

# MARTHA JOHNSTON

## Mayor of Terminus

"Everyone builds their world in their own image."

**Real Name** Martha Johnston  
**Player** NPC  
**Origin** Natural  
**Archetype** Hammer

**Team Affiliation** Terminus  
**Base of Operations** Atlanta, GA, USA  
**Range of Operations** Local  
**Nationality** American

**Hair** Brown  
**Eyes** Brown  
**Height** 165 cm (5' 5")  
**Weight** 59 kg (130 lbs)



**Gender** Cis Female  
**Sexuality** Heterosexual

## ATTRIBUTES

<b>Agility</b>	<b>2</b>	
<b>Brawn</b>	<b>2</b>	
<b>Endurance</b>	<b>2</b>	
<b>Presence</b>	<b>4</b>	
<b>Reason</b>	<b>3</b>	
<b>Power Level</b>	<b>0</b>	

## POWERS

### Plot Points **1**

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

## MOTIVATIONS & COMPLICATIONS

**Enlightenment:** The character's true calling is education and enlightenment, both their own and others'.

**Individualism:** The character believes that the rights of the individual hold the highest moral value.

## EQUIPMENT

Light Ballistic Vest (PL 1) (concealable)  
Knife (PL 1)  
Target Pistol (PL 1) (bonus die if attacker does not move)

## SKILLS

Culture  
Diplomacy  
Hand-to-hand Combat  
Manipulation  
Perception  
Ranged Combat  
Survival

## GIFTS

Connected  
Famous  
Headquarters  
Minions

## MOVEMENT

	Base Move	Double Move	All-out Move
Run	4 m	8 m	24 m (14 km/h)
Swim	2 m	4 m	12 m (7 km/h)
Jump	1 m		

**Base Character Points** 20      **Unspent Experience** 0  
**Total Experience Points** 5      **Spent Experience** 5  
**Character Points Spent** 25      **Total Character Points** 25  
**Attributes 14 + Skills 7 + Gifts 4 + Powers 0 + Modifiers 0 = 25 / 25**

## OPPOSED ROLLS

### Attacker (Action Total)

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

  

Skill (Attribute)
Hand-to-hand Combat (Brawn)
Ranged Combat (Agility)
Mental Combat (Power Level)
etc.

### Defender (Target Number)

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

  

Skill (Attribute)
Hand-to-hand Combat (Brawn)
Ranged Combat (Agility)
Mental Combat (Presence)
etc.

## UNOPPOSED ROLLS

### Action Total

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

  

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

### Target Number

Dice	plus	Difficulty Value (DV)
1d6		Unskilled
2d6		Skilled
2d6	Has Expertise (Re-roll 1s and 2s)	

  

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 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