



APPARITION

TAGLINE: YOU NEVER SAW ME

DESIGNATION: SUPER-HUMAN - TRANSPORTER

POWER LEVEL: DELTA (B-LISTER)

ATTRIBUTES

MIGHT:	3	D6 (+2)	PACE:	3 AREAS
PROWESS:	5	D8 (+3)	INITIATIVE:	3D10
QUICKNESS:	6	D8 (+3)	AVOIDANCE:	17
VIGOR:	6	D8 (+3)	FORTITUDE:	17
CHARISMA:	6	D8 (+3)	DISCIPLINE:	18
INSIGHT:	4	D8 (+3)	STAMINA (WOUNDS):	53 (4)
LOGIC:	5	D8 (+2)	AR:	BALLISTIC: 6
RESOLVE:	6	D8 (+3)		MELEE: 2
				ENERGY: 2

PLOT DIE 2 D6

ATTACKS

Medium Auto-Pistol 3 Magazines of 10 rounds	Attack: +3 (Pr) Damage: d8 (Qu) Range: 10 Areas
Unarmed	Attack: +2 (Pr) Damage: d4 (Mi)

POWERS:

BURNOUT THRESHOLD: 18

LIKE A GHOST

Apparition possess the following powers which all share the linked power modificaion and are effected by her disadvantage (see page 2)

INCORPOREAL

Rank: 6, **Burnout:** 10

Primary Attribute: Resolve

Speed: Simple

You can move through solid matter.

Effect: You can become incorporeal and move through solid matter. You don't completely phase out of existence; rather, your molecules spread apart enough to allow you to bypass other molecules. us, any force applied inside your body, such as a swung baseball bat or punch, sweeps away some molecules and causes you half damage. Because of this limitation, any time you pass though solid objects you must reduce your pace by half or suffer damage equal to one half that item's Material strength in stamina damage. Lastly you cannot pass through liquids or active energy elds no matter how faint, and suffer full damage from energy based attacks when incorporeal.

You can make your clothes and personal belongings incorporeal with you, as well as another object or person you are touching. Should you let go of an item (or person), then it immediately becomes corporeal. If they are within something when you let go they are instantly ejected from that material and suffer its Material Strength in damage, and may also result a wound depending upon the Material in question at the Editor-in-Chief's discretion.

You cannot touch or manipulate items that didn't become incorporeal with you. Your Power Rank determines the number of ticks that you remain Incorporeal and your power's passive value determines the maximum Material Strength you may pass though For example, someone with both a 10 resolve and 16 ranks in this power would possess a power's passive value of 32, which would allow them to remain incorporeal for 16 ticks at a time and to pass though Steel Alloys (MS: 25) and Titanium (MS: 30) but not DH3 Palladium Metallic Glass MS: 40).

While incorporeal, you may move at your full Pace as if you were flying with perfect maneuverability.

INVISIBILITY (SIGHT)

Ranks: 6, **Burnout:** 4

Primary Attribute: Resolve

Speed: Simple/Simple Push

You can fool one of the senses.

Effect: is power allows you to become undetectable to one of the five senses, most commonly sight. You must reactivate this power every action you wish to keep it active, paying its burnout cost each time. The Editor-in-Chief may require you to make Power Action Rolls in response to opposing powers or extraordinary conditions to remain undetected. Also at the Editor-in-Chief's discretion, you may add your ranks in Stealth to these Power Action Rolls. is power may be activated in response to being detected as a Simple Push, in which case you suffer a -5 penalty to any Action Skill Roll to remain undetected until your next action.

If successfully detected, the exact location of that Hero is only known until the end of the detector's action. After which, upon their next action, they must attempt to locate the invisible Hero once again.

TELEPORT

Ranks: 8, **Burnout:** 10

Speed: Demanding

Range: 8 areas

Primary Attribute: Resolve

You can disappear and reappear, traversing the intervening distance without actually moving.

Effect: You can transport yourself up to your full range of areas with a single thought. Depending on the source of your power, this transportation may involve going through alternate planes of reality, or disassembling your molecules and moving at quantum speeds.

Power Maneuver: Apparation has developed a power maneuver for her Teleport power which allows her to bring along a number of passengers equal to half her passive power bonus (2 additional people).

CELERITY

Ranks: 4, **Burnout:** 7

Effect: You may reduce the Speed of any action by one category. You may use this power 2 times per scene.

Power Modification: All Skill

SKILLS (BONUS/PASSIVE):

Academics {Known Heroes and Villains}: 2/17

Academics {Criminology}: 2/17

Academics {Law}: 3/18

Athletics: 3/17

Drive: 2/17

Empathy: 2/17

Firearms: 3/18

Linguistics (speaks English, Italian, and Spanish): 2/17

Local Knowledge: 4/19

Melee: 2/18

Perception: 3/18

Science [Chemistry]: 2/17

Stealth: 3/18

Technology [Basic]: 4/19

Urban Survival: 1/16

{x} denotes skill focus, gain +1 bonus when using the listed skill with the listed bonus, [x] denotes specific fields of study, these are treated as individual skills

ADVANTAGES

MARTIAL ARTIST [COMBAT]

Benefit: Your unarmed attacks deal d4 (Mi) damage.

DISADVANTAGE

VULNERABILITY

Energy (Electricity), Power Negation: Incorporeal, Invisibility, Teleport
Effect: Any time you are attacked by an electrical attack or caught in an electrical field all of your powers under *Like a Ghost* are negated for a demanding action. You also find that you can not phase through active electrical fields.

GEAR:

Aurora has been able to acquire quite a bit of gear from one of the Denton's safe houses. She possesses a complete Infiltrator Pack with a night scope and scope mount, a tactical holster vest, and throat communicator. She is also armed with a Medium Auto-Pistol (Glock 298) with 3 magazines of ammunition and a razor sharp tanto (d6 melee weapon). Her jacket and cargo pants are in fact a suit of Reinforced Clothing with a Ballistic Vest.

PERSONALITY FLAWS

OVER PROTECTIVE

What do you mean, "If we send out a group maybe some of them will come back?" We can't treat Bystanders like cattle! I've been protecting this enclave since Z-Day. ey're my children!

You are extremely over-protective of the Bystanders in your enclave and treat each of them as you would your children (and you dote on your children). This makes the hard choices even more difficult for you, and you take the loss of any Bystander extremely hard.

YOUNG GUN

You are so young it's hard for others to take you seriously, as a result you constantly compensate in a desperate bid to gain respect.

When others are watching, you are exceedingly reckless, all in an attempt to gain some level of respect. You always volunteer for dangerous missions and leap headlong into "heroic" situations