

BLACK ORCHID

Guardian Of The Veil

"Gods say a lot of things. Not all of them are true."

Real Name Soraya Morgan
Player NPC
Origin Zenith
Archetype Mirror

Team Affiliation Westguard
Base of Operations Boston, MA, USA
Range of Operations Interplanetary
Nationality American

Hair Brown
Eyes Brown
Height 5' 6"
Weight 128 lbs



Gender Cis Female
Sexuality Bisexual

ATTRIBUTES

Agility	3	
Brawn	2	
Endurance	4	
Presence	5	
Reason	3	
Power Level	9	

Normal Lift: 55 kg (pony keg of beer)
Max Lift: 120 kg (heavy adult)
Throws (25 kg): 2 m

Max Range: 1 km
Max Area: 100 m radius

POWERS

Blast

Standard action, Ranged, Normal
Eldritch Blast

Dazzle

Standard action, Ranged, Alteration
Gaze Of Helios

Dimensional Travel

Move action, Self-only
Odin's Gate

Flight

Move action, Self-only
Gift Of Aeolus

Force Field

Quick action, Self-only
Dee's Defensive Veil

Healing

Standard action, Hand-to-hand, Alteration
Grace Of Ixtlilton

Mental Resistance

Constant, Self-only
Tower Of Iron Will

Power Drain

Standard action, Hand-to-hand, Alteration
Eriik's Touch

Power Drain Ray

Standard action, Ranged, Alteration
Eriik's Gaze

Super-teleportation

Move action, Self-only

Teleportation

Move action, Self-only
Eye Of Ptah

Ultra-power

Varies, Self-only

SKILLS

Athletics
Culture
Diplomacy
Mental Combat
Perception
Ranged Combat
Social Sciences

GIFTS

Elusive
Headquarters
Pro From Dover:
Occultism

EQUIPMENT

Light Ballistic Vest (PL 1) (Versatex bodysuit; concealable)
Cell Phone (PL 1)

MOVEMENT

	Base Move	Double Move	All-out Move
Run	7 m	14 m	42 m (25 km/h)
Swim	3 m	6 m	18 m (11 km/h)
Jump	1 m		
Fly	7 m	14 m	42 m (25 km/h)
Teleport	130 km	260 km	470,000 km

Base Character Points 60 Unspent Experience 0
Total Experience Points 0 Spent Experience 0
Character Points Spent 60 Total Character Points 60

Attributes 38 + Skills 7 + Gifts 3 + Powers 12 + Modifiers 0 = 60 / 60

ULTRA-POWER: INTERDIMENSIONAL MANIPULATION

Astral Travel

Move action, Self-only

Mass Dimensional Travel

Move action, Self-only, Area

Area Blast

Standard action, Ranged, Area, Normal

Mass Flight

Move action, Self-only, Area

Clairvoyance

Standard action, Self-only

Hold

Standard action, Ranged, Special

Mass Dazzle

Standard action, Ranged, Area, Alteration

Power Suppression

Standard action, Ranged, Area, Alteration

Detect Occult Influence

Standard action, Self-only

Mass Teleportation

Move action, Self-only, Area

MOTIVATIONS & COMPLICATIONS

Curiosity: The character lives and breathes to solve the world's mysteries.
Responsibility: The character is burdened by the responsibility of their powers.

Enemy: The legacy of the Black Orchid has made many enemies over the centuries.

OPPOSED ROLLS

Attacker (Action Total)

Dice	plus	Skill (Attribute)
1d6 Unskilled		Hand-to-hand Combat (Brawn)
2d6 Skilled		Ranged Combat (Agility)
2d6 Has Expertise (Re-roll 1s and 2s)		Mental Combat (Power Level) etc.

Defender (Target Number)

Dice	plus	Skill (Attribute)
1d6 Unskilled		Hand-to-hand Combat (Brawn)
2d6 Skilled		Ranged Combat (Agility)
2d6 Has Expertise (Re-roll 1s and 2s)		Mental Combat (Presence) etc.

UNOPPOSED ROLLS

Action Total

Dice	plus	Skill (Attribute)
1d6 Unskilled		Culture (Reason)
2d6 Skilled		Finesse (Agility)
2d6 Has Expertise (Re-roll 1s and 2s)		Performance (Presence) etc.

Target Number

Dice	plus	Difficulty Value (DV)
1d6 Unskilled	3	Moderately difficult
2d6 Skilled	6	Remarkably difficult
2d6 Has Expertise (Re-roll 1s and 2s)	9	Extremely difficult
	12	Inconceivable!

ATTACK BONUSES AND PENALTIES

Circumstance	Modifier
Attacker is making an all-out move (sprinting)	Attack fails
Attacker can't perceive defender in ranged combat	Attack fails
Attacker can't perceive defender in hand-to-hand combat	Penalty die
Attacker is attempting to disarm the defender	Penalty die
Attacker is distracted	Penalty die
Attacker is restrained	Penalty die
Attacker is making a double move (running)	Penalty die
Attacker is surprised	Penalty die
Attacker is using a sweep attack	Penalty die
Attacker is using a two-handed weapon with one hand	Penalty die
Target is beyond effective range of the weapon	Penalty die
Attacker is charging the defender	Bonus die

DEFENSE BONUSES AND PENALTIES

Circumstance	Modifier
Defender is distracted	Penalty die
Defender is prone in hand-to-hand combat	Penalty die
Defender is restrained	Penalty die
Defender is surprised	Penalty die
Defender can't perceive attacker	Penalty die
Defender has cover	Bonus die
Defender is prone in ranged combat	Bonus die
Defender is making a double move (running)	Bonus die
Defender is making an all-out move (sprinting)	Bonus die

ACTIONS

On Your Turn	One move action One standard action As many quick actions as the GM deems reasonable
Any Time	As many free actions as the GM deems reasonable

SPENDING A PLOT POINT

Bonus Die	Spending a plot point grants the character a bonus die on the current roll. The player may spend the plot point before or after the dice are rolled.
Escape	Spending a plot point allows the character to immediately break free of a grapple or a lasting power such as Dazzle, Mind Control, or Telekinesis.
Inspiration	Spending a plot point grants the character an intuitive leap: the player receives a hint from the GM on what to do next.
Power Stunt	Spending a plot point permits the character to use a power they do not have.
Rally	Spending a plot point allows a character to rally and immediately recover half of the Endurance they have lost.
Retcon	Spending a plot point allows the player to change the past in some way that supports the current needs of the plot.
Surge	Spending a plot point increases one of the character's attributes by one for one round.

DIFFICULTY VALUE

— Routine	Perform a familiar task under ordinary conditions
3 Moderately difficult	Perform a familiar task under hostile conditions, or an unfamiliar task under ordinary conditions
6 Remarkably difficult	Perform an unfamiliar task under hostile conditions
9 Extremely difficult	Perform an esoteric task under ordinary conditions
12 Inconceivable!	Perform an esoteric task under hostile conditions