

MADAME HYDRA

Unrevealed [Secret]

Affiliations

- 6 Solo
- 4 Buddy
- 8 Team

Distinctions

- Gift of the Elder God
- Hail Hydra
- Vengeful



XP: ____ PP: ____

Power Sets

Ageless Training

- 8 Enhanced Reflexes
- 8 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

- 8 Poison Dart
- 6 Teleport
- 6 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

- 8 Expert Acrobatics
 - 10 Combat Master
 - 8 Covert Expert
 - 10 Crime Master
- P 4 6 8 10 12 M 4 6 8 10 12 E 4 6 8 10 12

HAND NINJAS

Affiliations

- 8 8 8 8
- Team

Distinctions

- Beast's Orders
- Silent but Deadly



Power Sets

Demon Ninjas

- 8 Enhanced Reflexes
- 8 Grab
- 8 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

- 8 Expert Acrobatics
- 8 Combat Expert
- 10 Covert Master