



PHOENIX II

Rachel "Ray" Anne Summers

FIGHTING <i>melee</i>	GOOD (10)	HEALTH <i>F+A+S+E</i>	70	MOVEMENT	
AGILITY <i>ranged · dodge</i>	GOOD (10)	KARMA <i>R+I+P</i>	115	GROUND 1 AREA	AIR 30 AREAS
STRENGTH <i>damage · grapple</i>	GOOD (10)	RESOURCES <i>afford by rank</i>	TYPICAL (6)	ASTRAL 15 AREAS	MONSTROUS · 450 MPH
ENDURANCE <i>stamina · resist</i>	INCREDIBLE (40)	POPULARITY <i>fame</i>	GOOD (10)	REMARKABLE · 225 MPH	
REASON <i>knowledge · invent</i>	GOOD (10)			TALENTS	
INTUITION <i>senses · initiative</i>	REMARKABLE (30)			ACROBATICS/TUMBLING	AERIAL COMBAT
PSYCHE <i>willpower · magic</i>	MONSTROUS (75)			RESIST DOMINATION	PICK LOCKS
				COMPUTERS	

POWERS	
DAMAGE <i>the number = how much damage this hit deals</i>	ABSORBED <i>the number = how much damage this armor blocks per hit</i>
SENSE <i>the number = how sharp this sense is (intensity it detects through)</i>	INTENSITY <i>the number = how hard for targets to resist (their FEAT difficulty)</i>
MOVEMENT <i>see Movement block above for areas/turn + mph</i>	TB <i>thrown blunt / ensnaring — roll Agility on the Universal Table</i>
	EN <i>energy attack — roll Agility on the Universal Table</i>

TELEPATHY	AMAZING (50)	Amazing ability to project her thoughts, hear the thoughts of others and read minds. Rachel, under the skillful hand of Charles Xavier and her mother Jean Grey, has learned many, many different power stunts and abilities some of which are presented below.
	INTENSITY	
→ TELEPATHIC ILLUSIONS	REMARKABLE (30)	She can create realistic telepathic illusions at Remarkable ability
	INTENSITY	
→ SHE CAN ALTER THE APPARENT APPEARANCE OF HERSELF AND OTHERS BY ALTERING THE PERCEPTIONS OF THOSE AROUND HER AT EXCELLENT ABILITY		
→ MIND CONTROL	REMARKABLE (30)	She can control the thoughts and actions of others, if she so chooses she can also possess the mind of another, and use that body as her own at Remarkable ability
	INTENSITY	
→ PERSONALITY ALTERATION	REMARKABLE (30)	She can alter the minds of others, thus permanently changing their personality at Remarkable ability
→ MENTAL PARALYSIS	REMARKABLE (30)	She can induce temporary paralysis at Remarkable ability
→ MENTAL AMNESIA	REMARKABLE (30)	She can erase any awareness of particular memories or cause total amnesia at Remarkable ability.
→ MENTAL SEDATING	REMARKABLE (30)	Can telepathically "sedate" her victims by putting them to sleep mentally at Remarkable ability.
→ MIND LINK	INCREDIBLE (40)	Ability to develop a mental link with any person which remains as a connection to that individual or individuals (up to 8) for as long as she concentrates on it with Incredible ability
→ PSYCHIC BLAST	DAMAGE EN	She can project psychic energy at power rank ability.
→ PSI DETECTION	REMARKABLE (30)	She can sense other telepaths, the use of psionics or mental signatures left behind in an area at Remarkable ability.
	SENSE	
→ PSI-SCREEN	MONSTROUS (75)	Ability to erect a psychic shield for protection of herself and of others minds at Monstrous ability for her, Incredible if sheilding others as well.
	ABSORBED	
→ ASTRAL PROJECTION	REMARKABLE (30)	She can project her astral form from her body onto Astral Plane or the physical plane. In the physical plane she can travel in astral form over vast distances this ability functions at Remarkable level.
	MOVEMENT	
TELEKINESIS	MONSTROUS (75)	Monstrous level ability to move objects with her mind. While you might find someone stronger than Rachel at her base level, you won't find anyone who can match her in terms of raw power with her telekinetic powers.
	INTENSITY TB	
→ FORCE SHIELDS	AMAZING (50)	Rachel can create Telekinetic force shields of Amazing strength, that provide power rank protection vs. physical and energy.
	ABSORBED TB	
→ KINETIC BOLTS	AMAZING (50)	Rachel can generate Amazing rank force bolts that inflict power rank damage
	DAMAGE TB	
→ RACHEL CAN MANIPULATE AND MOVE OBJECTS WITH AMAZING TELEKINETIC STRENGTH.	TB	
→ UNSTABLE MOLECULE MANIPULATION	REMARKABLE (30)	Rachel can manipulate her (and others) unstable molecule clothing configuring its appearance as she desires at Remarkable ability.
	DAMAGE	
→ TELEKINETIC FLIGHT	MONSTROUS (75)	Rachel can fly at Monstrous airspeed, she may ferry up to 10 others as well with the speed being reduced down to Incredible while doing so.
	MOVEMENT TB	
TIME TRAVEL	MONSTROUS (75)	Rachel has the ability to travel through time, how specifically this power works isn't known, it functions at Monstrous ability allowing her to travel backwards or forwards through the timestream.
→ CHRONO-SKIMMING	INCREDIBLE (40)	through the use of this power and her telepathy Rachel is able to send a person back through time using their body in the past as an anchor, she has to concentrate to keep the person where she sent them. Any damage taken will automatically break the effect and bring the transported character back to the present: This power stunt functions at Incredible ability.

EQUIPMENT

- X-MEN UNIFORM

The Uniforms are constructed out of unstable molecule fabric of Remarkable Material. The suits come with a standard comlink that has a 250 mile range and a GPS tracking device built into it. The suits are insulated providing Good Protection vs. Heat and Cold as well as being designed to hide the wearer from mutant scanning equipment, with the exception of the Cerebro. Consider this to be Amazing protection vs. Electronic Mutant Detection. The Suits are also lined with a material designed by both Forge and Hank McCoy that provides body armor, Excellent vs. Physical and Energy. The armor is extremely light and is no thicker or heavier then a standard tee-shirt.

CONTACTS

ALL OF THE X-MEN HAVE CONTACTS WITH THEIR TEAMMATES

PAST X-MEN

THE NEW MUTANTS

OTHER X-RELATED GROUPS

PROFESSOR XAVIER

LILANDRA

THE STARJAMMERS. AS A MEMBER OF EXCALIBUR RACHEL ALSO HAS THE FOLLOWING CONNECTIONS: CAPTAIN BRITIAN

MEAGAN

AGENTS OF W.H.O. AS WELL AS BRITISH AUTHORITIES

SCOTLAND YARD

MI-6