignore physical stress, trauma, or complications for one action.

**Limit: Arrogance of Ages.** Step up emotional stress or complications caused by defiance, humiliation, or rejection of Apocalypse's rule to gain a doom die.

**Limit: Celestial Mutant.** Earn 1 PP when affected by mutant-specific technology, mutant-targeting powers, or Celestial-derived interference. The Watcher may instead step up the lowest die in the doom pool.

# ANCIENT SCIENCE AND CELESTIAL TECH

12

COSMIC BLAST

10

TRANSMUTATION

10

TELEPORT

10

MIND CONTROL

10

REGENERATION

10

SUPERHUMAN SENSES

**SFX: Horseman's Gift.** When Apocalypse transforms, empowers, or corrupts a servant, spend a doom die to create a Horseman asset at the doom die's rating. Step up the asset when the servant willingly embraces Apocalypse's doctrine.

**SFX: Resurrection Protocols.** Spend a doom die to recover physical stress or step back physical trauma. If Apocalypse is stressed out, spend a d12 from the doom pool to return in a later Scene with all stress cleared.

**SFX: Celestial Engine.** When using **Ancient Science and Celestial Technology** to create an asset related to mutation, evolution, resurrection, or transformation, step up the effect die.

**SFX: Afflict.** Add a d6 and step up Apocalypse's effect die when inflicting mutation-based, techno-organic, or mind-altering complications.

**SFX: Area Attack.** Against multiple targets, add a d6 and keep an additional effect die for each additional target.

**Limit: Machine-God Reliance.** Shutdown one **Ancient Science and Celestial Technology** power and step up the lowest die in the doom pool. Recover by activating an opportunity or during a Transition Scene.

**Limit: Ritual Scale.** When Apocalypse uses **Ancient Science and Celestial Technology** for major transformations, mass resurrection, or civilization-level schemes, the Watcher must create or use a Scene Distinction representing the ritual, machine, tomb, or Celestial chamber involved.

# THE HOOD

Parker Robbins

Affiliations

SOLO

6

BUDDY

4

TEAM

8

Distinctions

DEMONIC CRIME BOSS

SMALL-TIME CROOK WITH BIG AMBITIONS

UNITING THE UNDERWORLD

Stress/Trauma

P

4

6

8

10

12

M

4

6

8

10

12

E

4

6

8

10

12

Power Sets

## DEMONIC CLOAK

8

DEMONIC BLASTS

10

INVISIBILITY

6

LEVITATION

6

MYSTIC SENSES

8

ENHANCED DURABILITY

8

TELEPORTATION

**SFX: *Vanish Beneath the Hood.*** When using Invisibility to avoid detection, escape pursuit, or set up an ambush, add a d6 and step up the effect die by +1.

**SFX: *Hellfire Ambush.*** When attacking a target who cannot see the Hood, is surprised, or is suffering from a fear, darkness, or isolation complication, step up or double Demonic Blasts. On a failed roll, add a d6 to the doom pool.

**SFX: *Cloak of Shadows.*** Spend a doom die to ignore physical stress or a complication from an attack by disappearing, slipping through shadows, or phasing out of sight.

**SFX: *Unholy Escape Route.*** Spend a doom die to teleport the Hood to a nearby safe location, hidden room, getaway vehicle, rooftop, or prepared ritual site.

**Limit: *Borrowed Power.*** Add a die to the Doom pool when the Hood's demonic gear is disrupted, stolen, sanctified, counterspelled, or turned against him. Shutdown one Demonic Cloak power until he recovers the item, completes a ritual, or spends a doom die.

Specs

8

BUSINESS EXPERT

8

COMBAT EXPERT

10

CRIME MASTER

10

MENACE MASTER

8

MYSTIC EXPERT

8

PSYCH EXPERT




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# THE HOOD







Parker Robbins

Affiliations	<b>SOLO</b> 	Distinctions	<b>DEMONIC CRIME BOSS</b>
	<b>BUDDY</b> 		<b>SMALL-TIME CROOK WITH BIG AMBITIONS</b>
	<b>TEAM</b> 		<b>UNITING THE UNDERWORLD</b>

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

Power Sets

## DEMONIC CLOAK

-  **DEMONIC BLASTS**
-  **INVISIBILITY**
-  **LEVITATION**
-  **MYSTIC SENSES**
-  **ENHANCED DURABILITY**
-  **TELEPORTATION**

**SFX: *Vanish Beneath the Hood.*** When using Invisibility to avoid detection, escape pursuit, or set up an ambush, add a d6 and step up the effect die by +1.

**SFX: *Hellfire Ambush.*** When attacking a target who cannot see the Hood, is surprised, or is suffering from a fear, darkness, or isolation complication, step up or double Demonic Blasts. On a failed roll, add a d6 to the doom pool.

**SFX: *Cloak of Shadows.*** Spend a doom die to ignore physical stress or a complication from an attack by disappearing, slipping through shadows, or phasing out of sight.

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**Limit: *Borrowed Power.*** Add a die to the Doom pool when the Hood's demonic gear is disrupted, stolen, sanctified, counterspelled, or turned against him. Shutdown one Demonic Cloak power until he recovers the item, completes a ritual, or spends a doom die.

Specs

-  **BUSINESS EXPERT**
-  **COMBAT EXPERT**
-  **CRIME MASTER**
-  **MENACE MASTER**
-  **MYSTIC EXPERT**
-  **PSYCH EXPERT**

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