

# Nightingale (Jenny Shannon)

Val	Char	Roll	Notes
15	STR	12-	<b>HtH Damage:</b> 3d6 <b>Lift:</b> 200 kg <b>END:</b> 1
24	DEX	14-	
18	CON	13-	
18	INT	13-	<b>PER Roll:</b> 13-
12	EGO	11-	
15	PRE	12-	<b>PRE Attack:</b> 3d6
9	OCV		
8	DCV		
3	OMCV		
3	DMCV		
5	SPD		<b>Phases:</b> 3, 5, 8, 10, 12
8 / 23	PD		<b>Total:</b> 8 / 23 (0r / 15r)
8 / 23	ED		<b>Total:</b> 8 / 23 (0r / 15r)
7	REC		
35	END		
10	BODY		
30	STUN		

## Personal Data

**Hair:** Blonde                      **Eyes:** Blue  
**Height:** 5' 6"                      **Weight:** 110 lbs

**Birth Date:** December 17, 1981  
**Place of Birth:** San Bernardino, CA

**Non-Hero Occupation:** Nurse and Medical student

## Complications

**Distinctive Features:** Distinctive Features: Magical Aura (Not Concealable; Noticed and Recognizable; Detectable By Uncommonly-Used Senses)

**Watched:** Order Of The White Shield (Infrequently, Less Pow, NCI, PC has Public ID or is easy to find)

**Psych Complication:** Code Against Killing (Common, Total)

**Psych Complication:** Protects innocents and always tries to help the seriously injured (Common, Strong)

**Psych Complication:** Happy-go-lucky; Always sees the best in people (Common, Moderate)

**Social Complication:** Secret Identity (Frequently, Major)

## Movement

	END
<b>Run:</b> 12m (24m NC)	1
<b>Swim:</b> 4m (8m NC)	1
<b>Leap:</b> 4m (8m NC)	1
<b>Flight:</b> 40m (80m NC)	0

## Skills

+2 with Sonic Attacks Multipower

Breakfall 14-  
Bureaucratics 8-  
Forensic Medicine 13-  
Mimicry 13-  
Paramedics 14-  
Power (Sonic Tricks) 15-  
Systems Operation 8-  
Teamwork 14-  
Ventriloquism 8-

**AK:** United States of America 11-

**AK:** Order of the White Shield temple and area 8-

**CK:** New York City 12-

**PS:** Healer 11-

**PS:** Nurse 12-

**PS:** Singing 11-

**PS:** Doctor 8-

**SS:** Occultism 13-

**SS:** Medicine 13-

**SS:** Sonics 8-

**TF:** Small Motorized Ground Vehicles

## Linguist

- 1) **Language:** English (imitate dialects)
- 2) **Language:** Greek (completely fluent)
- 3) **Language:** Hindustani (fluent conversation)
- 4) **Language:** Latin (completely fluent)
- 5) **Language:** Mandarin (fluent conversation)
- 6) **Language:** Russian (completely fluent)
- 7) **Language:** Spanish (completely fluent)

## Scholar

- 1) **KS:** Healing Techniques 13-
- 2) **KS:** Magic 13-
- 3) **KS:** Music 13-
- 4) **KS:** The Mystical World 13-
- 5) **KS:** The Order Of The White Shield 13-

## Talents

Perfect Pitch

**Attractive:** +1 / +1d6 Striking Appearance

## Perks

**Positive Reputation:** Member of SuperSquad America (A large group) 14-, +1 / +1d6

**Contact:** Order of the White Shield (Contact has significant Contacts, Contact has very useful Skills or resources, Good relationship), Organization Contact (x3) 11-

**Fringe Benefit:** Passport

**Fringe Benefit:** Sanctioned Superhero

**Perk:** SuperSquad America HQ and Vehicles

**Power** **END**

**Sonic Powers,** all slots Unified Powers

- 1) **Riding Sound Waves:** Flight 40m, 0 END
- 2) **Sonic Screen:** Resistant Protection (15 PD / 15 ED) (Protect Carried Items), Nonpersistent, Perceivable

