

JEAN GREY

Affiliations

Distinctions

Power Sets

Specialties

SOLO 6 BUDDY 10 TEAM 8

Unparalleled Psychic
Professor Xavier's First Student
Host of the Phoenix

4 OR 8
+1 PP

OMEGA-LEVEL TELEPATH

Enhanced Durability 8 Telepathy 10
Mind Control 8 Telekinetic Blast 10
Psychic Resistance 10 Telekinetic Flight 6
Telekinetic Mastery 10

- SFX: Area Attack. Against multiple targets, for each additional target add a d6 and keep an additional effect die.
- SFX: Echo of the Phoenix. Step up or double any OMEGA-LEVEL TELEPATH power for one action. If that action fails, add a die to the doom pool equal to the normal rating of that power die.
- SFX: Powerful Psychic. Step back the highest die in your attack action pool to add a d6 and step up mental stress inflicted.
- SFX: Psychic Feedback. On a successful reaction against a psychic action, convert your opponent's effect die into an OMEGA-LEVEL TELEPATH stunt or step up an OMEGA-LEVEL TELEPATH power until used in an action. If your opponent's action succeeds, spend 1 PP to use this SFX.
- SFX: Versatile. Replace Psychic Blast or Telepathy die with 2d8 or 3d6 on your next roll.
- SFX: Psychic Healing. Add Telepathy to your pool when helping others to recover stress. Spend 1 PP to recover your own or another's mental stress or step back your own or another's mental trauma by -1.
- Limit: Exhausted. Shutdown any OMEGA-LEVEL TELEPATH power to gain 1PP. Activate an opportunity or participate in a Transition Scene to recover that power.
- Limit: Mutant. When affected by mutant-specific complications or tech, earn 1 PP.
- Limit: Evil Rises. If Jean takes emotional or mental Trauma or when the Doom Pool contains at least 2d12, activate the DARK PHOENIX.

DARK PHOENIX

The Dark Phoenix is the consequence of the Phoenix Force being corrupted by human emotions and it represents death and chaos. Whenever the Dark Phoenix possessed Jean, it left a fragment of itself hidden in Jean's psyche that activates during times of intense stress. The Dark Phoenix uses the doom pool for all actions and opposes the heroes and other characters. While manifested, the Dark Phoenix's dice may be targeted like a mob's dice; the Dark Phoenix does not take stress, but successful actions against it may reduce the doom pool. The Dark Phoenix may use any of Jean's SFX but does not use any of her Affiliation, Distinction, or Specialty traits. The Dark Phoenix continues to grow in power if the doom pool grows, if the doom pool is reduced to two dice, the Dark Phoenix dissipates, but is not truly destroyed.

Cosmic Master 10 Psych Expert 8

[You may convert EXPERT d8 to 2d6, or MASTER d10 to 2d8 or 4d6.]

PP

STRESS/TRAUMA

P

4 6 8 10 12

M

4 6 8 10 12

E

4 6 8 10 12

XP



History

When Jean Grey was ten years old, her best friend, Annie Richardson was hit by an automobile. Jean's anguish as she held her friend activated her mutant telepathic powers, and thus Jean shared Annie's emotions as she died. Traumatized, Jean suffered from deep depression and was unable to control her new telepathic powers. Jean's parents turned to Professor Charles Xavier for help. Xavier created psychic shields in Jean's mind to prevent her from utilizing her telepathic powers until she was mature enough to handle them. He also began training her to use her telekinetic ability. In her teenage years, Jean enrolled in Xavier's School for Gifted Youngsters, becoming the fifth member of the X-Men adopting the codename "Marvel Girl."

Jean and fellow X-Men and student Scott Summer began a longstanding romantic relationship during the early years of the X-Men. Following Xavier's recruitment of a second class of X-Men, Jean left the team. However, Jean and the other X-Men were abducted by Sentinels and taken to a space station. The X-Men escaped to Earth in a shuttle, which Jean volunteered to pilot. The cockpit proved unable to hold back radiation and she began to die. The Phoenix Force made contact with the dying Jean Grey and created a duplicate of Jean's body to serve as its host. The Phoenix Force placed the real Jean Grey in a protective cocoon at the bottom of the Jamaica Bay.

Jean awoke later to find that the Phoenix/Jean duplicate had been driven insane and turned into the Dark Phoenix and died after battling the X-Men and that Scott Summers had gone on to marry Madelyne Pryor, a clone of Jean created by Mister Sinister. The revived Jean and the other four original X-Men rejoined and founded X-Factor. Madelyne became the mad Goblin Queen and died in battle with Jean. Inevitably, Jean and the other members of X-Force rejoined the ranks of the X-Men. Scott and Jean have since renewed their relationship and are pursuing it to a deeper level. Marriage is a definite possibility on the horizon.

Personality

Jean Grey is intellectual, disciplined and loving. She is the heart of the original X-Men and in remains the heart of the current X-Men team. Jean is a selfless, caring person, always looking out for others. She embodies Charles Xavier's mission for mutant self-sacrifice in order to achieve human and mutant equality. Jean is devoted to her first love Scott, but she also has undeniable feelings for fellow teammate Wolverine.

Abilities & Resources

Jean is an omega-level telepath. Initially, Jean's powers were restricted to only telekinesis and even lifting her own weight quickly tired her. With training her telekinesis improved, but it wasn't until she was released from the Phoenix Force's cocoon that her telekinesis really started to become powerful. Jean's telepathy was suppressed at a young age by Charles Xavier. Later, Xavier released these mental blocks for a more mature Jean. While accessing the Phoenix Force, Jean's telepathy and telekinesis are heightened to an incredible degree, surpassing the likes of Charles Xavier and even the Shadow King. Using telepathy, Jean is able to read thoughts, project and broadcast her own thoughts.

As one of the original X-Men, Jean is respected in the super hero and mutant community. Her personality has made her a close friend to many heroes who would help her if she ever called on them. She also has access to all of the Institute's equipment and technology.



All This Power

- 1 XP when you discuss the powers the Phoenix gave you when you were under its influence.
- 3 XP when you fail an action while using your *Echo of the Phoenix SFX*.
- 10 XP when you you either rejoin your allies after you activate the Dark Phoneix and regain control, or sacrifice yourself to prevent it from happening again.

Xavier's Student

- 1 XP when you first aid a specific hero on your team.
- 3 XP when you assist a character in a recovery action of emotional or mental stress.
- 10 XP when you help your teammates recover from a long-term emotional or mental problem, or you kick them off the team so they can find the solution on their own.

Milestones