

MANTICORE

Celebrity super-scientist

"We'll give it all we've got!"



Real Name Chloe Zhang (Zhang Qianwei)
Player NPC
Origin Zenith
Archetype Gadget

Team Affiliation Citadel
Base of Operations New York, NY, USA
Range of Operations Local/Global with team
Nationality Chinese American

Hair Black
Eyes Brown
Height 165 cm (5' 5")
Weight 48 kg (106 lbs)

Gender Cis Female
Sexuality Heterosexual

ATTRIBUTES

Agility	3	<div><div></div><div></div><div></div></div>
Brawn	2	<div><div></div><div></div></div>
Endurance	5	<div><div></div><div></div><div></div><div></div><div></div></div>
Presence	3	<div><div></div><div></div><div></div></div>
Reason	5	<div><div></div><div></div><div></div><div></div><div></div></div>
Power Level	5	<div><div></div><div></div><div></div><div></div><div></div></div>

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

Max Range: 100 m
Max Area: 10 m radius

SKILLS

Athletics
Computing
Culture
Diplomacy (+)
Engineering
Hand-to-hand Combat
Investigation
Manipulation
Performance
Piloting
Ranged Combat
Science

GIFTS

Connected
Famous
Fascinating
Headquarters
Linguist
Team Player
Utility Belt
Wealthy

EQUIPMENT

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	1,300 m	2,600 m	7,800 m (4,700 km/h)

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

Attributes 29 + Skills 13 + Gifts 8 + Powers 10 + Modifiers 0 = 60 / 60

POWERS

Ambient Awareness

Free action, Self-only
Helmet sensor suite

Blast

Standard action, Ranged, Normal
Jet wing miniguns

Darkness

Standard action, Ranged, Area, Environmental
Smoke rocket

Dazzle

Standard action, Ranged, Alteration
Flash rocket

Detect Electromagnetic Radiation

Standard action, Self-only
Helmet sensor suite

Environmental Immunity

Constant, Self-only
Sealed system (must be activated)

Flight

Move action, Self-only
Jet wing

Night Vision

Free action, Self-only
Helmet sensor suite

Super-reason

Constant, Self-only

Ultra-power

Varies, Self-only

ULTRA-POWER: GADGETS AND WEAPONRY

Area Blast

Standard action, Ranged, Area, Normal
Fragmentation rocket

Seeking Blast

Standard action, Ranged, Normal
Smart rocket

Command Machines

Standard action, Ranged, Mental
Machines with onboard computers only

Mass Dazzle

Standard action, Ranged, Area, Alteration
Barrage of flash rockets

Environmental Control

Standard action, Ranged, Area, Environmental
Fire suppression foam (only puts out fires)

Hold

Standard action, Ranged, Special
Restraining foam rocket

Speak With Objects

Standard action, Self-only
Computers only

Super-flight

Move action, Self-only
Jet wing afterburners

Telekinesis

Standard action, Ranged, Special
Jet wing grappling cable

MOTIVATIONS & COMPLICATIONS

Adventure: The character has an adventurous spirit and rarely turns down a quest.
Community: The character believes that the greatest measure of an individual is in their value to society.

OPPOSED ROLLS

Attacker (Action Total)

Defender (Target Number)

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

UNOPPOSED ROLLS

Action Total

Target Number

Dice	plus	Skill (Attribute)	vs	Dice	plus	Difficulty Value (DV)
1d6	Unskilled	Culture (Reason)		1d6	Unskilled	3 Moderately difficult
2d6	Skilled	Finesse (Agility)		2d6	Skilled	6 Remarkably difficult
2d6	Has Expertise (Re-roll 1s and 2s)	Performance (Presence) etc.		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

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.

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

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