



MAGNETO

Erik Magnus Lenshierr

FIGHTING <i>melee</i>	GOOD (10)	HEALTH <i>F+A+S+E</i>	125	MOVEMENT	
AGILITY <i>ranged · dodge</i>	REMARKABLE (30)	KARMA <i>R+I+P</i>	110	GROUND 1 AREA	AIR 20 AREAS
STRENGTH <i>damage · grapple</i>	GOOD (10)	RESOURCES <i>afford by rank</i>	INCREDIBLE (40)		INCREDIBLE · 300 MPH
ENDURANCE <i>stamina · resist</i>	MONSTROUS (75)	POPULARITY <i>fame</i>	-20	ASTRAL 6 AREAS	TYPICAL · 90 MPH
REASON <i>knowledge · invent</i>	INCREDIBLE (40)			TALENTS	
INTUITION <i>senses · initiative</i>	EXCELLENT (20)			GENETICS	ENGINEERING
PSYCHE <i>willpower · magic</i>	AMAZING (50)			COMPUTERS	ELECTRONICS
				LEADERSHIP	ROBOTICS
				LANGUAGES	

POWERS	
DAMAGE <i>the number = how much damage this hit deals</i>	ABSORBED <i>the number = how much damage this armor blocks per hit</i>
SENSE <i>the number = how sharp this sense is (intensity it detects through)</i>	MOVEMENT <i>see Movement block above for areas/turn + mph</i>
TB <i>thrown blunt / ensnaring — roll Agility on the Universal Table</i>	

MAGNETIC CONTROL	SHIFT-X (150) TB	Magneto is the 'Master of Magnetism'. He has perfect and absolute control over iron, iron based alloys and life forms with Shift-X ability. Magneto never has to pay for a power stunt, he has already established the task somewhere in his past.
ELECTRO-MAGNETIC PULSE	SHIFT-X (150) TB	Magneto was able to send an EM-Pulse of Shift-X intensity over the whole world. This shorted out all sorts of electrical equipment and did Uearethly damage to all electronically based heroes.
FORCE FIELD	UNEARTHLY (100) ABSORBED	Uearethly, -ICS per area. It also stops mental attacks, including possession.
FLIGHT	INCREDIBLE (40) MOVEMENT TB	Magneto flies at Incredible air speed. Using his formidable energy control Magneto can widen his flight field and carry others. This decreases his flight speed by one area per additional person.
ENERGY CONTROL	MONSTROUS (75) DAMAGE TB	The personification of the unified field Theory, Magneto has Monstrous ability to control all other energy forms. He can intensify and focus these forces for Monstrous damage within 20 areas or increase this to Uearethly on touch..
MAGNETIC DETECTION	SENSE TB	Magneto can detect movement and disruptions to magnetic lines of force. This permits his to detect teleporting, invisibility or illusions with a Yellow FEAT.
TELEPATHIC PROJECTION	GOOD (10) DAMAGE	He can send thoughts and images up to 10 miles away with Good ability.
ASTRAL PROJECTION	TYPICAL (6) MOVEMENT TB	Magneto can project himself onto the astral plane with Typical ability.

EQUIPMENT		
TB thrown blunt / ensnaring — roll Agility on the Universal Table		
BODY ARMOR	EXCELLENT (20) TB	Magneto wear a costume that provides him with Excellent protection from physical and energy damage.
HELMET	INCREDIBLE (40) TB	Magneto wears a helmet made from Incredible strength material. The helm is designed to disrupt psionic contact and attacks providing Class 1000 resistance to mind attacks.

CONTACTS	
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