

MORGAN LE FAY [Public]

AFFILIATIONS

- 10 Solo
- 8 Buddy
- 6 Team

DISTINCTIONS

- *Easily Slighted*
- *Immortal Schemer*
- *Merlin's Greatest Pupil*



POWER SETS

HALF-FAERIE SORCERESS

- 10 Mystic Bolts
- 10 Superhuman Durability
- 8 Subsonic Flight
- 12 Mind Control
- 10 Shapeshifting
- 12 Sorcery Supremacy
- 10 Mystic Resistance
- 12 Teleport
- 10 Transmutation

SFX: Area Attack. Against multiple targets, for each additional target add a d6 and keep an additional effect die.

SFX: Healing Touch of Danu: Add Transmutation to your dice pool when helping others recover physical stress. Spend a doom die to recover your own or another's physical stress, step back your own or another's physical trauma, or recover another's shutdown power.

SFX: Illusions: When using Half-Faerie Sorceress to create complications, add a d6 and step up your effect die.

SFX: Immortal. If your physical stress advances beyond d12, disappear, recover your physical stress, step back your physical trauma, and appear in a new location.

Limit: Vulnerability. Step up physical stress caused by cold iron or steel and step up or add d6 to the doom pool.

ASTRAL PROJECTION

- 12 Intangibility
- 10 Invisibility
- 10 Transmutation

SFX: Without Form. Spend a doom die to ignore physical stress caused by anyone attacking your astral form by mundane means unless the source is cold iron or steel.

Limit: The Empty Vessel. When your dice pool includes an Astral Projection power, adding a power from any other Power Set costs d6 doom. Your physical form remains where you left it, and for as long as you remain out of sight of it any stress or complications that target it directly are stepped up.

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

- 8 Cosmic Expert
- 8 Covert Expert
- 10 Menace Master
- 10 Mystic Master
- 8 Psyche Expert

STRESS

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