



INVISIBLE GIRL

Susan Storm Richards

FIGHTING <i>melee</i>	TYPICAL (6)	HEALTH <i>F+A+S+E</i>	46
AGILITY <i>ranged · dodge</i>	TYPICAL (6)	KARMA <i>R+I+P</i>	50
STRENGTH <i>damage · grapple</i>	TYPICAL (6)	RESOURCES <i>afford by rank</i>	REMARKABLE (30)
ENDURANCE <i>stamina · resist</i>	EXCELLENT (20)	POPULARITY <i>fame</i>	60
REASON <i>knowledge · invent</i>	GOOD (10)		
INTUITION <i>senses · initiative</i>	EXCELLENT (20)		
PSYCHE <i>willpower · magic</i>	GOOD (10)		

MOVEMENT

GROUND
1 AREA

AIR
6 AREAS
TYPICAL · 90 MPH

TALENTS

ACTING — HAS ACTED IN COMMERCIALS AND MOVIES

POWERS

ABSORBED

the number = how much damage this armor blocks per hit

INTENSITY

the number = how hard for targets to resist (their FEAT difficulty)

MOVEMENT

see Movement block above for areas/turn + mph

INVISIBILITY	INTENSITY	Susan can automatically make herself invisible to normal sight by bending light around her. She can also make other people or things invisible (or vice-versa) if she makes a successful Psyche FEAT roll.
FORCE FIELDS	INCREDIBLE (40) ABSORBED	Susan has the ability to create and use an invisible but solid force field. As a shield, the force field absorbs Monstrous damage (75 points) from every attack. If any single attack causes more than Monstrous damage, the field collapses and Sue must make a successful Endurance FEAT roll or pass out for 1–10 rounds. The field can act as a cushion or a Monstrous material. She can use her field to lift Incredible weight.
FLIGHT	TYPICAL (6) MOVEMENT	Sue can fly with Typical speed (maximum 6 areas/round) by creating a pillar of force beneath her and moving it about.