Name: **Mentallo**

## Affiliations

Solo d6 | Buddy d10 | Team d8

## Distinctions

- Deal-Broker
- Ex-S.H.I.E.L.D.
- Trust Me, Bubbeleh

4 +1 PP or 8

## Power Sets

**Criminal Telepath**

| | | | |
|---|---|---|---|
| Telepathy | d10 | Mind Control | d8 |
| Psychic Blast | d6 | Telekinetic Control | d6 |

SFX/Limits:
SFX: Area Attack. Target multiple opponents. For every target beyond the first, add d6 to your pool and keep +1 effect die.
SFX: Implanted Illusions. Add d6 to your dice pool and step up your effect die by +1 when creating illusion-based complications.
SFX: Telepathic Push. Step up or double a Criminal Telepath power, then shutdown that power. Activate an opportunity to recover.
Limit: Vulnerable to Psi. Step up and turn a Criminal Telepath power into a complication when attached by psychic powers. Activate an opportunity to recover.
Limit: Mutant. Step up the effect die when affected by mutant-specific Milestones and tech.

SFX/Limits:

## Specialties

| | | | |
|---|---|---|---|
| Combat Expert | d8 | Crime Expert | d8 |
| Psych Expert | d8 | | |

[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]

## Milestones

**Curiosity Killed the Telepath**

- 1 XP when... you use your telepathy on someone without their knowledge.
- 3 XP when... you discover an important secret using telepathy.
- 10 XP when... it is found out by someone powerful that you have discovered an important secret.

- 1 XP when...
- 3 XP when...
- 10 XP when...

PP

STRESS / TRAUMA

P 4 6 8 10 12

M 4 6 8 10 12

E 4 6 8 10 12

XP

ID: Mentallo

**History**

Recruited by SHIELD for their ESPer Division, Marvin Flumm defected to Hydra and has been a problem for heroes such as the X-Men, Captain America, and other Avengers ever since. He prefers to team with another villain who can act as the muscle or technical expert, preferably both. He avoids other psychics, well aware that he is vulnerable to telepathic assault himself. MODOK summoned him after a scheme to fleece a casino ran afoul of the Purple Man.

**Abilities & Resources**

Mentallo is a mutant with limited psionic powers which can be augmented through scientific means. Mentallo has telepathy and can read the thought of any human mind within an approximate five mile radius. He has the ability to project "mental bolts" at opponents, control the bodies and minds of other humans, perform small amounts of telekinesis, communicate telepathically, and cast mental illusions.

**Personality**