

Jean Grey

Female; Age: 20; Height: 5' 7"; Weight: 155 lb.
Eyes: Green; Hair: Red

Power Level 10, 150 PP; Abilities 32 + Powers 78 + Advantages 5 + Skills 9 (18 ranks) + Defenses 26



Abilities

Strength	1	Agility	1	Fighting	2	Awareness	5
Stamina	1	Dexterity	2	Intellect	2	Presence	2

Offense

Initiative: +2

Attack Name Attack Bonus & Resistance DC Notes

Telekinesis: Move Object 7	+10, DC 17	175/350/700 ft., Crit 20
Throw	+2, DC 16	Bludgeon, Crit 20
Unarmed	+2, DC 16	Bludgeon, Crit 20

Powers

Ü Mental Awareness: Burst Area Senses 1 (2 PP)

Awareness: Mental; Burst Area: 30 feet radius sphere, DC 11 (Personal - Permanent)

Ü Telekenetic Flight: Flight 7 (14 PP)

Speed: 250 miles/hour, 0.5 miles/round (Free - Personal - Sustained)

Ü Telekinesis: Move Object 7 (18 PP)

3 tons; Accurate 4: +8 (Standard - Ranged, 175/350/700 ft. - Sustained)

Ü Telekinetic Shield: Protection 11 (22 PP)

+11 Toughness; Impervious, Sustained (Free - Personal - Sustained)

Ü Telepathy (22 PP)

Mental Blast: Damage 5 (20 PP)

DC 20; Alternate Resistance: Will, Increased Range 2: perception (Standard - Perception - Instant)

Mind Control: Cumulative Affliction 5 (1 PP)

1st degree: Dazed, 2nd degree: Compelled, 3rd degree: Controlled, Resisted by: Will, DC 15; Cumulative (Standard - Close - Instant)

Ü Telepathy (1 PP)

Ü Communication: Mental Communication 2 (linked)

(Free - Rank, 1 mile - Sustained)

Ü Mind Reading: Mind Reading 5 (linked)

DC 15 (Standard - Perception - Sustained)

Advantages

Attractive Circumstance bonus to interaction based on your looks.

Leadership Spend a hero point to remove a condition from an ally.

Speed of Thought Use Int for Initiative instead of Agi.

Ultimate Effort: Will Defense Spend a hero point to get an effective 20 on a specific check.

Untapped Potential Using extra effort increases a power's ranks by 3 instead of 2.

Movement

Base Movement Speed - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)

Routine Jump Distance - Running jump: 11 ft.; standing: 5.5 ft.; vertical: 2.2 ft.; standing vert.: 1.1 ft.

Telekenetic Flight: Flight 7 - Speed: 250 miles/hour, 0.5 miles/round

Throwing Distance - Throw 400 lbs. 6 feet; throw 100 lbs. 30 feet; throw 25 lbs. 120 feet

Defenses

Dodge	8
Parry	8
Fortitude	7
Toughness	12
Impervious	+11
Will	12

Hero Points: 1

Damage

<input type="checkbox"/>	Bruises
<input type="checkbox"/>	Dazed
<input type="checkbox"/>	Staggered
<input type="checkbox"/>	Incapacitated

Fatigue

<input type="checkbox"/>	Fatigued
<input type="checkbox"/>	Exhausted



Complications

Prejudice Mutant.

Relationship She had a long, off and on relationship with Scott Summers. She also has had a mutual attraction to Wolverine.

Background Information

Languages: English

Real Name: Jean Grey

Jean's mutant powers of telepathy and telekinesis first manifest when her best friend is hit by a car and killed. Jean mentally links with her friend and nearly dies as well. The event leaves her comatose, and she is brought back to consciousness when her parents seek the help of powerful mutant telepath, Charles Xavier. Xavier blocks her telepathy until she is old enough to be able to control it, leaving her with access only to her telekinetic powers. Xavier later recruits her as a teenager to be part of his X-Men team as "Marvel Girl", the team's sole female member.

Skills

	Total	Ranks	Ability	Other
Acrobatics	-	-	1	
Athletics	+1	-	1	
Deception	+2	-	2	
Expertise: Science	+6	4	2	
Insight	+9	4	5	
Intimidation	+2	-	2	
Investigation	-	-	2	
Perception	+9	4	5	
Persuasion	+6	4	2	
Sleight of Hand	-	-	2	
Stealth	+1	-	1	
Technology	-	-	2	
Treatment	-	-	2	
Vehicles	+4	2	2	

Validation Report

Validation Report (0 issues): Nothing identified

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