MASTER SIN

The Alchemist of Crime
"I take the long view."

BULLETPROOF BLUES

Real Name Sin Bayan	**Team Affiliation** Jade Moon Society	**Hair** Black	
Player NPC	**Base of Operations** Korea	**Eyes** Brown	
Origin Zenith	**Range of Operations** Global	**Height** 5' 5"	**Gender** Cis Male
Archetype Calculator	**Nationality** Korean	**Weight** 125 lbs.	**Sexuality** Asexual

ATTRIBUTES

Agility	4
Brawn	3
Endurance	6
Presence	6
Reason	7
Power Level	6
Plot Points	1

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

POWERS

Alteration Resistance
Constant

Damage Resistance
Constant   Adept at avoiding attacks

Environmental Immunity
Constant

Immortality
Constant

Mental Resistance
Constant

Regeneration
Standard

Super-reason
Constant

MOTIVATIONS & COMPLICATIONS

Control: The character detests the chaos of human society, and seeks to impose order.
Subtlety: The character seeks to achieve their goals without attracting attention.

SKILLS

Athletics
Close Combat
Computing
Deception
Diplomacy
Engineering
Investigation
Manipulation
Medicine
Mental Combat
Perception
Ranged Combat
Science
Stealth

GIFTS

Connected
Headquarters
Leadership
Linguist
Master Plan
Minions
Wealthy

NOTES

MOVEMENT

	Base Move	Double Move	All-out Move
Run	13 m	26 m	78 m (47 km/h)
Swim	4 m	8 m	24 m (14 km/h)
Jump	2 m		

EQUIPMENT

Light Ballistic Vest (PL 1) (concealable)
Sword (PL 2)
Cell Phone (PL 1)
Flashlight (PL 1)
Multi-tool (PL 1)

Base Character Points 75	**Unspent Experience** 0		
Total Experience Points 0	**Spent Experience** 0		
Character Points Spent 75	**Total Character Points** 75		

Attributes 47 + Skills 14 + Gifts 7 + Powers 7 = 75 / 75

Bulletproof Blues Character Sheet Helper 3.12 (Character Last Updated: 2020-02-09)

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