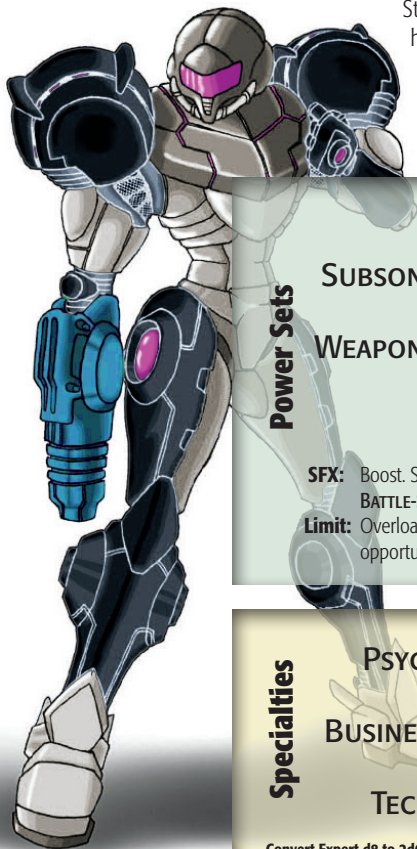


# POLYMER

(MARY MOSURO)

Born to relatively affluent parents in the land of Wakanda, Mary learned early that she was gifted in learning about technology. It was during an exchange program with Stark Industries that she learned about her mutant powers, and tried to hide them. Since then, she's proven her tech chops by making a suit combining Wakandan and Stark technology.



**Affiliations**

- SOLO
- BUDDY
- TEAM

**Distinctions**

STARK INDUSTRIES INTERN  
THESE GENES DON'T FIT  
CHILD OF WAKANDA

OR +

**Power Sets**

**VC-150 Battle-Suit**

- SUBSONIC FLIGHT
- WEAPONS SYSTEM
- ENHANCED STRENGTH
- SWIMMING
- SUPERHUMAN DURABILITY

**SFX:** Boost. Shutdown highest-rated VC-150 BATTLE-SUIT power to step up another VC-150 BATTLE-SUIT power. Activate an opportunity to recover or during a Transition Scene.

**Limit:** Overload. Shutdown any VC-150 BATTLE-SUIT power to gain 1 PP. Activate an opportunity to recover or during a Transition Scene.

**Mutant Psychic**

- TELEPORT
- INVISIBILITY
- PSYCHIC RESISTANCE
- SUPERHUMAN SENSES

**SFX:** Psychic Wards. On a successful reaction vs a mental attack, inflict mental stress at no PP cost. Spend 1 PP to step it up.

**Limit:** Mutant. When affected by mutant-specific complications or tech, earn 1 PP.

**Specialties**

- PSYCH EXPERT
- BUSINESS EXPERT
- TECH MASTER

Convert Expert d8 to 2d6, or Master d10 to 2d8 or 3d6

**Milestones**

**NOPE, NOT A MUTANT, REALLY**

- 1 xp: when you deny being a mutant
- 3 xp: when you solve a difficult problem that would have been trivial with your mutant powers
- 10 xp: when you finally accept your mutant powers, or find a "cure" and get rid of them

**SUIT UP!**

- 1 xp: when you shutdown a VC-150 BATTLE-SUIT power
- 3 xp: when an ally stresses out a villain using an asset or complication created with your battle-suit
- 10 xp: when something excellent or horrific results from using your battle-suit instead of mutant powers