

SABRA

Ruth Bat-Seraph, SHIELD Super-Agent

AFFILIATIONS: Solo d10 Buddy d6 Team d8

DISTINCTIONS: (you can use a Distinction at d8, or at d4 to gain 1 plot point)
Proud of My Heritage, Open-Minded, By Any Means Necessary

POWER SET: HARD-HITTING HEROINE

Enhanced Strength d8, Enhanced Reflexes d8, Enhanced Durability d8, Enhanced Stamina d8

- *SFX: Last Ditch Effort.* Step up or double any Hard-Hitting Heroine trait on your next roll, or spend 1 plot point to do both, then shut down that trait. Recover the trait by activating an opportunity or during a Transition Scene.
- *SFX: Healer.* Add your Stamina die to your pool when helping others recover Physical stress. Spend 1 plot point to recover your own or another's Physical stress, or step back your own or another's Physical trauma.

LIMIT: Mutant. Earn 1 plot point when affected by mutant-specific complications or tech.

LIMIT: Jewish Tsuris. Earn 1 plot point if you step up Emotional stress related to your heritage.

POWER SET: SUPER-SPY GADGETRY

Sub-Sonic Flight Belt d8, Quill-Blaster d8

- *SFX: Autofire.* Target multiple opponents with your Quill-Blaster. For each extra target, add 1d6 to your dice pool and keep one extra effect die.
- *SFX: Three-Round Burst.* Step up or double Quill-Blaster against a single target. Remove the highest rolling die, but add an extra die to your total.
- *SFX: Paralysis Darts.* Add 1d6 to your dice pool and step up your effect die when creating the *Complication: Paralyzed* on a target.

LIMIT: Gear. Shutdown a Super-Spy Gadgetry power to earn 1 plot point. Take action against the Doom Pool to recover that power.

SPECIALTIES: Acrobatics Expert d8, Combat Expert d8, Covert Master d10, Medical Expert d8

MILESTONE: Protector

1 XP when you use your Healer SFX on yourself or an ally

3 XP when you and your allies take down a foe and none of your allies are stressed out

10 XP when you go toe-to-toe against enemy with a d12 power, or flee leaving others in peril

MILESTONE: Double Agent

1 XP when you pass secret SHIELD info to the Resistance, or secret Resistance info to SHIELD

3 XP when you suffer mental stress resulting from an investigation to find the mole

10 XP when you reveal your true allegiance, or convince your "allies" despite your blown cover

HISTORY

As a young woman, Ruth Bat-Seraph won a gold medal for Israel in the Olympic Women's Decathlon. Her parents urged her to set a good example by enlisting in the Israel Defense Force, which she did, but she was assigned to a nursing unit to care for wounded soldiers. When many of her patients experienced miraculous recoveries, an investigation began, and it was revealed that Ruth was, in fact, a mutant with a superhuman metabolic rate. Israel's spy agency, the Mossad, recruited her and began giving her espionage training under the code-name "Sabra," to become Israel's answer to Captain America.

During her time with the Mossad, Sabra began to interact with the American spy agency SHIELD on several missions, particularly in tracking down the mutant (and Jewish) terrorist Magneto and his Brotherhood of Mutants. During these missions, she also befriended Professor X and his students, the X-Men. While Sabra doesn't entirely agree with Professor X's idealistic view of human nature, she wishes she could. She is now a liaison between the Mossad and SHIELD.

In one mission Sabra fought the Hulk to a standstill owing to a misunderstanding. She has since realized that the Hulk is not a monster, and that SHIELD's obsession with him only makes things worse.

PERSONALITY

Sabra is a compassionate woman by nature, but her job often requires her to make difficult decisions. She has never failed in a mission, but sometimes must be creative to avoid causing unnecessary suffering. Lately she has begun to question SHIELD's fixation on mutants and super humans, believing this to be a symptom of trouble ahead.

ABILITIES AND RESOURCES

Sabra's mutant powers let her lift 1000 pounds, ignore stabbings and small-caliber bullet wounds, and operate at peak performance for over an hour. Her anti-gravity belt lets her fly at speeds up to 300 miles per hour, and her quill-blasters can paralyze bull elephants.

Sabra is one of the world's top covert agents, familiar with espionage, sabotage, counter-intelligence, and black ops. She is a marksman as well as an Olympic-level gymnast, but until her life turned upside down she was most interested in nursing. She can rely on help from both SHIELD and the government of Israel, and has worked closely with the X-Men on several occasions.

