

Advantages

Fearless Immune to fear effects.

Languages 1 Speak and understand additional languages.

Luck 2 Re-roll a die roll once per rank.

Second Chance: Choose Hazard Re-roll a failed check against a hazard once.

Teamwork +5 bonus to support team checks.

Ultimate Effort: Will Spend a hero point to get an effective 20 on a specific check.

Movement

Base Movement Speed - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)

Flight: Flight 14 - Speed: 32000 miles/hour, 60 miles/round

Movement: Movement 4 - Environmental Adaptation: Zero Gee, Space Travel 3: other galaxies

Routine Jump Distance - Running jump: 17 ft.; standing: 8.5 ft.; vertical: 3.4 ft.; standing vert.: 1.7 ft.

Throwing Distance - Throw 400 lbs. 6 feet; throw 100 lbs. 30 feet; throw 25 lbs. 120 feet

Complications

Anxiety

Power Loss The power ring needs periodic recharging and issues a warning as its power runs low.

Responsibility Simon takes his responsibilities as a ring-slinger very seriously.

Weakness Green Lantern power rings depend on the willpower of the wearer; the maximum rank of the ring's effects is equal to the wearer's Will rank, and moments of self-doubt or hesitation can cause the ring to fail.

Skills

	Total	Ranks	Ability	Other
Acrobatics	+7	4	3	
Athletics	+7	6	1	
Close Combat: Unarmed	+6	3	3	
Deception	+6	3	3	
Expertise: Computers	+9	5	4	
Insight	+7	5	2	
Intimidation	+4	1	3	
Investigation	+6	2	4	
Perception	+9	7	2	
Persuasion	+9	6	3	
Ranged Combat: Power Ring	+6	3	3	
Sleight of Hand	-	-	3	
Stealth	+6	3	3	
Technology	+7	3	4	
Treatment	+6	2	4	
Vehicles	-	-	3	

Validation Report

Validation Report (0 issues): Nothing identified

Settings: Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Gadget Guides: Gadget Guides; Sourcebooks -> Power Profiles: Power Profiles; Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment; Optional Rules: Choose Starting PP

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Background Information

Languages: English, Spanish

Jessica Cruz went on a hunting trip with her friends and unfortunately came across mobsters, who were burying a body. Unwilling to have witnesses, the mobsters shot and killed Jessica's friends while Jessica herself managed to escape, but was extremely traumatized by the incident. After an aggravated assault, she locked herself in her room for 4 years. During the Crime Syndicate's rule, she was unwillingly chosen by the Ring of Volthoom, after its former bearer, Harold Jordan of Earth 3, was killed by Sinestro. Unlike the ring's predecessors, the ring forced upon Jessica and took over her body. Under the influence of the ring, she attacked her home town and was confronted by the Justice League and Doom Patrol. Through the intervention of Batman, Jessica was able to overcome the ring's influence when he told her that he was a victim like her and that finding strength, even at their worst moment of despair, will overcome their fears.

Jessica later becomes very sick and is seen in the Watchtower's infirmary. She succumbed to effects of the AMAZO virus, but is soon cured and voices that she is tired of being controlled. The Flash agrees and reveals that he has called in someone who can teach Jessica about rings and willpower. When a skeptical Jessica asks the Flash who could possibly help her, Hal Jordan reveals himself and states that he has returned to Earth to teach Jessica how to stay in control.

Jessica masters the ring under Hal's tutelage though she does mention that the ring "whispers awful things to her", somehow Volthoom has been severely weakened without affecting the power of the ring. When Darkseid's daughter Grail arrives on Prime Earth, she attacks Jessica and says that the Ring of Volthoom is a tether to Earth-Three and that its evil power would serve her well. Grail then uses the ring to open a portal to Earth-Three allowing the Anti-Monitor to cross over to the Prime Earth.

Jessica is quickly transported away along with the rest of the Justice League by Metron and watches as Batman takes his place on Metron's chair. Jessica later uses the ring to fight various enemies while Volthoom assisting her in order to prevent himself from being killed. Jessica helps Mister Miracle break out the Crime Syndicate in order to fight the Anti-Monitor. The ring being in close proximity to the Syndicate is able to draw off them to overwhelm Jessica and possess her body and mind. Cyborg attempts to shut him off again, but he attacks Cyborg and frees Grid. Jessica is now trapped within the Ring while Volthoom has taken over her body. Volthoom helps the Green Lantern Corp fight off Mobius's forces.

However, during the Justice League last confrontation against Grail and her resurrected father (through the body of Superwoman's and Mazahs' son), Grail manages to separate Barry from the Black Racer, which immediately begins to pursue him with intentions of killing him. Knowing that the entity couldn't leave the physical plane of existence until it reaps a soul, Jessica convinces Cyborg to tap into the ring's technology and override Volthoom's control over Jessica's body for a few seconds. This allows Jessica to jump between Flash the Black Racer, allowing the incarnation of death to apparently kill her, which makes it return to his home dimension. However, it's revealed at the end that Jessica is in fact alive, and that the life taken by the Black Racer was Volthoom's, which causes the ring to crumble into dust. Immediately afterwards, a Green Lantern ring descends at the battlefield and transforms Jessica, whose courageous act proved her to be capable of overcoming great fear, into a new Green Lantern, much to everyone's surprise.

Sometime after the Darkseid War, Jessica is kicked out of her apartment. She goes to see her sister Sara at her soccer game. Sara is delighted that Jessica is finally outside of her apartment and insists that she stay with her. Jessica begins to try to explain what happened in the past few weeks, but before she can her ring alerts her of a spacecraft that had crashed on Earth. She flies off to Arizona where she encounters the Green Lantern Simon Baz. After a brief interaction, a Manhunter android emerges from the wreckage. Simon tells her to step back and let him handle it, but he is swiftly bested by the android. Jessica attempts to defeat it herself but is also quickly bested. It turned out to be a training exercise set up by Hal Jordan. Hal wished to see how Simon and Jessica would work together and was disappointed that they didn't work together at all. Simon starts to pin blame on Jessica and the two quickly get into an argument. Hal silences both of them and tells them to summon their power batteries, Jessica doesn't even know she had one, but nonetheless gives it to Hal who fused the batteries into one single battery. Hal tells them that he's not doing this to punish them, but to make them work as a team to keep Earth safe.