

CAPTAIN BRITAIN

Brian Braddock [Secret]



AFFILIATIONS

- 8 Solo
- 6 Buddy
- 10 Team

DISTINCTIONS

- **Champion of Britain**
- **Lionhearted**
- **Multiversal Responsibilities**

POWER SETS

OTHERWORLD ENERGY MATRIX

- 12 Godlike Durability
- 10 Supersonic Flight
- 10 Superhuman Reflexes
- 10 Superhuman Senses
- 10 Superhuman Stamina
- 12 Godlike Strength

SFX: Empathic Link. When Psylocke would take emotional stress, you instead take that stress. Spend 1 PP to move your emotional stress to the doom pool.

SFX: Genetic Bond. Spend 1 PP to ignore stress caused by Psylocke when using her Telepath powerset.

SFX: Invulnerable. Spend 1 PP to ignore physical stress or trauma unless caused by magical attacks.

SFX: Mystical Sense. Spend 1 PP to add *Superhuman Senses* (or step up by +1 if already in your pool) and reroll all dice on an action.

SFX: Take the Hit. Spend 1 PP to take physical stress intended for a nearby ally or friend.

Limit: Emotional Link. Earn 1 PP when taking emotional stress or trauma and step back an Otherworld Energy Matrix power. Recover by activating an opportunity or during a transition scene.

SPECIALTIES (DICE OPTIONS: SPLIT D10 INTO 2D8/3D6 OR D8 INTO 2D6)

- 8 Acrobatic Expert
- 8 Combat Expert
- 8 Mystic Expert
- 10 Science Master
- 8 Tech Expert

MILESTONES

A FAMILY MATTER

1 XP – When one of your family members enters a scene.

3 XP – When you take stress intended for a family member.

10 XP – When you abandon the battle at hand to aid a family member, and a teammate becomes stressed out or allow your family member to become stressed out in order to finish the battle at hand.

GUARDIAN KING OF THE MULTIVERSE

1 XP – When you are first contacted by a member of the Captain Britain Corps.

3 XP – When you travel to a parallel universe.

10 XP – When you stay in Otherworld to act as King or leave it for your home universe, denying responsibility for the safety of the multiverse.

STRESS

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