

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

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

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.

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

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.

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

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