

# MIASMA

Have grenades, will travel

"Better to fight for something than live for nothing."

**Real Name** Hilary Watson  
**Player** NPC  
**Origin** Equipped  
**Archetype** Sword

**Team Affiliation** Fume Troopers  
**Base of Operations** Earth  
**Range of Operations** Global  
**Nationality** Canadian

**Hair** Brown  
**Eyes** Brown  
**Height** 168 cm (5' 6")  
**Weight** 52 kg (115 lbs)

**BULLETPROOF  
BLUES**

**Gender** Cis Female  
**Sexuality** Homosexual

## ATTRIBUTES

<b>Agility</b>	<b>3</b>	<div><div></div><div></div><div></div></div>
<b>Brawn</b>	<b>3</b>	<div><div></div><div></div><div></div></div>
<b>Endurance</b>	<b>4</b>	<div><div></div><div></div><div></div><div></div></div>
<b>Presence</b>	<b>3</b>	<div><div></div><div></div><div></div></div>
<b>Reason</b>	<b>3</b>	<div><div></div><div></div><div></div></div>
<b>Power Level</b>	<b>5</b>	<div><div></div><div></div><div></div><div></div><div></div></div>

Normal Lift: 120 kg (heavy adult)  
Max Lift: 260 kg (large brown bear)  
Throws (25 kg): 5 m

Increased Max Range: 1 km  
Increased Max Area: 100 m radius

## SKILLS

Athletics  
Deception  
Hand-to-hand Combat  
Manipulation  
Perception  
Ranged Combat (+)  
Stealth  
Survival

## GIFTS

Connected  
Headquarters  
Master Plan  
Minions  
Team Player  
Vehicles

## POWERS

### Blindsight

Free action, Self-only  
Special goggles in gas mask

### Damage Resistance

Constant, Self-only  
Body armor and trenchcoat

### Environmental Immunity

Constant, Self-only  
Trenchcoat and gas mask

### Blast

Standard action, Ranged, Normal  
Assault rifle w/ grenade launcher

### Area Blast

Standard action, Ranged, Area, Normal  
Fragmentation grenade

### Darkness

Standard action, Ranged, Area, Environmental  
Smoke grenade

### Dazzle

Standard action, Ranged, Alteration  
Flash grenade

### Endurance Drain

Standard action, Hand-to-hand, Alteration  
Nerve agent grenade

### Ultra-power

Varies, Self-only

## EQUIPMENT

Radio (PL 2)  
Scuba Tank, Mini (PL 1)  
Military Helicopter (Damage Resistance (PL): 8, Endurance: 12, Top Speed: 480 km/h)  
SWAT Van (Damage Resistance (PL): 8, Endurance: 9, Top Speed: 180 km/h)  
Go-fast Boat (Damage Resistance (PL): 5, Endurance: 7, Top Speed: 150 km/h)

## 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	2 m		

Base Character Points 50  
Total Experience Points 0  
Character Points Spent 50  
Attributes 24 + Skills 9 + Gifts 6 + Powers 9 + Modifiers 2 = 50 / 50

Unspent Experience 0  
Spent Experience 0  
Total Character Points 50

## ULTRA-POWER: GRENADES

### Seeking Area Blast

Standard action, Ranged, Area, Normal  
Knockout gas grenade (Stunning)

### Selective Area Blast

Standard action, Ranged, Area, Normal  
Smart cluster grenade

### Mass Dazzle

Standard action, Ranged, Area, Alteration  
Flash grenade

### Mass Endurance Drain

Standard action, Hand-to-hand, Area, Alteration  
Nerve agent grenade

### Environmental Control

Standard action, Ranged, Area, Environmental  
Cryo grenade

### Hold

Standard action, Ranged, Special  
Suppression foam grenade

### Illusion

Standard action, Ranged, Area, Environmental  
Hologram projector grenade

## MOTIVATIONS & COMPLICATIONS

Pride: The character seeks to personify the ideal of something, whether a culture, nationality, social class, or profession.  
Vengeance: The character seeks revenge for some past wrong done to them or their loved ones.

Enemy: Miasma is considered an international terrorist by the USA, and a criminal by Canada and most European countries.

## 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

<b>Bonus Die</b>	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.
<b>Escape</b>	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.
<b>Inspiration</b>	Spending a plot point grants the character an intuitive leap: the player receives a hint from the GM on what to do next.
<b>Power Stunt</b>	Spending a plot point permits the character to use a power they do not have.
<b>Rally</b>	Spending a plot point allows a character to rally and immediately recover half of the Endurance they have lost.
<b>Retcon</b>	Spending a plot point allows the player to change the past in some way that supports the current needs of the plot.
<b>Surge</b>	Spending a plot point increases one of the character's attributes by one for one round.

## ACTIONS

<b>On Your Turn</b>	One <b>move action</b> One <b>standard action</b> As many <b>quick actions</b> as the GM deems reasonable
<b>Any Time</b>	As many <b>free actions</b> as the GM deems reasonable

## DIFFICULTY VALUE

<b>— Routine</b>	Perform a familiar task under ordinary conditions
<b>3 Moderately difficult</b>	Perform a familiar task under hostile conditions, or an unfamiliar task under ordinary conditions
<b>6 Remarkably difficult</b>	Perform an unfamiliar task under hostile conditions
<b>9 Extremely difficult</b>	Perform an esoteric task under ordinary conditions
<b>12 Inconceivable!</b>	Perform an esoteric task under hostile conditions