

Lady Luck (Lisa Collins)

Val	Characteristic	Roll
15	Strength	12-
23	Dexterity	14-
20	Constitution	13-
12	Body	11-
13	Intelligence	12-
11	Ego	11-
15	Presence	12-
18	Comeliness	13-
6 / 11	Physical Defense	
6 / 11	Energy Defense	
5	Speed	
7	Recovery	
40	Endurance	
30	Stun	

Notes

HTH Damage: 3d6 Lift: 200 kg

Base OCV: 8 Base DCV: 8
Base ECV: 4

Perception Roll: 17-

Basic Presence Attack: 3d6

Resistant PD: 0 / 5 Total PD: 6 / 11
Resistant ED: 0 / 5 Total ED: 6 / 11

Does not include Combat Luck

Phases: 3, 5, 8, 10, 12

Run: 9" (18" NC) Leap: 3" (6" NC)
Swim: 3" (6" NC)

Personal Data

Hair: Blonde Eyes: Blue
Height: 5' 4" Weight: 108 lbs
Birth Date: February 16, 1948
Place of Birth: Columbus, OH
Non-Hero Occupation: Grad Student at Columbia University

Skill, Talent, or Perk

Things Go My Way: +3 Overall
+3 with Probability Manipulation Multipower

Acrobatics 14-
Luckily I Landed On My Feet: Breakfall 14-
Bureaucratics 12-
Look What I Found: Concealment 12-
Conversation 12-
Lucky Clue: Criminology 12-
Lucky Guess: Deduction 12-
Positioned Just Right: Defense Maneuver I-IV
Lucky at Games: Gambling (Board Games, Card Games, Dice Games, Sports Betting, Roulette) 12-
High Society 12-
Instructor 8-
Paramedics 12-
Persuasion 12-
Power: Probability Tricks 19-
Research 12-
Teamwork 14-

TF: Small Motorized Ground Vehicles

PS: Student 11-

KS: Literature 11-

CK: New York 11-
AK: United States of America 11-

Language: English (idiomatic)

Combat Luck (15 PD / 15 ED)
Lucky Navigation: Bump Of Direction
Luckily I Remembered That: Eidetic Memory
Alarm Clock of Luck: Lightsleep
Lucky Reflexes: Lightning Reflexes: +4 DEX to act first with All Actions

Reputation: Original member of SuperSquad America (A large group) 11-, +3 / +3d6
Money: Well Off
Fringe Benefit: Passport

Perk: SuperSquad America HQ & Vehicles

Power

Luckiest Girl in the World: Luck 10d6
Notes: Roll at start of session. Total rolled is the number of points that can be used to adjust dice rolls during session.

Just Happened to Notice: +5 PER with all Sense Groups

Probability Manipulation: Multipower, all slots
Requires A Skill Roll (Probability Manipulation Tricks), OIF (Ring)

Notes: Unless noted otherwise, all slots are -7 to Probability Tricks roll

u1) **Blast of Pure Probability Energy:** Energy Blast 14d6 7

u2) **Environmental Mayhem:** Energy Blast 7d6, Only Does Knockdown, Side Effects (Minor environmental damage), ½ END, Indirect (Any origin, any direction); OIF (Environment Of Opportunity), Limited Range (25") 3

u3) **Unfortunate Imprisonment:** Entangle 5½d6, 0 DEF, Side Effects (Minor environmental damage), Indirect (always from above); No Defense, OIF (Environmental objects of opportunity), Limited Range (25") 7

u4) **Clumsy Opponent:** Negative Skill Levels (-4 to opponent's OCV), Limited Range (25"), ½ END plus Negative Skill Levels (-4 to opponent's DCV), Limited Range (25"), ½ END 2

Notes: -6 to Probability Tricks roll

u5) **Malfunction:** Dispel Technology 15d6, One At A Time, ½ END; Limited Range (25") 3

u6) **Slip, Trip, And Fall:** Change Environment 1" radius, -7 to DEX Roll, ½ END; Instant, Only Affects One Character, Limited Range (25") 1

Notes: -3 to Probability Tricks roll

u7) **Butterfingers:** Telekinesis (33 STR), ½ END; Only to Make Target Drop Carried Objects, Limited Range (25") 2

Notes: -6 to Probability Tricks roll

u8) **You Hit the Wrong Target:** Missile Deflection (Any Ranged Attack), Missile Reflection, Reflect At Any Target, Full Range
u9) **Lucky Evasion:** Desolidification (affected by Probability Manipulation and Magic), Usable By Other, Limited Range (25"); Cannot Pass Through Solid Objects, Instant 6

Notes: -6 to Probability Tricks roll

Padded Costume: Armor (5 PD / 5 ED); OIF

Fast Runner: Running +3" (9" total) 1

Good Swimmer: Swimming +1" (3" total) 1

SuperSquad Radio Link

Disadvantages

DNPC: Best Friend and Roommate Denise Farley 8- (Normal)

Distinctive Features: Magical Aura (Not Concealable; Always Noticed and Causes Major Reaction; Detectable Only By Unusual Senses)

Hunted: SuperSquad America rogues gallery 8- (Mo Pow, NCI, Harshly Punish)

Hunted: S.H.A.D.E. (Supreme Hierarchy for the Absolute Domination of Earth) 8- (As Pow, NCI, Harshly Punish)

Hunted: Jinx the Minx 8- (Less Pow, NCI, Harshly Punish)

Psych Lim: Code vs. Killing (Common, Total)

Psych Lim: Irrationally Attracted to Morning Glory (Very Common, Moderate)

Psych Lim: Happy-go-lucky; cheerful (Common, Moderate)

Reputation: Luckiest girl in the world, 11-

Social Lim: Secret Identity (Frequently, Major)

Vulnerability: 1½ x STUN from others' Probability Manipulation Powers (Uncommon)

Vulnerability: 1½ x BODY from others' Probability Manipulation Powers (Uncommon)

Vulnerability: 1½ x Effect from others' Probability Manipulation Powers (Uncommon)

Maneuver Phase OCV DCV Effects

Block	½	+0	+0	Block, Abort
Brace	0	+2	½	+2 vs. Range Modifiers
Disarm	½	--	+0	Can disarm
Dodge	½	--	+3	Abort, affects all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½	+0	-5	+4 DC
Move By	½	-2	-2	STR/2+w/5, take 1/3 damage
Move Through	½	-v5	-3	STR +v/3, take ½ damage
Set	1	+1	+0	Ranged attacks only
Strike	½	+0	+0	STR or weapon
Blazing Away	½	+0	+0	Max attacks, only hit on 3
Club Weapon	½	+0	+0	Killing wpn. does Normal damage
Cover	½	-2	+0	Target held at gunpoint
Dive for Cover	½	+0	+0	Abort, avoids damage
Hipshot	½	-1	+0	+1 DEX only for initiative
Hurry	½	-2	-2	+1d6 DEX only for initiative
Pulling A Punch	½	-1/5d6	+0	Normal STUN, ½ BODY
Rapid Fire	1	-2/x	x/2	Multiple Ranged attacks
Roll with Punch	½	-2	-2	Abort, Block after hit, ½ damage.
Snap Shot	1	-1	+0	Can duck behind cover
Suppression Fire	1	-2	+0	Sustain fire with Autofire
Sweep	1	-2/x	x/2	Make multiple HTH attacks