

# HAVOK



AFFILIATIONS

6

SOLO

8

BUDDY

10

TEAM

DISTINCTIONS

JUST CRY... HAVOK!

RELUCTANT HERO

SOMETHING TO PROVE

8

OR

4

+1 PP

POWER SETS

## AMBIENT ENERGY CONVERSION

12

PLASMA EMANATION

8

ENERGY RESISTANCE

SFX: *Area Attack*. Target multiple opponents. For every additional target, add d6 and keep +1 effect die.

SFX: *Heat/Radiation Immunity*. Spend 1 PP to ignore stress, trauma, or complications from heat- or radiation-based attacks. Recover PLASMA EMANATION if it had previously been shutdown.

SFX: *Unfettered Blast*. Double PLASMA EMANATION die for an action and shutdown PLASMA EMANATION. If the action fails, step up emotional stress by +1. Recover power during a Transition Scene.

SFX: *Versatile*. Replace PLASMA EMANATION die with 2d10 or 3d8 on your next roll.

Limit: *Get Away, Now!* Both 1 and 2 on your dice count as opportunities when using AMBIENT ENERGY CONVERSION, but only 1s are excluded from being used for totals or effect dice.

Limit: *Mutant*. Earn 1 PP when affected by mutant-specific Milestones and tech.

Limit: *Out of Control*. Step up physical stress of all allies in your scene when using both *Area Attack* and *Unfettered Blast* in the same action.

SPECIALITIES

8

COMBAT EXPERT

8

COSMIC EXPERT

8

SCIENCE EXPERT

8

VEHICLE EXPERT

MILESTONES

## FEAR HIM, FEAR FOR HIM

1 XP: when you use your PLASMA EMANATION specifically to protect an ally or innocent from harm.

3 XP: when you take emotional Trauma in order to save an ally or innocent.

10 XP: when you are the last hero standing and must sacrifice yourself to protect your fallen allies.

## A LEADER AND A REBEL

1 XP: when you convince someone to follow your lead.

3 XP: when you convince your team to tackle a seemingly impossible challenge.

10 XP: when you lead your team to a triumphant victory over overwhelming odds, or abandon them, dooming them to failure.

EXPERT

PLUM

PHYSIC 4 6 8 10 12

MENTAL 4 6 8 10 12

EMOTIONAL 4 6 8 10 12

# ALEXANDER SUMMERS



## HISTORY

Alexander Summers is the younger brother of Scott Summers, better known as the iconic X-Men leader, Cyclops. As boys, the two were orphaned when their family airplane crashed into a Shi'ar scout ship. Alex and Scott were saved when their mother pushed them out of the airplane, sharing the only parachute. Their parents did not survive the accident.

While Scott grew up in orphanages, Alex was quickly adopted and raised by the Blanding family who never fully accepted him as anything more than a replacement for their deceased son. All through his youth, however, he was closely monitored by the evil Mr. Sinister. His powers locked by a psychic lock placed by Sinister himself, Alex was not aware of his powers until after his graduation from college.

Ever since manifesting his powers, Alex has struggled to control them and has, at times, put those around him at risk. Enemies of the X-Men, as well as other villainous mutants, have often sought to use Alex's powers for their own gains. To protect those that he loves, he attempts to avoid a life of heroics.

Despite his isolationist wishes, Alex has repeatedly and reluctantly been drawn into epic conflicts, constantly proving himself a valuable ally. He has shown himself to be an effective leader and fights with the resolve of a stalwart protector. His driving motivation, much like his brother, is to find a peaceful coexistence between humans and mutants.

## PERSONALITY

Alex Summers is somewhat of a hothead with a vicious inferiority complex. Growing up in the looming shadow of his well accomplished brother, Cyclops, Havok has always felt the need to prove himself as an individual and a hero. Conversely, fear of his power has made him reluctant to really push himself to be the hero that he truly could be.

Over the years, his involvement with the X-Men, X-Factor, the Brotherhood, and others, he has grown in confidence and experience. He is today considered to be a valuable and experienced X-Man.

He is a loyal, good-hearted friend and partner, and also a man of rather rigid moral codes of behavior, much like his brother Scott.

## ABILITIES

Havok is an extremely powerful mutant with the ability to absorb ambient cosmic and solar energy, process it, and release it as waves of plasma in a concentric circle pattern. These waves emanate from his body in all directions unless he channels them in a single direction, usually along the length of his arms. As a result of his energy absorption, he is virtually immune to most forms of radiation and heat. Additionally, Havok is immune to the intense heat he creates, as well as the power blasts generated by his brother Cyclops.

At times, he is not entirely able to control this ability, which makes him a danger to those around him. Havok wears a specially-designed suit to help him regulate and control his powers.

He is a skilled driver and pilot, and has been trained in martial arts by Wolverine. Alex is an instinctive tactician and strategist and his university studies have made him an accomplished geologist and geophysicist.