Madame Hydra Unrevealed [Secret]

Affiliations

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Solo

Buddy

TeamDistinctions

**Gift of the Elder God**

**Hail Hydra**

**Vengeful**

**XP: \_\_\_ \_ PP: \_\_\_\_**

Power Sets

**Ageless Training**

****Enhanced Reflexes ****Enhanced Stamina

SFX: *Immunity.* Spend d6 Doom to ignore stress, trauma or complications from poison or venom.

Limit: *Hydra Conditioning*. Step up or d6 Doom and shutdown an Ageless Training when Emotionally stressed out. Recover stress to recover.

**Hydra Gear**

****Poison Dart Teleport ****Weapon

SFX: *Focus.* In any die pool with Hydra Gear replace two dice of equal size with one die of size +1.

SFX: *Sudden Teleport*. Spend d6 Doom to ignore physical stress or trauma results and step up mental or emotional stress by +1.  
Limit: *Gear.* Shutdown Teleport or Weapon and add d6 Doom. Activate an opportunity to recover gear.

Specialties

Expert Acrobatics **** Combat Master ****Covert Expert **** Crime Master



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Hand Ninjas

Affiliations

****TeamDistinctions

**Beast’s Orders**

**Silent but Deadly**

Power Sets

**Demon Ninjas**

* Enhanced Reflexes ****Grab ****Swarm

SFX: *Area Attack.* Target multiple opponents. For each additional target, add d6 to your pool and keep +1 effect die.

SFX: *Focus.* In any die pool with Demon Ninjas replace two dice of equal size with one die of size +1.

Limit: *Mob Cohesion.* Defeat Team dice with d8 stress to reduce mob.

Specialties

****Expert Acrobatics ****Combat Expert **** Covert Master

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