

MARVEL GIRL Rachel Summers [Secret]



AFFILIATIONS

- 6 Solo
- 8 Buddy
- 10 Team

DISTINCTIONS

- *Honor thy Mother*
- *Hound*
- *Untapped Potential*

POWER SETS

OMEGA PSIONICIST

- 10 Concusive Blast
- 10 Superhuman Durability
- 10 Telekinetic Mastery
- 10 Supersonic Flight
- 10 Mind Control
- 10 Telepathy
- 10 Psychic Resistance

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

SFX: Chronoskimming. Spend 1 PP to send yourself and/or your allies through time. You emerge in the bodies of your past/future selves, in the body of a close ancestor, or shutdown Omega Psionicist to activate Astral Form.

SFX: Mental Illusions. When using a stunt to create Illusory assets or complications add a d6 and step up your effect die.

SFX: Multipower. Add more than one Omega Psionicist power to your pool. Step back each Omega Psionicist die in your pool once for each die beyond the first.

SFX: Tap Potential. Spend 1 PP to step up or double any Omega Psionicist power for one action.

Limit: Magically Vulnerable. Earn 1 PP when affected by magical abilities or artifacts.

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

ASTRAL FORM

- 12 Intangibility
- 10 Invisibility

SFX: Invulnerable. Spend 1 PP to ignore physical stress or trauma unless caused by magical attacks.

Limit: Mutually Exclusive. Shutdown Astral Form to recover Omega Psionicist.

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

SPECIALTIES (DICE OPTIONS: SPLIT D10 INTO 2D8/3D6 OR D8 INTO 2D6)

- 8 Combat Expert
- 8 Cosmic Expert
- 8 Covert Expert
- 8 Menace Expert
- 8 Tech Expert

MILESTONES

DYSTOPIAN MEMORIES

1 XP – When your experience in an alternate history becomes the focus of a scene.

3 XP – When you take stress linked to your memories of a dark future.

10 XP – When you prevent an enemy from dominating an entire race or nation, or leave your team when your allies refuse to see that their actions are leading to an oppressed future.

SURVIVING GREY

1 XP – When you mention your mother or desire to take vengeance against the Shiar.

3 XP – When you buddy with another Grey or Summers.

10 XP – When you destroy those who have targeted your family or give up your vendetta for good.

STRESS

P 4 6 8 10 12 M 4 6 8 10 12 E 4 6 8 10 12