

3-D MAN Delroy Garrett [Public]



AFFILIATIONS

- 8 Solo
- 6 Buddy
- 10 Team

DISTINCTIONS

- *Always An Avenger*
- *Nothing Beats Old School!*
- *You Have Nowhere to Hide*

POWER SETS

3 TIMES THE HERO

- 8 Enhanced Durability
- 8 Enhanced Speed
- 8 Enhanced Reflexes
- 10 Superhuman Senses
- 8 Enhanced Stamina
- 8 Enhanced Strength

SFX: Focus: In a pool including a 3 Times The Hero die, replace two dice of equal steps with one die of +1 step.

SFX: Second Wind. Before you make an action including an 3 Times The Hero power, you may move your physical stress die to the doom pool and step up the 3 Times The Hero power by +1 for this action.

SFX: See The True Dimension. Add D6 and step up the effect die +1 when using Superhuman Senses to create an asset or inflict a complication.

Limit: Exhausted. Shutdown any 3 Times The Hero power to gain 1 PP. Recover power 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 Covert Expert
- 8 Vehicle Expert

MILESTONES

EARN MY KEEP

1 XP – When go Buddy with a famous or powerful hero.

3 XP – When you take Emotional Stress from being the only minority on a team or feelings of not being powerful enough in comparison to your teammates.

10 XP – When you either walk away from your team or take on a position of leadership.

LEGACY SKRULL KILLER

1 XP – When you bring up the original 3-D Man with reverence.

3 XP – When you discover the truth behind someone's identity and react violently.

10 XP – When you reveal a plot founded on lies and kill its mastermind or give up the mantle of 3-D Man.

STRESS

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

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