



ROGUE

Anna Marie

FIGHTING <i>melee</i>	GOOD (10)	HEALTH <i>F+A+S+E</i>	90	MOVEMENT	
AGILITY <i>ranged · dodge</i>	EXCELLENT (20)	KARMA <i>R+I+P</i>	22	GROUND 1 AREA	AIR 15 AREAS REMARKABLE · 225 MPH
STRENGTH <i>damage · grapple</i>	AMAZING (50)	RESOURCES <i>afford by rank</i>	GOOD (10)	TALENTS	
ENDURANCE <i>stamina · resist</i>	GOOD (10)	POPULARITY <i>fame</i>	GOOD (10)	MILITARY	JOURNALISM DETECTIVE/ESPIONAGE
REASON <i>knowledge · invent</i>	TYPICAL (6)			MARTIAL ARTS D AND E	RESIST DOMINATION
INTUITION <i>senses · initiative</i>	GOOD (10)			LANGUAGES	
PSYCHE <i>willpower · magic</i>	TYPICAL (6)				

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>

POWER ABSORPTION	UNEARTHLY (100)	Unearthly on physical contact. If Rogue has contact with her target for a round, she gains the targets' memories, powers, abilities & talents for 6-60 rounds. target falls unconscious.
→ MACHINES & ENERGY BEINGS ARE IMMUNE.	DAMAGE	
→ IF TARGET'S RANKS ARE SHIFT-Y OR HIGHER, SHE MUST MAKE AN ENDURANCE FEAT. VS. STUNS & SLAMS.		
→ IF ANY ABSORBED ABILITIES ARE MONSTROUS OR HIGHER, SHE MUST MAKE A PSYCHE FEAT. OR OVERCOME THAT PERSON'S PERSONALITY.		
→ IF ROGUE IS IN CONTACT FOR MORE THAN 1 ROUND, SHE MUST MAKE A PSYCHE FEAT OR PERMANENTLY TAKE OVER THE POWERS WITH A LOSS OF 1 RANK OF PSYCHE.		
TRUE FLIGHT	REMARKABLE (30) MOVEMENT	
BODY RESISTANCE	INCREDIBLE (40) ABSORBED	Rogue's flesh has Incredible protection against Physical attacks and Excellent protection against Energy attacks.
COMBAT SENSE	INCREDIBLE (40) SENSE	Incredible rank, that may be used instead of Intuition in combat situations. Rogue cannot be blindsided.
PSI-SCREEN	CLASS 1000 (1000) ABSORBED	Multiple conflicting personalities give her a Class 1000 Psi-Screen.

LIMITATIONS	
—	When Rogue call upon the power of another she has absorbed she risks the Psyche of the donor taking control of her. She must make a successful Yellow Psyche FEAT to avoid this. If the FEAT fails the personality of the donor takes control of her body. She may attempt to exert control once per hour thereafter. To regain control a successful red FEAT is required.

EQUIPMENT	
X-MEN UNIFORM	The Uniforms are constructed out of unstable molecule fabric of Remarkable Material. The suits come with a standard comlink that has a 250 mile range and a GPS tracking device built into it. The suits are insulated providing Good Protection vs. Heat and Cold as well as being designed to hide the wearer from mutant scanning equipment, with the exception of the Cerebro. Consider this to be Amazing protection vs. Electronic Mutant Detection. The Suits are also lined with a material designed by both Forge and Hank McCoy that provides body armor, Excellent vs. Physical and Energy. The armor is extremely light and is no thicker or heavier then a standard tee-shirt.

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	