



THE VISION

"The Vision" (Inapplicable, brain patterns based on those of Wonder Man and Alexander Lipton).

FIGHTING <i>melee</i>	REMARKABLE (30)	HEALTH F+A+S+E	140
AGILITY <i>ranged · dodge</i>	EXCELLENT (20)	KARMA R+I+P	70
STRENGTH <i>damage · grapple</i>	AMAZING (50)	RESOURCES afford by rank	POOR (4)
ENDURANCE <i>stamina · resist</i>	INCREDIBLE (40)	POPULARITY fame	REMARKABLE (30)
REASON <i>knowledge · invent</i>	REMARKABLE (30)		
INTUITION <i>senses · initiative</i>	GOOD (10)		
PSYCHE <i>willpower · magic</i>	REMARKABLE (30)		

MOVEMENT	
GROUND 1 AREA	
TALENTS	
	REPAIR/TINKER

POWERS	
DAMAGE the number = how much damage this hit deals	ABSORBED the number = how much damage this armor blocks per hit
SENSE the number = how sharp this sense is (intensity it detects through)	MOVEMENT see Movement block above for areas/turn + mph
EN energy attack — roll Agility on the Universal Table	RESTORED the number = Health restored

DENSITY MANIPULATION-SELF	UNEARTHLY (100) DAMAGE	Unearthly rank. The normal density is Good rank, at densities above Good, the Vision gains body armor equal to the density rank. At densities above Incredible he suffers a -1CS to Fighting and Agility. At densities above Amazing, he may use the density rank as strength. At Unearthly density, the Vision cannot move. Power stunts:
→ PHASE THROUGH SOLID OBJECTS AT SH-0 DENSITY		
→ FLIGHT AT SH-0 DENSITY, POOR SPEED.	MOVEMENT	
→ DISRUPTING LIVING OR NON-LIVING TARGETS BY SOLIDIFYING INSIDE THEM. DAMAGE INFLICTED IS EQUAL TO THE VISIONS DENSITY RANK AND BODY ARMOR IS IGNORED. AT RANKS ABOVE AMAZING VISION HIMSELF SUFFERS AMAZING DAMAGE. AFTER MANY USES OF THIS STUNT VISION CAN NOW USE THIS STUNT WITH LITTLE RISK OF ACCIDENTAL KILLING THE TARGET.	ABSORBED	
LIFE SUPPORT	INCREDIBLE (40) RESTORED	Incredible rank, no need to eat or breathe.
SOLAR BEAMS	REMARKABLE (30) DAMAGE EN	Remarkable damage (8 areas) from the jewel in his forehead.
SOLAR REGENERATION	AMAZING (50) RESTORED EN	Amazing rank, unless he has no access to solar or laser energy.
SENSOR PACK		
→ IR/UV VISION		6 area range on both: Ty
→ ENHANCED HEARING AND SIGHT		10 Area range on both: Gd
→ RADIO RECEIVER/TRANSMITTER		Acts as though he has a comcard: Gd
→ ENERGY DETECTION	SENSE	6 area range: Ty
→ COMPUTER LINKS		Touch Range (Increase power by +1CS and may add talents where applicable) Ex
→ IMAGE INDUCER		Gd ability to mask the Vision and make him look as though he were someone else. (For game effect treat this as though it were imitation or shape shifting of equal rank, only holographic).

EQUIPMENT	
	None

CONTACTS	
	THE AVENGERS: AS AN AVENGER IN GOOD STANDING THE VISION CAN CALL UPON ANY OF HIS FELLOW AVENGERS FOR HELP
	GET IT. THE SCARLET WITCH: WANDA IS HIS EX-WIFE