Karen X

One little war machine determined to survive
"I will not be replaced by an inferior unit."

BULLETPROOF BLUES

Real Name	Karen X	**Team Affiliation**	Solo	**Hair**	Blonde
Player	NPC	**Base of Operations**	United States	**Eyes**	Red
Origin	Artificial	**Range of Operations**	Global	**Height**	5' 1"
Archetype	Cannon	**Nationality**	American	**Weight**	375 lbs.

Gender	Inorganic
Sexuality	Asexual

ATTRIBUTES

Agility	3
Brawn	4
Endurance	7
Presence	3
Reason	3
Power Level	7
Plot Points	1

Normal Lift: 550 t (747 passenger plane)
Max Lift: 1,700 t (Space Shuttle)
Throws (25 kg): 35 km

POWERS

Blast
Standard   Particle beam eyes

Damage Resistance
Constant

Environmental Immunity
Constant

Flight
Move   Jet pack

Hyperacuity
Free

Immortality
Constant

Radio Communication
Free

Speak With Objects
Standard   Computers only

Super-agility
Constant

Super-lifting
Constant

Super-reason
Constant

Ultra-power: Weapon Systems
Varies

MOTIVATIONS & COMPLICATIONS

Wrath: The character exults in causing death and destruction, particularly when the target is guilty or despicable.
Security: The character strives to minimize risk, despite the potential reward or excitement.

Enemy: Karen X is the avowed enemy of Karen 7, the unit which was to have replaced her.
Vulnerability: The Karen X unit is considerably heavier than most people and has to be constantly aware of this.

ULTRA-POWER: WEAPON SYSTEMS

Explosive Blast
Standard   High explosive missiles

Seeking Blast
Standard   Seeking missiles

Command Machines
Standard

Dazzle
Standard   UV burst eye beams

Hold
Standard   Neural paralyzer eye beams

Power Drain
Standard   Technological powers only

Strike
Standard

EQUIPMENT

SKILLS

Athletics
Close Combat
Computing
Engineering
Ranged Combat
Science
Survival

GIFTS

Linguist
Mental Calculator
Perfect Recall

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	5 m		
Fly	7 m	14 m	42 m (25 km/h)

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 3 + Powers 12 = 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

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
As many **reactions** as the GM deems reasonable

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.

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