

# POLARIS

**Identity:** Lorna Dane  
**Group Affiliation:** X-Men  
**Base of Operations:** Xavier's School for Gifted Youngsters, New York  
**Side:** Good  
**Sex:** Female  
**Height:** 5' 7"  
**Hair:** Dark Green  
**Eyes:** Light Green  
**Level:** 10th  
**Experience:** 77,000  
**Training:** +1 Accuracy with Magnetic Blast



## Powers:

**1. Heightened Endurance A +12**

**2. Heightened Expertise (*Danger Room Training*):** +4 to hit with Magnetic Powers.

**3. Magnetic Powers (x2):** Polaris possesses the ability to manipulate magnetism. Maximum Range 24", Magnetic Capacity (E x Level x 50 lbs) x 2 = 42,000 lbs.

**a. Magnetic Blast:** +3 to Hit (includes Training Bonuses), 3d10 + 3 Damage (includes Training Bonuses), PR 3/shot.

**b. Magnetic Defense:** 1 action, 1 PR to activate, 1 PR per attack repulsed. Magnetic defense ties up no magnetic capacity.

**c. Magnetic Flight:** Maximum Speed

**d. Magnetic Short-Out:** Can fire an electromagnetic pulse that disrupts electrical devices. PR 4/attempt, 48% Short Out.

**e. Manipulate Magnetic Objects:** 1 action and a roll to hit to gain control of the object (PR 5/attempt). Manipulating the object only takes movement afterwards.

**4. Weakness (Prejudice):** Polaris is a mutant and as such, she is feared and hated by the world around her.

**Weight:** 115 lbs.

**Strength:** 13

**Agility:** 15

**Charisma:** 26

**Hit Mod. (1.2) (3.0) (1.6) (1.2) = 6.912**

**Damage Mod.:** +2

**Accuracy:** +2

**Carrying Capacity:** 264 lbs.

**Movement Rates:** 52" ground.

**Det. Hidden:** 12%

**Inventing Points:** 15.0

**Knowledge Areas:** Communications (Radio) & Scientist (Geology/Geophysics)

**Origin and Background:** (American) Lorna Dane is a member of the X-Men.

**Training Bonuses:** (2) +1 Accuracy with Magnetic Powers, (3) +1 Damage with Magnetic Powers, (4) +1 Agility, (5) +1 Accuracy with Magnetic Powers, (6) +1 Damage with Magnetic Powers, (7) +1 Agility, (8) +1 Accuracy with Magnetic Powers, (9) +1 Damage with Magnetic Powers, (10) +1 Endurance.

**Legal Status:** Citizen of the United States with no criminal record.

**To Hit (Magnetic Blast):** +9

**To Hit (Unarmed HTH):** +2

**Basic Hits:** 3

**Endurance:** 24

**Intelligence:** 15

**Reactions from:** Good: +5 (-5) Evil: -5

**Hit Points:** 21

**Healing Rate:** 2.1

**Power:** 67

**Basic HTH Damage:** 1d6

**Det. Danger:** 16%

**Inventing (45%):**

**Agility Mod:** +2 (included)

**Damage (Magnetic Blasts):** 3d10 + 5

**Damage (Unarmed HTH):** 1d6 + 2