

BLOB

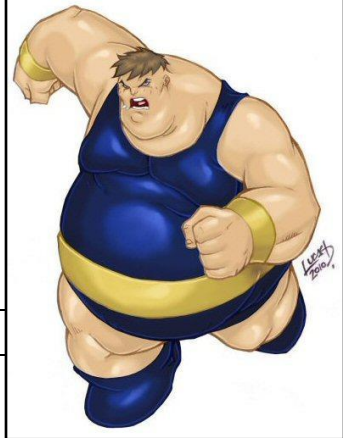
 Frederick Duker [Secret]

AFFILIATIONS

- 6 Solo
- 8 Buddy
- 4 Team

DISTINCTIONS

- **Dull Witted**
- **Circus Freak**
- **That Tickles!**



POWER SETS

BLUBBEROUS MASS

12 Godlike Durability 8 Enhanced Stamina 8 Enhanced Strength

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

SFX: Immovable. When making a reaction roll against an attack that would force the Blob to move add a d6 to your reaction pool and add the effect die to the doom pool.

Limit: Mutant: Earn d6 Doom when affected by mutant-specific Milestones or tech.

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

8 Combat Expert 8 Menace Expert

STRESS

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

TOAD

 Mortimer Toynbee [Secret]

AFFILIATIONS

- 4 Solo
- 6 Buddy
- 8 Team

DISTINCTIONS

- **Arrogant Acrobat**
- **Toadie**
- **Smarter than This**



POWER SETS

TOAD-MAN MUTATION

8 Enhanced Durability 8 Enhanced Leaping 8 Mind Control
8 Enhanced Reflexes 8 Enhanced Strength 6 Prehensile Tongue

SFX: Grapple. Add d6 and step up effect die by +1 when inflicting a Prehensile Tongue based complication on a target.

SFX: Pheromones. Add d6 and step up effect die by +1 when using Mind Control to inflict persuasion-based complications or mental stress.

Limit: Mutant: Earn d6 Doom when affected by mutant-specific Milestones or tech.

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

10 Acrobatic Master 8 Combat Expert 8 Cosmic Expert
8 Covert Expert 8 Crime Expert 8 Tech Expert

STRESS

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