**Sonic Attacks:** Multipower, all slots Incantations, Unified Powers

- f1) **Sonic Blast:** Blast 14d6, ½ END 3
- f2) **Piercing Blast:** Blast 12d6, Armor Piercing, ½ END, 3
- f3) **Stunning Sound:** Blast 8d6, No Normal Defense (Ear Coverings, Flash Defense: Hearing), ½ END, 3
- f4) **Shattering Blast:** RKA 2d6, No Normal Defense (Ear Coverings, Flash Defense: Hearing), Does BODY, ½ END 3
- f5) **Cone of Deafening:** Hearing Group Flash 12d6, ½ END, Area Of Effect (16m Cone, Selective); No Range 3
- f6) **Vertigo Generation:** Drain DEX, OCV, and DCV 4d6, Expanded Effects (x3 Characteristics simultaneously), ½ END 3
- f7) **Feelings. Oh-Oh-Oh-Oh Feelings.:** Mind Control 12d6, ACV (OCV against DMCV), ½ END; Emotions only (different songs produce different emotions) 3

**Mystical Healing Powers:** Multipower, all slots Others Only, Incantations

**Notes:** Nightingale's healing powers only work against injuries not disease.

- f1) **Standard Healing:** Simplified Healing 7½d6; Extra Time (Extra Phase, Character May Take No Other Actions), Concentration, Must Concentrate throughout use of Constant Power (½ DCV), Doesn't work on Drains or Transforms 8
- f2) **Restore the Body:** BODY Healing 7d6, Can Heal Limbs; Extra Time (1 Turn, Character May Take No Other Actions), Concentration, Must Concentrate throughout use of Constant Power (½ DCV), Doesn't work on Drains or Transforms 7
- f3) **Take On The Wounds Of Others:** Simplified Healing 7d6, Can Heal Limbs; Side Effects ; Healer Takes On Identical Wounds, Doesn't work on Drains or Transforms 7
- f4) **Restore The Winded:** END Healing 4d6, Area Of Effect (8m Radius, Selective) 7

**Sound Tolerance:** Hearing Group Flash Defense (15 points)

**Magical Toughness:** Power Defense (20 points); Magic only

**SuperSquad America Communicard**

**Combat Maneuvers**

Maneuver	Phase	OCV	DCV	Effects
Block	½	+0	+0	Block HTH Attacks; Abort
Brace	0	+2	½	+2 OCV only to offset Range Modifier
Disarm	½	-2	+0	Disarm target, req.STR vs. STR Roll
Dodge	½	--	+3	Dodge all attacks; Abort
Grab	½	-1	-2	Grab two limbs, can Squeeze, Slam, or Throw
Grab By	½	-3	-4	Move and Grab object, +(v/10) to STR
Haymaker	½	+0	-5	+4 DC
Move By	½	-2	-2	((STR/2)+(v/10))d6, take 1/3 damage
Move Through	½	-v/10	-3	(STR +(v/6))d6, take ½ damage
Multiple Attack	1	var	x½	Attack 1 or more targets multiple times
Set	1	+1	+0	Take extra time to aim a Ranged attack
Shove	½	-1	-1	Push target back 1m per 5 STR used
Strike	½	+0	+0	STR damage or by weapon type
Throw	½	+0	+0	Throw object or character, does STR damage
Trip	½	-1	-2	Knock target to ground
Other Attacks	½	+0	+0	

Maneuver	Phase	OCV	DCV	Effect
Club Weapon	½	+0	+0	Killing weapon does Normal damage
Choke	½	-2	-2	NND 1d6, Grab one limb
Cover	½	-2	+0	Target held at "gunpoint"
Dive for Cover	½	+0	+0	Character avoids attack; Abort
Hipshot	½	-1	+0	+1 DEX only for initiative
Pulling A Punch	½	-1/5d6	+0	Strike, normal STUN, ½ BODY
Roll With A Punch	½	-2	-2	"Block" after being hit, ½ damage; Abort
Snap Shot	1	-1	+0	Lets character duck behind cover
Strafe	½	-v/6	-2	Make Ranged attack while moving
Suppression Fire	1	-2	+0	Continuous fire through an area, must be Autofire

**Range Modifiers**

Range	Modifier
Within Reach (1m)	-0
2 - 8m	-0
9 - 16m	-2
17 - 32m	-4
33 - 64m	-6
65 - 125m	-8
126 - 250m	-10
and so forth	