

# CHTHYRA

The Crawling Chaos  
"I love you, Mommy."



Real Name N/A  
Player NPC  
Origin Alien  
Archetype Mirror

Team Affiliation Solo  
Base of Operations Earth  
Range of Operations Global  
Nationality N/A

Hair Black/None  
Eyes Red/Yellow  
Height N/A  
Weight N/A

Gender Nonhuman  
Sexuality None

## ATTRIBUTES

<b>Agility</b>	<b>0</b>	
<b>Brawn</b>	<b>0</b>	
<b>Endurance</b>	<b>6</b>	
<b>Presence</b>	<b>7</b>	
<b>Reason</b>	<b>4</b>	
<b>Power Level</b>	<b>7</b>	
<b>Plot Points</b>	<b>1</b>	

## POWERS

### Astral Travel

Move Negated if Possession is broken

### Illusion

Standard It's All In Your Mind

### Immortality

Constant Will re-form in six months if destroyed

### Mental Resistance

Constant

### Mind Control

Standard

### Mass Mind Control

Standard 10 m radius; physical or emotional proximity

### Mind Control, Great

Standard 100 m radius; physical or emotional proximity

### Mind Control, Vast

Standard 1 km radius; physical or emotional proximity

### Mind Control, Ultimate

Standard 10 km radius; physical or emotional proximity

### Mind Link

Free

### Possession

Standard Inhabit

### Super-presence

Constant

### Telepathy

Standard

## MOTIVATIONS & COMPLICATIONS

Exploration: The character lives to seek out new places and new ideas.

Passion: The character has a visceral, perhaps even savage, nature.

Gruesome: Chthyra's true form is incomprehensible to the human mind.

Vulnerability: Chthyra only has access to our reality through a host.

## SKILLS

Culture  
Deception  
Diplomacy  
Manipulation  
Perception  
Performance  
Survival

## GIFTS

Linguist  
Unsettling

## NOTES

## EQUIPMENT

## MOVEMENT

	Base Move	Double Move	All-out Move
Run	0 m	0 m	0 m (0 km/h)
Swim	0 m	0 m	0 m (0 km/h)
Jump	0 m		

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

Attributes 38 + Skills 7 + Gifts 2 + Powers 13 = 60 / 60

## OPPOSED ROLLS

### Attacker (Action Total)

Dice
1d6 Unskilled
2d6 Skilled
2d6 Has Expertise (Re-roll 1s and 2s)

plus

Skill (Attribute)
Close Combat (Brawn)
Ranged Combat (Agility)
Mental Combat (Power Level)
etc.

vs

### Defender (Target Number)

Dice
1d6 Unskilled
2d6 Skilled
2d6 Has Expertise (Re-roll 1s and 2s)

plus

Skill (Attribute)
Close Combat (Brawn)
Ranged Combat (Agility)
Mental Combat (Presence)
etc.

## UNOPPOSED ROLLS

### Action Total

Dice
1d6 Unskilled
2d6 Skilled
2d6 Has Expertise (Re-roll 1s and 2s)

plus

Skill (Attribute)
Culture (Reason)
Finesse (Agility)
Performance (Presence)
etc.

vs

### Target Number

Dice
1d6 Unskilled
2d6 Skilled
2d6 Has Expertise (Re-roll 1s and 2s)

plus

Difficulty Value (DV)
3 Moderately difficult
6 Remarkably difficult
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 close 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 close 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 As many <b>reactions</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