

Hellion / Magicboy

Solo 10/buddy8/team6

Distinctions: Houdini of Crime fighting, Last man Out, All ways looking for Next Big Thing

Power sets: Escapologist: teleport 8/shape shifting 8/Enhanced Reflexes 8

Specialities: Covert Expert 6 | Mystic Expert 6

Milestones: The World is your Stage

? round up prisoners.

1xp... use reflexes to confuse deceive

3xp use teleport / shape shift to con a villain.

10 xp Leave everyone guessing on what just happened.

Wolverine (rip crd)

Solo 10 / Buddy 6 / Team 8

Dist: I'm the Best there is at what I do, Masterless Samurai, Mysterious Past

Powersets: Feral Mutant

Enhanced Reflexes 8 / Enhanced Strength 8 / Godlike Stamina 12 / Superhuman Senses 10

Weapon X Program

Adamantium Claws 10 / Psychic Resistance 10

Specialties: Combat Master 10 / Covert Master 10

Crime Expert 8 / Menace Master 10

Vehicle Expert 8

Milestones: And What I do isn't nice

1xp when you first choose to inflict stress in a scene

3xp when you aid your old ally in a buddy situation or deal trauma to old foe

10xp when you declare your old ally is now an enemy or vice versa



COLOSSUS ← “See , I **big** and metallic...” (last quote at nearby bar)

Player: Peter Robbins

Solo:6 Bud:8 Team:10

Dist: Ironclad Loyalty, Quick To Anger, Russian Farmboy 4 or 8

Power Set: Organic Steel Transformation

Godlike Durability 12, Superhuman Stamina 10, Godlike Strength 12

Specials: Combat Expert 8, Menace Expert 8, Psych Expert 8

Current Rounds Dice In Use:

Aff: Dist: Power: Special: Stress: Complication:

Current Plot Points: 0

Current Stresses: NONE

The Watcher

Electro

Physical Stress: d10

Count Nefaria

Physical Stress: d12

Living Laser

Physical Stress: d12

Carnage

Physical Stress: d12

Graviton

Physical Stress: d12

Mandrill

Physical Stress: d12