

# KAREN X

One little war machine determined to survive

"I will not be replaced by an inferior unit."



Real Name Karen X  
Player NPC  
Origin Artificial  
Archetype Cannon

Team Affiliation Solo  
Base of Operations United States  
Range of Operations Global  
Nationality American

Hair Blonde  
Eyes Red  
Height 155 cm (5' 1")  
Weight 170 kg (375 lbs)

Gender Inorganic  
Sexuality Asexual

## ATTRIBUTES

<b>Agility</b>	<b>3</b>	<div><div></div><div></div><div></div></div>
<b>Brawn</b>	<b>4</b>	<div><div></div><div></div><div></div><div></div></div>
<b>Endurance</b>	<b>7</b>	<div><div></div><div></div><div></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>7</b>	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>

Max Range: 1 km  
Max Area: 100 m radius

**Plot Points** **1**

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

## SKILLS

Athletics  
Computing  
Engineering  
Hand-to-hand Combat  
Ranged Combat  
Science  
Survival

## GIFTS

Linguist  
Mental Calculator  
Perfect Recall

## POWERS

### Blast

Standard action, Ranged, Normal  
Particle beam eyes

### Damage Resistance

Constant, Self-only

### Environmental Immunity

Constant, Self-only

### Flight

Move action, Self-only  
Jet pack

### Hyperacuity

Free action, Self-only

### Immortality

Constant, Self-only

### Radio Communication

Free action, Self-only

### Speak With Objects

Standard action, Self-only  
Computers only

### Super-agility

Constant, Self-only

### Super-lifting

Constant, Self-only

### Super-reason

Constant, Self-only

### Ultra-power

Varies, Self-only

## ULTRA-POWER: WEAPON SYSTEMS

### Area Blast

Standard action, Ranged, Area, Normal  
High explosive missiles

### Seeking Blast

Standard action, Ranged, Normal  
Seeking missiles

### Command Machines

Standard action, Ranged, Mental

### Dazzle

Standard action, Ranged, Alteration  
UV burst eye beams

### Hold

Standard action, Ranged, Special  
Neural paralyzer eye beams

### Power Drain

Standard action, Hand-to-hand, Alteration  
Technological powers only

### Strike

Standard action, Hand-to-hand, Normal

## EQUIPMENT

## 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)

## MOTIVATIONS & COMPLICATIONS

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

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

Base Character Points 60  
Total Experience Points 0  
Character Points Spent 60  
Unspent Experience 0  
Spent Experience 0  
Total Character Points 60  
Attributes 38 + Skills 7 + Gifts 3 + Powers 12 + Modifiers 0 = 60 / 30

## 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