

# MAGNETO

Max Eisenhardt [Secret]



## AFFILIATIONS



-  Solo
-  Buddy
-  Team

## DISTINCTIONS

- *Homo Superior*
- *Prisoner #214782*
- *Terrorist Savior*

## POWER SETS

### MASTER OF MAGNETISM

-  Superhuman Durability
-  Magnetic Supremacy
-  Subsonic Flight
-  Psychic Resistance
-  Telepathy

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

**SFX: Force of Will.** When using Superhuman Durability in your dice pool, redirect physical stress to mental stress at no cost. Spend d6 doom to step back the redirected stress by -1.

**SFX: Metal Constructs.** When using Master of Magnetism to create assets or complications, add d6 and step up effect die by +1.







**SFX: Reactive Power.** Spend d6 doom to add a Master of Magnetism power to another character's dice pool before they roll a reaction. If that character takes physical stress take d6 mental stress.

**SFX: Versatile.** Replace Magnetic Supremacy with 2d10 or 3d8 on your next roll.

**Limit: Exhausted.** Step back all Master of Magnetism powers by -1 and step up or add d6 doom. Recover by activating an opportunity or during a transition scene.

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

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

-  Combat Expert
-  Covert Expert
-  Medical Expert
-  Menace Master
-  Science Master
-  Tech Expert

## STRESS

P      M      E     