

# NIGHTCRAWLER

**Identity:** Kurt Wagner  
**Group Affiliation:** X-Men  
**Base of Operations:** Xavier's School for Gifted Youngsters, New York  
**Side:** Good  
**Sex:** Male  
**Height:** 5' 9"  
**Hair:** Indigo  
**Eyes:** Shining Yellow, no visible pupils  
**Level:** 12th  
**Experience:** 77,000  
**Training:** +1 Damage in Unarmed HTH Combat



## Powers:

- 1. Body Power (*Prehensile Tail*):** Range 1", HTH damage. The tail can grasp and hold on to other objects (treat the tail as a third hand). He gains +15 Initiative when using his tail offensively (like holding a sword or some other weapon).
- 2. Heightened Agility B +18**
- 3. Heightened Defenses (*Acrobatic Training*):** -4 to be hit.
- 4. Heightened Expertise (*Danger Room Training*):** +4 to hit with swords.
- 5. Heightened Senses:** Enhanced night vision – can see in the dark.
- 6. Teleportation:** It is easier for Nightcrawler to teleport along the earth's magnetic lines than across them. Maximum Teleport Range: North-South 31,680" (3 miles), West-East 21,120" (2 miles), Vertical 18,480" (1.75 miles). PR 4 (North-South Jump), 5 (West-East Jump), 6 (Vertical Jump).  
*Teleport Power Stunt* – A series of quick, multiple 'ports that increase the number of attacks on a target (or targets within 2"). This power stunt can only be tried at the beginning of a turn. PR 6. +30 Initiative. +2 to Hit.
- 7. Weakness (*Low Self-Control*):** Along with the magnetic lines restriction, Nightcrawler leaves a terrible stench of brimstone after he teleports.
- 8. Weakness (*Prejudice*):** Nightcrawler is a mutant and as such, he is feared and hated by the world around him. Nightcrawler's appearance resembles a blue furred demon with three fingered hands and feet and a blue tail. His appearance may act as a negative factor with mutant fearing and/or hated people.

**Weight:** 195 lbs.  
**Strength:** 14  
**Agility:** 34  
**Charisma:** 22  
**Hit Mod.** (1.2) (2.2) (3.4) (1.1) = 9.8736  
**Damage Mod.:** +4  
**Accuracy:** +6  
**Carrying Capacity:** 482 lbs.  
**Movement Rates:** 70" ground.  
**Det. Hidden:** 10%  
**Inventing Points:** 15.6

**Basic Hits:** 4  
**Endurance:** 22  
**Intelligence:** 12  
**Reactions from:** Good: +4 (-4) Evil: -4  
**Hit Points:** 40  
**Healing Rate:** 2.0  
**Power:** 82  
**Basic HTH Damage:** 1d8  
**Det. Danger:** 14%  
**Inventing (39%):**

**Knowledge Areas:** Performing Art (Circus) & Religion/Mysticism (Catholic)  
**Origin and Background:** (German) Kurt Wagner is a member of the X-Men.  
**Training Bonuses:** (2) +1 Endurance, (3) +1 Accuracy in Unarmed HTH Combat, (4) +1 Damage in Unarmed HTH Combat, (5) +1 Endurance, (6) +1 Accuracy in Unarmed HTH Combat, (7) +1 Damage in Unarmed HTH Combat, (8) +1 Endurance, (9) +1 Accuracy in Unarmed HTH Combat, (10) +1 Damage in Unarmed HTH Combat, (11) +1 Endurance, (12) +1 Accuracy in Unarmed HTH Combat.

**Legal Status:** Citizen of Germany with no criminal record.

**To Hit (Unarmed HTH):** +10

**Damage (Unarmed HTH):** 1d8 + 7