

Morning Glory (Gretel Steublehoffer)

Val	Characteristic	Roll
13	Strength	12-
23	Dexterity	14-
20	Constitution	13-
11	Body	11-
10	Intelligence	11-
10	Ego	11-
20	Presence	13-
20	Comeliness	13-
8 / 25	Physical Defense	
8 / 26	Energy Defense	
6	Speed	
7	Recovery	
40	Endurance	
29	Stun	

Notes

HTH Damage: 2½d6 Lift: 151.6kg

Base OCV: 8 Base DCV: 8
Base ECV: 3

Perception Roll: 11-

Basic Presence Attack: 4d6

Resistant PD: 0 / 17 Total PD: 8 / 25
Resistant ED: 0 / 18 Total ED: 8 / 26

Phases: 2, 4, 6, 8, 10, 12

Run: 6" (12" NC) Leap: 2" (4" NC)
Swim: 2" (4" NC) Fly: 20" (40" NC)

Personal Data

Hair: Black Eyes: Blue
Height: 5' 3" Weight: 115 lbs
Birth Date: May 30, 1949
Place of Birth: Kenosha WI
Non-Hero Occupation: Retail Clerk

Skill, Talent, or Perk

+1 with Additional Light Powers Multipower

Acting 13-
Breakfall 14-
Concealment 11-
Disguise 8-
Paramedics 11-
Persuasion 13-
Power: Light Tricks 14-
Security Systems 11-
Sleight Of Hand 14-
Stealth 14-
Streetwise 13-
Teamwork 14-

TF: Small Motorized Ground Vehicles

PS: Retail Clerk 11-
PS: Actress 8-
PS: Artist 8-

KS: Psychedelic Rock 11-
KS: Theatre 11-

SS: Chemistry 8-

Traveler

- AK: San Francisco Bay Area 11-
- AK: United States of America 12-
- CK: New York 11-
- CuK: Hippie Culture 11-

Language: English (idiomatic)
Language: German (completely fluent)
Language: Spanish (fluent conversation)

Reputation: Member of SuperSquad America (A large group) 8-, +2 / +2d6

Fringe Benefit: Passport
Perk: SuperSquad America HQ & Vehicles

Power

Light Powers: Elemental Control

- Like a Beam of Light:** Flight 20", ½ END 2
- Photonic Shield:** Force Field (13 PD / 16 ED / 10 Flash Defense: Sight Group), 0 END

Additional Light Powers: Multipower

- Body Of Light:** Desolidification (affected by Light Or Darkness Attacks); Increased Endurance Cost (x2 END), Only Through Non-Opaque Objects 8
- Blinding Light:** Sight Group Flash 7d6, ½ END, Affects Desolidified Any form of Desolidification 2
- So Bright It Hurts:** Sight Group Flash 5d6 plus Energy Blast 4d6, No Normal Defense (Any Sight Group Flash Defense) 6
- Light Bolt:** Energy Blast 10d6, ½ END 2
- Laser Blast:** Killing Attack - Ranged 3d6+1, ½ END; Beam 2
- Light Images:** Sight Group Images x8" Radius, -5 to PER Roll, Alterable Size, ½ END 2
- Create Light:** Sight Group Images x8" Radius, +6 to PER Roll, ½ END; Only To Create Light 2
- Dispelling The Darkness:** Dispel Darkness to Sight Group 18d6, ½ END 2
- Hypnotic Light:** Mind Control 6d6, OCV vs. ECV, ½ END, Cumulative (72 points) 3
- Light of Peace:** Mind Control 9d6, OCV vs. ECV, ½ END; Only to fill the character with peaceful and loving thoughts 3

Surrounding Light: Increased Arc Of Perception (360-Degree) with Sight Group

Distant Light: +6 versus Range Modifier for Sight Group

Enhanced Light: Nightvision

Infrared Vision: Infrared Perception (Sight Group)

Ultraviolet Vision: Ultraviolet Perception (Sight Group)

Padded Costume: Armor (4 PD / 2 ED); OIF (Costume)

SuperSquad Radio Link

Disadvantages

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: Master Love 8- (Less Pow, NCI, Harshly Punish)

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

Psych Lim: Free spirit, hippie mentality (Very Common, Moderate)

Psych Lim: Prefers non-violent attacks (Common, Moderate)

Psych Lim: Finds Denny Quinn (Silver Archer) very attractive (Common, Moderate)

Rivalry: Romantic (Finesse, Silver Archer's wife), As Powerful, PC, Seek to Outdo / Embarrass Rival, Aware

Social Lim: Secret Identity (Frequently, Major)

Social Lim: Hippie (Frequently, Major)

Vulnerability: 1½ x STUN from Darkness Powers (Uncommon)

Vulnerability: 1½ x BODY from Darkness 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	-v/5	-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	x½	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	x½	Make multiple HTH attacks