Mystique Raven Darkholme [Secret]

****Affiliations

Solo

Buddy

****TeamDistinctions

**Family Matters**

**A Thousand Faces**

**Secrets within Secrets**

Power Sets

**Amplified Shapeshifting**

Enhanced Durability **** Enhanced Mimic **** Enhanced Reflexes **** Resist Psychic  Superhuman Shapeshifting



****Growth/Shrinking ****Enhanced Stamina

SFX: *Immunity.* Spend d6 Doom to ignore stress, trauma or complications from aging, poison or disease.

SFX: *Multipower.* Use two or more Amplified Shapeshifting Powers within the same dice pool at -1 step for each additional power.

Limit: *Mutant.* Earn 1 PP when effected by mutant specific Milestones and tech.

**Espionage Tech**

Resist Psychic **** Weapon



SFX: *Focus.* In any die pool with Espionage Tech replace two dice of equal size with one die of size +1.  
Limit: *Gear.* Shutdown Espionage Tech and add d6 Doom. Activate an opportunity to recover gear.

Specialties

Acrobatics Expert **** Combat Expert Covert Master



****Crime Expert **** Tech Expert  Psych Master **** Vehicle Expert

P **  M****  E**** **



Layla Miller Rookie ****

Affiliations:  Solo **** Buddy ****Team

Power Sets

**Quantum Precognition**

 Superhuman Reflexes **** Psychic Dampening

SFX: *Awaken.* When using Psychic Dampening on a target who still believes in the House of M reality, use your effect die to reveal the D10 Altered Reality Complication.

SFX: *I Know Stuff*. Have a willing, nearby player spend 1 PP to add Superhuman Reflexes (or step up by +1 if already in your pool) and reroll all dice on an action.

Limit: *Mutant.* Add d6 doom when effected by mutant specific Milestones and tech.

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