

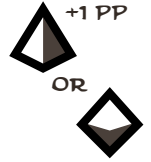
NAME: _____ ARCHETYPE: The Monster

ALIAS: _____ LOOK: _____

ALLIES: _____

AFFILIATIONS SOLO BUDDY TEAM

DISTINCTIONS



POWERSETS

MONSTROUS FORM

ENHANCED REFLEXES	D8	◆	ENHANCED STRENGTH	D8	◆
GODLIKE STAMINA	D12	○	SUPERHUMAN SENSES	D10	◆
FLIGHT	D8	◆	NATURAL WEAPONS	D12	○

SFX:

- REGENERATION - spend 1PP to clear all your physical stress
- FEARSOM - add d6 and Step Up effect die to inflict emotional stress

LIMIT:

UNCONTROLLABLE - change 1 trait in Monstrous Form to a complication for 1PP

HUMAN HEART

MYSTIC RESISTANCE	D8	◆	TRAINED HUNTER	D6	◆
PSYCHIC RESISTANCE	D8	◆	ARSENAL	D10	◆

SFX:

CLEVER - attacks against you made by supernatural creatures = 1's & 2's are Opportunities

LIMIT:

SPECIAL EQUIPMENT - shutdown Arsenal for 1PP - regain only at Transition Scene

SPECIALTIES

MYSTIC EXPERT	D8	◆	COMBAT EXPERT	D8	◆
COVERT MASTER	D10	◆	MENACE MASTER	D10	◆
CRIME EXPERT	D8	◆			

MILESTONES

