



QUICKSILVER

Pietro Django Maximoff

FIGHTING <i>melee</i>	EXCELLENT (20)	HEALTH <i>F+A+S+E</i>	160
AGILITY <i>ranged · dodge</i>	UNEARTHLY (100)	KARMA <i>R+I+P</i>	32
STRENGTH <i>damage · grapple</i>	GOOD (10)	RESOURCES <i>afford by rank</i>	TYPICAL (6)
ENDURANCE <i>stamina · resist</i>	REMARKABLE (30)	POPULARITY <i>fame</i>	TYPICAL (6)
REASON <i>knowledge · invent</i>	EXCELLENT (20)		
INTUITION <i>senses · initiative</i>	TYPICAL (6)		
PSYCHE <i>willpower · magic</i>	TYPICAL (6)		

MOVEMENT

GROUND
14 AREAS
SHIFT-Y · 210 MPH

TALENTS

LANGUAGESPERFORMER-PIANO

POWERS

DAMAGEdamage the number = how much damage this hit deals

ABSORBEDAbsorbed the number = how much damage this armor blocks per hit

INTENSITYIntensity the number = how hard for targets to resist (their FEAT difficulty)

SHShooting — roll Agility on the Universal Table

HYPER SPEED	SHIFT-Z (500)	After exposure to the High evolutionary's Isotope E, Quicksilver's mutant powers have increased to Shift-Z land speed (Mach 4, 3750 mph, 62.5 mpm, 200 areas a round):
→ EXTRA ATTACKS WITH SHIFT-Z ABILITY (ALLOWING HIM TO MAKE 100-GD DAMAGE ATTACKS) OR MULTIPLE ATTACKS ON ONE TARGET THAT INFLECT UP TO UNEARTHLY DAMAGE, IGNORING BODY ARMOR (ONLY ONE TO HIT ROLL IS MADE).	ABSORBED	
→ CREATE CYCLONES FOR EXCELLENT DAMAGE AND SHIFT-X STUNNING OR SLAMMING.	DAMAGE	
→ INCREASE SPEED TO CL1000 (10,000 MPH, ENDURANCE FEAT EVERY 3 ROUNDS OR PASS OUT).		
→ WATER RUNNING	SHIFT-Y (200)	Pietro can run at Shift-Y speed across large bodies of water, like the Atlantic
→ WALL RUNNING	SHIFT-Y (200)	Pietro can run at Shift-Y speed up buildings or mountains.
→ INVISIBILITY BY MOVING EXTREMELY FAST, RED INTUITION FEAT TO NOTICE	INTENSITY	
→ ONE MUST MAKE A RED FEAT TO HIT QUICKSILVER WITH ANYTHING OTHER THAN AN AREA EFFECT OR PSYCHIC ATTACK. IF QUICKSILVER IS MAKING MULTIPLE ATTACKS AGAINST THE SAME TARGET THE FEAT IS REDUCED TO YELLOW.		
→ CONSIDERED UNEARTHLY RANK FOR FIGHTING FOR MULTIPLE ATTACKS AND EVADING.		
→ CONSIDERED UNEARTHLY RANK FOR AGILITY FOR DODGING AND CATCHING PROJECTILES.	DAMAGE	
→ CONSIDERED SHIFT-Z RANK FOR INTUITION FOR INITIATIVE.		
→ HE MAY PERCEIVE ANY OBJECT'S MOMENTUM AS THOUGH IT WERE MOVING AT FEEBLE SPEED, I.E. ARROWS AND BULLET SIZED OBJECTS APPEAR MOVING AT 5 MPH.	SH	
→ WHEN ATTEMPTING TO HIT PIETRO THE ATTACKER MUST HAVE INITIATIVE OR SUCCEED IN AN UNEARTHLY INTUITION FEAT, OTHERWISE HE WILL HAVE MOVED OUT OF THE WAY. THIS FEAT IS NOT REQUIRED IF THE ATTACKER ALSO HAS HYPER-SPEED POWERS.		
→ QUICKSILVER IS CONSIDERED TO HAVE UNEARTHLY ENDURANCE FOR MOVEMENT AND TIRING PURPOSES.		
VIBRATORY CONTROL	INCREDIBLE (40)	Due to his recent power increase Quicksilver can adjust his vibratory rate at Incredible ability.
PHASING	REMARKABLE (30) INTENSITY	Quicksilver can adjust his vibratory rate to pass through solid objects at Remarkable ability.
DESTROY MACHINARY	REMARKABLE (30)	Quicksilver can shake or cause machinary to explode with Remarkable ability using this power.
THICK SKIN	GOOD (10)	Good body resistance
RESISTANCE TO COLD	INCREDIBLE (40) ABSORBED	
ENHANCED METABOLISM	UNEARTHLY (100)	Unearthly resistance to drugs or alcohol.

CONTACTS

THE AVENGERS

SCARLET WITCH (SISTER)

THE INHUMANS (INCLUDING HIS EX-WIFE: CRYSTAL)

MAGNETO