MAGNETO Max Eisenhardt [Secret]

AFFILIATIONS





Buddy



Team

DISTINCTIONS

- Homo Superior
- Prisoner #214782
- Terrorist Savior



Power Sets

MASTER OF MAGNETISM

©Superhuman Durability (12) 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.

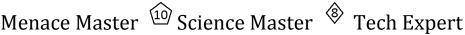
Limit: Exhausted. Step back all Master of Magnetism powers by -1 and step up or add d6 doom. Recover by activating an opportunity or during a transition scene.

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)









STRESS































