

HOWARD THE DUCK

Affiliations

SOLO

10

BUDDY

8

TEAM

6

Distinctions

CYNICAL DUCK OUT-OF-WATER

SEEN STRANGER THINGS

PRIVATE EYE (SORT OF)

XP

PP

Stress/Trauma

P

4

6

8

10

12

M

4

6

8

10

12

E

4

6

8

10

12

Power Sets

WORLD'S WEARIEST DUCK

8

IMPROVISED WEAPONS

8

COSMIC AWARENESS

8

SHARP EYE

10

NEXUS OF WEIRDNESS

SFX: *Wrong Place, Right Time*: When entering a Scene, create a Helpful Coincidence d8 Asset for yourself or an ally.

SFX: *Everybody Underestimates Me*: Against opponents with a higher Affiliation die or godlike powers, step up or double Improvised Weapons.

SFX: *Talk Your Way Out*: When inflicting emotional stress with Psych Expert, add a d6 and keep an extra effect die.

SFX: *Follow the Clues*: When you create an Asset by investigating a person, place, or mystery, step up the effect die.

SFX: *Read the Suspect*: Against a target with emotional or mental stress, step up or double Sharp Eye. Limit: Just a Duck: Shutdown World's Weariest Duck to gain 1 PP. Recover by removing yourself from immediate danger or receiving encouragement from an ally.

Limit: *Running on Luck*: When you roll an opportunity, the Watcher may activate it to exhaust this power set until Howard catches his breath.

QUAK-FU MASTER

10

QUAK-FU

8

LIGHTNING REFLEXES

SFX: *Quak-Fu Counter*: On a reaction using Quak-Fu Master, if your reaction total beats the attack, inflict physical stress equal to your effect die on the attacker.

SFX: *Smaller Target*: Spend 1 PP to ignore physical stress from a single attack after it is rolled, explaining how your size and agility let you evade the blow.

SFX: *Flurry of Feathers*: Step back Quak-Fu Master to attack two nearby targets. Resolve each attack separately.

Limit: *Only Works Up Close*: Shutdown this power set to gain 1 PP when you're restrained, pinned, or unable to engage in close combat. Recover by escaping or changing locations.

Specs

8

ACROBATICS EXPERT

8

COVERT EXPERT

8

CRIME EXPERT

8

PSYCH EXPERT

Milestones

WORLD'S MOST RELUCTANT HERO

1 XP when you complain about helping someone but do it anyway.

3 XP when you save someone despite insisting it wasn't your problem.

10 XP when you willingly risk everything to protect others, or walk away because you're finally done with everyone else's nonsense.

NOTHING MAKES SENSE

1 XP when you react to something impossible with sarcasm instead of fear.

3 XP when you investigate a bizarre mystery or supernatural event.

10 XP when you uncover the truth behind a cosmic mystery, or decide some mysteries are better left unexplained.

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

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HOWARD THE DUCK

Affiliations	SOLO		Distinctions	CYNICAL DUCK OUT-OF-WATER				
	BUDDY			SEEN STRANGER THINGS				
	TEAM			PRIVATE EYE (SORT OF)				

XP	Stress/Trauma	P					
PP		M					
		E					

Power Sets

WORLD'S WEARIEST DUCK

- 8IMPROVISED WEAPONS
- 8COSMIC AWARENESS
- 8SHARP EYE
- 10NEXUS OF WEIRDNESS

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- 10QUAK-FU
- 8LIGHTNING REFLEXES

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- 8COVERT EXPERT
- 8CRIME EXPERT
- 8PSYCH EXPERT

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