

BISHOP

Lucas Bishop [Public]



AFFILIATIONS

- 8 Solo
- 6 Buddy
- 10 Team

DISTINCTIONS

- *Fear What the Future May Bring*
- *Mutant Justice*
- *The Last X-Man*

POWER SETS

ENERGY SIPHON

- 6 Energy Blast
- 10 Superhuman Durability
- 8 Enhanced Stamina
- 8 Enhanced Strength

SFX: Energy Absorption. On a successful reaction against an Energy, Psychic or Magic attack, convert your opponent's effect die into an ENERGY SIPHON stunt or step up an ENERGY SIPHON power by +1 for your next attack. Spend 1 PP to use this stunt if your opponent's attack succeeds.

SFX: Energy Focus: Shutdown an ENERGY SIPHON power to step up Energy Blast by +1. Recover power by activating an opportunity or during a transition scene.

SFX: Second Wind. Before you make an action including an ENERGY SIPHON power, you may move your physical stress die to the doom pool and step up the ENERGY SIPHON power by +1 for this action.

Limit: Overloaded. Change any ENERGY SIPHON power into a complication and earn 1 PP. Recover power by activating an opportunity or removing the complication.

Limit: Mutant. Earn 1 PP when affected by mutant-specific Milestones or tech.

X.S.E. AGENT

- 8 Plasma Rifle
- 6 Body Armor
- 8 Enhanced Reflexes

SFX: Focus Fire. Against a single target, step up or double a X.S.E. AGENT power. Remove the highest rolling die and use three dice for your total.

Limit: Gear. Shutdown a X.S.E. Agent power and gain 1 PP. Take an action vs. the doom pool to recover gear.

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

- 8 Combat Expert
- 8 Cosmic Expert
- 8 Covert Expert
- 8 Crime Expert
- 8 Vehicle Expert

MILESTONES

PREVENTING YOUR FUTURE AT ALL COSTS

1 XP – When your experience in an alternate future becomes the focus of a scene.

3 XP – When you come into conflict with another hero because their actions might lead to your future.

10 XP – When you kills someone to help prevent your future from occurring or grant mercy at the risk of moving this timeline closer to your own.

XAVIER'S LEGACY

1 XP – When you mention your respect for Charles Xavier or the X-Men.

3 XP – When you buddy with another X-Man.

10 XP – When your devotion to the teachings of Xavier causes you to leave the X-Men or take on a leadership position.

STRESS

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

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