



NIGHTCRAWLER

Kurt Wagner

FIGHTING <i>melee</i>	EXCELLENT (20)	HEALTH <i>F+A+S+E</i>	110	MOVEMENT	
AGILITY <i>ranged · dodge</i>	AMAZING (50)	KARMA <i>R+I+P</i>	50	GROUND 1 AREA	TELEPORT 25 AREAS AMAZING · 375 MPH
STRENGTH <i>damage · grapple</i>	GOOD (10)	RESOURCES <i>afford by rank</i>	GOOD (10)	TALENTS	
ENDURANCE <i>stamina · resist</i>	REMARKABLE (30)	POPULARITY <i>fame</i>	GOOD (10)	LEADERSHIP	FIRST AID
REASON <i>knowledge · invent</i>	GOOD (10)			MECHANICAL REPAIR	PILOTING
INTUITION <i>senses · initiative</i>	EXCELLENT (20)			ACROBATICS/TUMBLING	MARTIAL ARTS B & D
PSYCHE <i>willpower · magic</i>	EXCELLENT (20)			WEAPON SPECIALIST	
				BI-LINGUAL	RESIST DOMINATION
				THEOLOGY	

POWERS

MOVEMENT	see Movement block above for areas/turn + mph	
TELEPORTATION	AMAZING (50) MOVEMENT	Amazing ability to teleport up to 3 miles. This produces a loud "BAMF" and the smell of sulfur. Nightcrawler can perform the following power stunts:
→ EXCEED NORMAL RANGE BY 2 MILES. HE MUST MAKE A ENDURANCE FEAT OR BE CONFUSED FOR 1-10 ROUNDS.		
→ TELEPORT 1 LARGE OR 2 AVERAGE SIZED PASSENGERS. PASSENGERS MUST MAKE AN ENDURANCE FEAT OR BE STUNNED FOR 1-10 ROUNDS.	MOVEMENT	
→ TELEPORT PART OF AN OBJECT (USUALLY NON-ORGANIC), CAUSING AMAZING DAMAGE ON THE OBJECT (AND A POSSIBLE KILL RESULT).	MOVEMENT	
→ KURT CAN ALSO USE HIS MULTIPOINT POWER AS A STUN ATTACK OF AT LEAST REMARKABLE. VICTIMS ARE STUNNED FOR 1-10 ROUNDS.		
→ MAY USE HIS 'PORTING TO DODGE OR EVADE AT POWER RANK ABILITY.		
→ MULTIPLE ATTACKS		Kurt can make up to 4 attacks in 1 round, this power stunt combines with the power stunt above as a result he is dodging or evading while making his attacks using the power rank to hit instead of his fighting. He can only use this power once every 4 rounds.
PREHENSILE TAIL	AMAZING (50)	Kurt can support his weight by his tail, and use it as a third hand as well with Amazing Agility.
WALL-CRAWLING	AMAZING (50) MOVEMENT	Amazing. 3 areas per turn. He cannot adhere to frictionless or slippery surfaces.
BLENDING	INCREDIBLE (40)	Nightcrawler's blue-black fur allows him to blend into deep shadow. If he is staying absolutely still while in deep shadows, he cannot be seen except with the use of infravision or some other enhanced scanning device. If Kurt is attacking or otherwise moving in the dark, anyone looking for him or trying to hit him suffers a -2CS. Kurt treats his Intuition as Incredible when attacking by surprise from darkness.

CONTACTS

ALL OF THE X-MEN HAVE CONTACTS WITH THEIR TEAMMATES	PAST X-MEN	THE NEW MUTANTS	OTHER X-RELATED GROUPS
PROFESSOR XAVIER	LILANDRA		
THE STARJAMMERS. AS A MEMBER OF EXCALIBUR KURT ALSO HAS THE FOLLOWING CONNECTIONS...	CAPTAIN BRITIAN	MEAGAN	
AGENTS OF W.H.O. AS WELL AS BRITISH AUTHORITIES	SCOTLAND YARD	MI6	