

# MARVEL GIRL

**Identity:** Jean Grey  
**Group Affiliation:** X-Men  
**Base of Operations:** Xavier's School for Gifted Youngsters,  
 New York  
**Side:** Good  
**Sex:** Female  
**Height:** 5' 6"  
**Hair:** Red  
**Eyes:** Green  
**Level:** 14th  
**Experience:** 104,000  
**Training:** +1 Accuracy with Telekinesis



## Powers:

- 1. Heightened Charisma A +13**
- 2. Heightened Endurance A +8**
- 3. Natural Weaponry (*Danger Room Training*):** +5 to hit (includes Training Bonuses), +6 damage (includes Training Bonuses) with Telekinesis.
- 4. Telekinesis:** Range 504" (Cha x Level); Telekinetic Capacity: 5040 lbs (Cha x Level x 10). *Telekinetic Defense:* 1 action and a point of power to set up, with a PR cost of 1 per attack repulsed. Telekinetic defense requires the use of the number of pounds of telekinetic capacity equal to the weight of object(s) being defended.  
*Telekinetic Pulse:* 2d8 damage (but damage may be lowered due to reduced Telekinetic Capacity), PR 1/shot. Manipulate Objects: The speed at which objects move = 504" (Cha x Level). PR 1/turn per object controlled.  
*Telekinetic Flight:* Marvel Girl can carry herself and others through the air. Maximum Speed 864" (196 mph) (Cha x base movement rate, divided by two, in inches per turn), PR 1/hour. Subtract the weight of those carried (including Marvel Girl herself) from her Telekinetic Capacity.
- 5. Telepathy:** Maximum Range (radius) 140". Thought Scan PR 1. PR 3 for Mind Probe (includes Training Bonuses).
- 5. Willpower (*Psychic Shields*):** Type A. Willpower Defense: PR 1 per turn.
- 6. Weakness (*Prejudice*):** Marvel Girl is a mutant and as such, she is feared and hated by the world around her.

**Weight:** 125 lbs.  
**Strength:** 11  
**Agility:** 15  
**Charisma:** 36  
**Hit Mod.** (1.0) (2.6) (1.6) (1.1) = 3.7818  
**Damage Mod.:** +1  
**Accuracy:** +2  
**Carrying Capacity:** 228 lbs.  
**Movement Rates:** 48" ground, 864" telekinetic flight.  
**Det. Hidden:** 10%  
**Inventing Points:** 19.6  
**Knowledge Areas:** Commercial Art (Fashion Model)

**Basic Hits:** 3  
**Endurance:** 22  
**Intelligence:** 14  
**Reactions from:** Good: +7 (-7) Evil: -7  
**Hit Points:** 12  
**Healing Rate:** 1.8  
**Power:** 62  
**Basic HTH Damage:** 1d4  
**Det. Danger:** 14%  
**Inventing (42%):**

**Origin and Background:** (American) Jean Grey is a reserved member of the X-Men.

**Training Bonuses:** (2) +1 Accuracy with Telekinesis, (3) +1 Damage with Telekinesis, (4) +1 Agility, (5) +1 Accuracy with Telekinesis, (6) +1 Damage with Telekinesis, (7) +1 Endurance, (8) -1 PR Cost to Mind Probe (Telepathy), (9) +1 Accuracy with Telekinesis, (10) +1 Damage with Telekinesis, (11) +1 Endurance, (12) +1 Accuracy with Telekinesis, (13) +1 Damage with Telekinesis, (14) -1 PR Cost to Mind Probe (Telepathy).

**To Hit (Telekinetic Blast):** +6  
**To Hit (Unarmed HTH):** +1

**Damage (Telekinetic Blast):** 2d8 + 7  
**Damage (Unarmed HTH):** 1d4 + 2