

TAGLINE: You never saw me **PERSONALITY FLAWS:** Young Gun, Overprotective

PLOT POINTS:

	SCORE	BONUS	SAVE		SCORE	BONUS	SAVE	UNDER POWERED FORM
STRENGTH	12	+1	+3	INTELLIGENCE	14	+1	+3	
DEXTERITY	18	+4	+6	WISDOM	12	+1	+3	
CONSTITUTION	16	+3	+5	CHARISMA	13	+1	+3	

RANK BONUS	+2
GRIT	+2
INITIATIVE	+4

PACE

RUN: 5

SKILL SETS (EDGES)

RANK BONUS

+2

EDGE BONUS

+4

Born to Wear the Mask (Edge: involving lying, persuading, or manipulating others)

Parkour Courier

Crime Scene Investigation (see Amateur Investigator feat)

AVOIDANCE 15

DAMAGE RESISTANCE

FORTITUDE 13

2 vs Physical

1 vs Energy

DISCIPLINE 14

STAMINA 41

CURRENT

TEMP STAMINA

WOUNDS 2

ATTACK	TO HIT/VS	DAMAGE	NOTES
Auto Handgun	+6	1d8+4 (Ballistic)	Range: 4 / Ammo: Medium
Ka-Bar	+6	1d6+4 (Slashing)	Melee

BURNOUT THRESHOLD 15	BLEED 2	Inborn Powers	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩ ⑪ ⑫ ⑬ ⑭ ⑮
BURNOUT THRESHOLD 10	BLEED 2	Celerity	① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩ ⑪ ⑫ ⑬ ⑭ ⑮

POWERS

Inborn Powers (Linked power modification)

Incorporeal: 18 (+4)

Invisibility: 18 (+4)

Teleport: 18 (+4)

Specialized Training (All Skill power modification)

Celerity: 13 (+1)

Reinforced pants/jacket (Removable Item power modification)

Armor: 14 (+2)

FEATS / FEATURES

Amateur Investigator

Increased Burnout Threshold

Quick

Origin Features:

Raw Potential

Power Limits

GEAR

"Infiltrator Go-Bag" (Water-resistant Tactical Ergo Pack, Pocket Lock Pick Set, Water Resistant Night Vision Binoculars, Tactical Holster Vest, Multi-Tool, Climbing Kit, Gas Mask, Throat communicators with 2-way radio/walkie-talkie, Well-worn leather Tactical gloves)

WEAKNESS/NOTES

Power Negation

Energy Weakness (Electricity): Any time you take electrical damage or start your turn within a powerful electrical field all of your inborn powers stop working and can not be used until the end of your next turn.



POWERS:

BURNOUT THRESHOLD: 15

LIKE A GHOST

Apparition possess the following powers which are all effected by her weakness (see below)

INCORPOREAL

Score: 18 (+4)

Primary Ability: Wisdom

Speed: Bonus Action

Burnout: 8

You can move through solid matter.

Effect: When you activate this power, you and anything you're touching, up to half of your power score's maximum lift, become incorporeal. This includes your clothes, belongings, or even another person. Anything you let go of immediately becomes solid again. While incorporeal, you can't touch or interact with anything that wasn't phased with you, though you can fly at your normal walking pace.

For each activation of this power, you can stay incorporeal for a number of turns equal to half your power score modifier (minimum of one),

Moving Through Matter:

You can pass through solid objects as long as your power score is at least as high as the material strength of the object. If it's not, you can attempt a power check to force your way through, with the difficulty based on the difference.

When you move through solid matter, your pace is cut in half. If you try to move faster, you take stamina damage equal to half the material strength of the object you're passing through.

Normally, you can't move through active energy fields at all, but you can try by taking a demanding action while making a power check against the power rating of the field.

Risks and Vulnerabilities:

If something becomes solid while overlapping with a solid object, like you or something you're carrying, it suffers stamina damage equal to the object's material strength and is violently pushed into the nearest open space.

While you're incorporeal, you're harder to hurt by physical attacks, taking only half damage from them. However, energy-based attacks still hit you normally.

Special:

While incorporeal, you're also considered to have the invisibility (touch) power at a score equal to this power's score.

