

DAZZLER

Alison Blaire (Public)

| | | | | |
|--------------|-------|----|--------------|---|
| Affiliations | SOLO | 6 | Distinctions | MUTANT POP ICON THE SHOW MUST GO ON BRIGHTER THAN THEY EXPECT |
| | BUDDY | 8 | | |
| | TEAM | 10 | | |

XP

PP

| | | | | | | |
|---------------|---|---|---|---|----|----|
| Stress/Trauma | P | 4 | 6 | 8 | 10 | 12 |
| | M | 4 | 6 | 8 | 10 | 12 |
| | E | 4 | 6 | 8 | 10 | 12 |

Power Sets

SOUND INTO LIGHT

- 8 ENHANCED REFLEXES
- 8 ENHANCED DURABILITY
- 8 FLIGHT
- 8 HYPNOTIC LIGHT DISPLAY
- 10 LIGHT BLAST

SFX: Convert Sound. When using an available sound source to fuel your powers, step up or double a **Sound Into Light** power for one action, then either shut down that sound source, create a complication tied to sensory overload, or add a die to the Doom Pool.

SFX: Blinding Burst. Add a d6 and step up your effect die when creating a Blinded, Dazzled, or Disoriented complication against a target.

SFX: Turn It Up. Against multiple targets, add a d6 and keep an additional effect die for each extra target.

SFX: Hard-Light Defense. Spend 1 PP to ignore physical stress or trauma unless caused by darkness-based, sonic-disruptive, or precision psychic attacks.

SFX: Holograms. Add a D6 and step up your effect die when using a **Sound into Light** powerset to create assets or complications.

SFX: Multipower. Use two or more **Sound into Light** powers in a single dice pool at -1 step for each additional power.

Limit: Needs Sound. Shut down **Sound Into Light** when Dazzler is in total silence or deprived of usable sound. Gain 1 PP. Recover by restoring sound or activating another loud source.

Limit: Sensory Backlash. Gain 1 PP to step up emotional stress or create a Sensory Overload complication after pushing her light powers too far.

Limit: Public Life. Gain 1 PP when fame, public scrutiny, media attention, or anti-mutant hostility creates trouble for Dazzler or her allies.

Limit: Mutant. Gain 1 PP when affected by mutant-specific milestones and tech.

Specs

- 8 ACROBATICS EXPERT
- 8 COMBAT EXPERT
- 8 PSYCH EXPERT

Milestones

MUTANT ICON

1 XP when you use your fame, music, or public image to help another mutant, protect a vulnerable community, or change the tone of a scene.

3 XP when your celebrity status creates a serious complication for the team, such as media exposure, anti-mutant backlash, unwanted attention, or a divided crowd.

10 XP when you either embrace your role as a public mutant symbol despite the danger, or walk away from the spotlight to protect yourself or someone you love.

THE SHOW MUST GO ON

1 XP when you keep fighting, performing, or inspiring others after taking stress.

3 XP when you turn a chaotic environment into an advantage by using sound, crowds, music, machinery, explosions, or enemy attacks to fuel your powers.

10 XP when you either win a major conflict by making yourself the center of attention, or choose to stop performing long enough to let someone else take the lead.

Character writeup by Mark Meredith (Marvel Plot Points (marvelplotpoints.com)),




Datafile created by Mark Meredith (Marvel Plot Points (marvelplotpoints.com))

All images and names of characters and locations, unless expressly stated and are TM and © Marvel & Subs. Used without permission Heroic Roleplaying & the Cortex Plus system TM Margaret Weis Productions, Ltd.

This datafile is a work of fandom and is not intended to profit from or infringe on the rights of Marvel or Margaret Weis Productions, Ltd.

DAZZLER

Alison Blaire (Public)

| | | | |
|--------------|--|--------------|---|
| Affiliations | SOLO  | Distinctions | MUTANT POP ICON THE SHOW MUST GO ON BRIGHTER THAN THEY EXPECT |
| | BUDDY  | | |
| | TEAM  | | |

XP

PP

| | | | | | | |
|---------------|---|---|---|---|---|---|
| Stress/Trauma | P |  |  |  |  |  |
| | M |  |  |  |  |  |
| | E |  |  |  |  |  |

Power Sets

SOUND INTO LIGHT

-  ENHANCED REFLEXES
-  ENHANCED DURABILITY
-  FLIGHT
-  HYPNOTIC LIGHT DISPLAY
-  LIGHT BLAST

SFX: Convert Sound. When using an available sound source to fuel your powers, step up or double a **Sound Into Light** power for one action, then either shut down that sound source, create a complication tied to sensory overload, or add a die to the Doom Pool.

SFX: Blinding Burst. Add a d6 and step up your effect die when creating a Blinded, Dazzled, or Disoriented complication against a target.

SFX: Turn It Up. Against multiple targets, add a d6 and keep an additional effect die for each extra target.

SFX: Hard-Light Defense. Spend 1 PP to ignore physical stress or trauma unless caused by darkness-based, sonic-disruptive, or precision psychic attacks.

SFX: Holograms. Add a D6 and step up your effect die when using a **Sound into Light** powerset to create assets or complications.

SFX: Multipower. Use two or more **Sound into Light** powers in a single dice pool at -1 step for each additional power.




Limit: Needs Sound. Shut down **Sound Into Light** when Dazzler is in total silence or deprived of usable sound. Gain 1 PP. Recover by restoring sound or activating another loud source.

Limit: Sensory Backlash. Gain 1 PP to step up emotional stress or create a Sensory Overload complication after pushing her light powers too far.

Limit: Public Life. Gain 1 PP when fame, public scrutiny, media attention, or anti-mutant hostility creates trouble for Dazzler or her allies.

Limit: Mutant. Gain 1 PP when affected by mutant-specific milestones and tech.

Specs

-  ACROBATICS EXPERT
-  COMBAT EXPERT
-  PSYCH EXPERT

Milestones

MUTANT ICON

1 XP when you use your fame, music, or public image to help another mutant, protect a vulnerable community, or change the tone of a scene.

3 XP when your celebrity status creates a serious complication for the team, such as media exposure, anti-mutant backlash, unwanted attention, or a divided crowd.

10 XP when you either embrace your role as a public mutant symbol despite the danger, or walk away from the spotlight to protect yourself or someone you love.

THE SHOW MUST GO ON

1 XP when you keep fighting, performing, or inspiring others after taking stress.

3 XP when you turn a chaotic environment into an advantage by using sound, crowds, music, machinery, explosions, or enemy attacks to fuel your powers.

10 XP when you either win a major conflict by making yourself the center of attention, or choose to stop performing long enough to let someone else take the lead.

Character writeup by Mark Meredith (Marvel Plot Points (marvelplotpoints.com)),
 Datafile created by Mark Meredith (Marvel Plot Points (marvelplotpoints.com))

All images and names of characters and locations, unless expressly stated and are TM and © Marvel & Subs. Used without permission
 Heroic Roleplaying & the Cortex Plus system TM Margaret Weis Productions, Ltd.

This datafile is a work of fandom and is not intended to profit from or infringe on the rights of Marvel or Margaret Weis Productions, Ltd.