

# APOCALYPSE

En Sabar Nur [Secret]



## AFFILIATIONS

- 10 Solo
- 6 Buddy
- 8 Team

## DISTINCTIONS

- **God of Death**
- **The First One**
- **Survival of the Fittest**

## POWER SETS

### TOTAL MOLECULAR CONTROL

- 10 Superhuman Durability
- 8 Kinetic Control
- 8 Subsonic Flight
- 8 Telepathy
- 12 Shapeshifting
- 10 Growth
- 12 Godlike Stamina
- 12 Godlike Strength
- 10 Stretching

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

**SFX: Collateral Damage.** Instead of spending d6, add d6 to the doom pool to create a Total Molecular Control stunt.

**SFX: Immunity.** Spend d6 to ignore stress or trauma caused by starvation or suffocation.

**SFX: Invulnerable.** Spend d6 to ignore physical stress or trauma unless caused by psychic attacks.

**SFX: Multipower.** Use two or more Total Molecular Control within the same dice pool at -1 step for each additional power.

**SFX: Regeneration.** Spend a d6 to recover your physical stress and step back your physical trauma by -1.

**Limit: Mutant:** Add a d6 to Doom when affected by mutant-specific Milestones or tech.

### CELESTIAL FUSED TECHNO-ORGANIC VIRUS

- 8 Weapon
- 10 Superhuman Durability
- 8 Subsonic Flight
- 8 Technopathy
- 10 Teleport

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

**SFX: Techno Constructs.** When using Celestial Fused Techno-Organic Virus to create assets or complications, add d6 and step up effect die by +1.

**Limit: Charged System.** Gain d6 Doom and shut down Celestial Fused Techno-Organic Virus. Activate an opportunity or use a Transition Scene to recover.

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

- 8 Combat Expert
- 8 Cosmic Expert
- 10 Medical Master
- 10 Menace Master
- 8 Psych Expert
- 10 Science Master
- 10 Tech Master

## STRESS

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