

MIRAGE



ABILITIES		
ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
1 MELEE	11	+1
3 AGILITY	13	+3
2 RESILIENCE	12	+2
3 VIGILANCE	13	+3
1 EGO	11	+1
5 LOGIC	15	+7

DAMAGE		
MELEE	<div><div>MARVEL</div><div>x 3</div><div>dMarvel MULTIPLIER</div></div>	+ 1 ABILITY
AGILITY	<div><div>MARVEL</div><div>x 3</div><div>dMarvel MULTIPLIER</div></div>	+ 3 ABILITY
EGO	<div><div>MARVEL</div><div>x 3</div><div>dMarvel MULTIPLIER</div></div>	+ 1 ABILITY
LOGIC	<div><div>MARVEL</div><div>x 5</div><div>dMarvel MULTIPLIER</div></div>	+ 5 ABILITY

RANK	KARMA
3	3
HEALTH	DAMAGE REDUCTION
60	-
FOCUS	DAMAGE REDUCTION
90	-2
SPEED	INITIATIVE MODIFIER
Run: 5 Climb: 3 Swim: 3 Jump: 3	+3E
	REACTIONS
	1

TRAITS & TAGS	
Traits	Tags
<ul style="list-style-type: none">◆ Connections: Super Heroes◆ Fearless◆ Iron Will◆ Situational Awareness◆ Surprising Power (Grand Mirage)	<ul style="list-style-type: none">◆ Black Market Access◆ Heroic◆ Hounded◆ Krakoa◆ Public Identity◆ X-Gene

POWERS
BASIC:
<ul style="list-style-type: none">◆ Brilliance 2 *◆ Uncanny 2 *
TELEPATHY
<ul style="list-style-type: none">◆ Animal Bond (Brightwind)◆ Animal Communication (Mammals)◆ ESP◆ Grand Mirage◆ Mind Interrogation◆ Mind Reading◆ Mirage◆ Telepathic Blast◆ Telepathic Link◆ Telepathic Network

BIOGRAPHY

Real Name:	Danielle “Dani” Moonstar		
Height: 5’6”	Weight: 123 lbs.	Gender: Female	
Eyes: Brown	Hair: Black	Size: Average	
Features:	None		
Base:	Xavier School for the Gifted		
Occupation:	Adventurer		
Origin:	Mutant		
Teams:	New Mutants, X-Men		

History

As a teenager, Dani Moonstar discovered she had the ability to create powerful psychic illusions. When those illusions began to attack those closest to her, her grandfather—the shaman Black Eagle—asked Charles Xavier (Professor X) to train her in the use of her powers. Before Xavier could arrive, Black Eagle was assassinated by a madman bent on destroying mutantkind. As part of Xavier’s brand-new New Mutants team, Moonstar helped put an end to that madman’s plans.

For a while, Moonstar served as one of Asgard’s Valkyries, but today she lives on Krakoa, where she has joined a revived New Mutants team. She uses her powers to help other mutants process their trauma. Despite no longer being a Valkyrie, she still retains her bond with her Asgardian winged horse, Brightwind.

Personality

Moonstar is a powerful and serious combatant, not the type to joke around during a mission. Away from battle, she is a highly intelligent and empathetic person. Her psychic abilities allow her to literally dig into the emotional problems of her teammates.

* Already calculated on sheet.

TRAITS

CONNECTIONS

Super Heroes: The character knows someone with access to and knowledge of a particular field. By making an Ego check, the character can call on their contact to provide help in the form of clues, information or resources.

FEARLESS

Gain an **edge** on any action checks against fear.

IRON WILL

Enemies have **trouble** on Ego attacks to control this character's mind or influence their behavior. The character also gains an **edge** on Ego checks to break free of mind control or other compulsions.

SITUATIONAL AWARENESS

Gain an **edge** on initiative checks.

SURPRISING POWER

Grand Mirage: The character can choose a power they normally wouldn't be able to use. The character will still need to have any prerequisite powers, but they can ignore rank and origin requirements. This trait can be selected multiple times.

POWERS

TELEPATHIC BLAST

5

Action: Standard | **Duration:** Instant

Effect: Make a Logic attack vs target in line of sight.

Success: Target suffers damage to Focus.

Hard Success: Target suffers double damage to Focus + **Stunned** for 1 round.

ANIMAL BOND

0

Action: Standard | **Duration:** Concentration

Effect: The character can communicate telepathically with one animal of their choice (Brightwind), and they must have befriended the animal before.

ANIMAL COMMUNICATION

0

Action: Standard | **Duration:** Concentration | **Range:** 1500 spaces

Effect: Can communicate telepathically with mammals. They can call out to them as a group, and they can communicate specifically with ones they have met or at least seen.

ESP

0

Action: Standard | **Duration:** Concentration | **Range:** 300 sp.

Effect: Can sense the presence of others within range. This tells them the person's location and general status. It can also identify if they have super-powers or not. If unwilling to be detected, make a Logic check vs each target's Vigilance defense.

Success: Target sensed.

Hard Success: Target sensed + can identify the source of any powers the target has.

GRAND MIRAGE

10

Action: Standard | **Duration:** Concentration

Effect: The character creates a full-sensory mirage that affects everyone in a Telepathic Network they set up who is also in the same locale. The mirage can be of anything the character desires, and it can move freely.

MIND INTERROGATION

5

Action: Standard | **Duration:** 1 round

Effect: Delve into the mind of a single person with whom they have established a Telepathic Link. This requires a Logic check vs target's Logic defense.

Success: Can ask a single simple question and get the answer from the target's mind.

Hard Success: As success but information more complex.

MIND READING

0

Action: Standard | **Duration:** 1 round

Effect: Can read the thoughts of a single person with whom they have established a Telepathic Link. Make a Logic check vs target's Logic defense.

Success: Can read the target's surface thoughts.

Hard Success: As success but can ask a single simple question and get the answer from the target's mind

MIRAGE

10

Action: Standard | **Duration:** Concentration

Effect: Creates a full-sensory mirage that affects any target with whom they have established a Telepathic Link. The mirage can be of anything the character desires, and it can move freely.

TELEPATHIC LINK

0

Action: Standard | **Duration:** Concentration | **Range:** Unlimited

Effect: Can communicate telepathically with one person they have met or seen before, providing both character and target are in the same dimension. If target is unwilling, make a Logic check vs target's Vigilance defense. On a failure, the character cannot attempt to communicate with the target in this way for the rest of the day.

Success: Can communicate with the target for one round.

Hard Success: Target cannot shut the character out for the rest of the day.

TELEPATHIC NETWORK

5

Action: Standard | **Duration:** Concentration

Effect: Can communicate telepathically with a group of willing, linked people, each of whom they have met or seen before. The group can number up to five people per rank. There is no limit to the distance of the communication, as long as everyone involved is in the same dimension.