

# CYBERMAN

## AFFILIATIONS

- △ 4 Solo
- 6 Buddy
- ◇ 8 Team

## DISTINCTIONS

- **DELETE!**
- **Heart of Steel**
- **Ultimate Upgrade**



## POWER SETS

### ADVANCED CYBUS TECHNOLOGIES

- ◇ 8 Weapon
- ◇ 8 Technology Control
- ◇ 10 Superhuman Durability
- ◇ 8 Technology Control
- ◇ 8 Technopathy
- ◇ 8 Cybernetic Senses
- ◇ 10 Superhuman Strength

**SFX:** *Electric Grip.* Against a single target in melee, step up or double WEAPON die. Remove the highest rolling die and use three dice as your total.

**SFX:** *High Content Metal Shell.* Spend d6 to ignore physical stress or trauma unless caused by psychic attacks.

**SFX:** *Immunity.* Spend d6 to ignore stress or trauma caused by starvation or suffocation.

**SFX:** *Technological Control.* When using Advanced Cybus Technologies to create assets or complications, add d6 and step up effect die by +1.

**Limit:** *Emotion Overload:* Step up or add d6 to the doom pool and step up Emotional stress.

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

- ◇ 10 Combat Master
- ◇ 8 Cosmic Expert
- ◇ 8 Medical Expert
- ◇ 10 Menace Master
- ◇ 8 Science Expert
- ◇ 10 Tech Master

## STRESS

P △ 4 □ 6 ◇ 8 ◇ 10 ◇ 12    M △ 4 □ 6 ◇ 8 ◇ 10 ◇ 12    E △ 4 □ 6 ◇ 8 ◇ 10 ◇ 12

*This work is fan content. Word Template designed by Brian Liberge of StufferShack.com and Dr. Doom of thedoompool.com.  
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