For example, if you possessed Incorporeal: 25, you could remain incorporeal for 7 turns and pass through Steel Alloys (MS: 25) but would be required to make a DC: 15 Power Check to pass through Titanium (MS: 30) and a DC: 15 Power Check to pass through DH3 Palladium Metallic Glass (MS: 40)

INVISIBILITY (SIGHT)

Score: 18 (+4)

Primary Ability: Wisdom

Speed: Bonus Action/Reaction

Burnout: 4

You can fool one of the senses.

Effect: When you activate this power, you become undetectable to a specific sense: sight, smell, hearing, mental detection, or technology.

While active, anyone attempting to detect you through the affected sense must meet a Challenge using an appropriate Skill Set (such as Urban Hunter, Masked Detective, or Tracker), rolling against your passive Power DC. If they possess a sensory power that applies, they make a Power Check instead.

If someone has a sensory power with a power score at least 10 higher than your Invisibility score, they automatically detect you if you are in the same Area.

At the Editor-in-Chief's discretion, you may be required to roll a Power Check to remain undetected under particularly difficult circumstances (like staying invisible in falling snow or under UV light).

If detected, the observer knows your exact location if they're in the same Area, or which Area you're in if they're not.

Reaction Activation:

You may activate this power as a reaction when detected, but doing so costs +3 burnout, and you suffer a -5 penalty to any Power Checks to remain undetected until the start of your next turn.

Choosing a Sense:

When you select this power, choose one sense to which it applies. Each additional sense is purchased as a separate instance of the power.

If you have multiple senses covered, you may activate and maintain them together as if they were one power, at no additional burnout cost.

To avoid being detected by touch, you must possess the Incorporeal power.

Power Stunts:

Emulated Powers: Chameleon (same type)

TELEPORT

Score: 16 (+3)

Speed: Action

Range: 3 areas

Primary Ability: Wisdom

Burnout: 8

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

Effect: With a single thought, you can transport yourself and anyone or anything you can carry based on your strength score, a number of areas equal to your full range in areas.

Appearing in an unoccupied space in your target area. Depending on your power source, this transportation may involve going through alternate planes of reality or disassembling your molecules and moving at quantum speeds.

Power Stunts:

Emulated Powers: Geospatial Shift, Portal

Power Trick: Along for the ride

DENTON COMBAT TRAINING:

As a member of the Denton Dynasty she received extensive self-defense training.

CELERITY

Score: 13 (+1)

Primary Ability: Dexterity

Action: Special (See Below)

Burnout: 4

You may perform actions with amazing Dexterity

Effect: You may reduce the speed of any action by one step, from Demanding Action to Action or Action to Bonus Action. Additionally, you may use this ability to take an additional Reaction before the start of your next turn. This power is particularly taxing; you may use this power a number of times equal to your power score modifier before requiring a Hiatus.

Power Modification: *All Skill*

CUSTOM ARMOR:

You possess a unique set of body armor crafted by your father.

ARMOR

Score: 14 (+2)

Primary Ability: Constitution or Dexterity

You possess a level of protection from physical attacks.

Effect: You possess Damage Reduction (DR) equal to your power score modifier against Physical Damage. This power is significantly less effective against energy attacks, granting you only half your power score modifier against Energy Damage and no DR against attacks that deal Psychic or Poison damage.

Power Modification: *Removable Item*

WEAKNESS

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.

FEATS

INCREASE BURNOUT THRESHOLD (POWER FEAT)

Benefit: increase your burnout threshold by 5 (applied)

QUICK

Benefit: Increase your walking pace by +1 and your Avoidance by +1; you can also have a walking pace greater than 5.

AMATEUR INVESTIGATOR

See skill sets, edge applied

ORIGIN FEATURES

Origin Foundation Feature:

Raw Potential: When the moment calls for it, something inside you rises to meet the challenge, an instinctual burst of potential that pushes past your limits.

Once per Issue, when you roll for a power check, you may declare you're pushing your limits.

- Temporarily increase that power's Power Score by +4 for that roll only.
- If the power has a Burnout cost, it increases by +2 when using this boost.

This reflects your untapped potential or biological capacity kicking in, not learned technique, but raw Ultra-genetic output.

Origin Foundation Limitation:

Power Limits: Super-Humans are born with specific Ultra genes, which dictate the powers they can develop. You can only gain new inborn powers through mastering emulated powers.

Later, with the Editor-in-Chief's permission, you may have your Hero acquire new powers, but they must be made available through technology, supernatural, or some story-based event.

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. they’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.