

# MYSTIQUE

Raven Darkholme [Secret]



## Affiliations

- 8 Solo
- 4 Buddy
- 6 Team

## Distinctions

- Family Matters
- A Thousand Faces
- Secrets within Secrets

## Power Sets

### Amplified Shapeshifting

- 8 Enhanced Durability
- 8 Enhanced Mimic
- 8 Enhanced Reflexes
- 6 Resist Psychic
- 10 Superhuman Shapeshifting
- 6 Growth/Shrinking
- 8 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

- 10 Resist Psychic
- 6 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

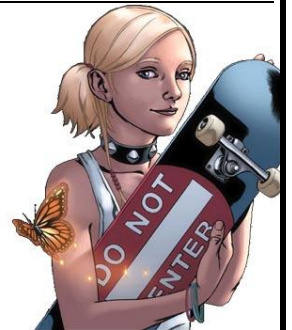
- 8 Acrobatics Expert
- 8 Combat Expert
- 10 Covert Master

- 8 Crime Expert
- 8 Tech Expert
- 10 Psych Master
- 8 Vehicle Expert

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

# LAYLA MILLER

Rookie 6



Affiliations: 4 Solo 6 Buddy 8 Team

## Power Sets

### Quantum Precognition

- 10 Superhuman Reflexes
- 8 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.