KARFN X

One little war machine determined to survive

Blast

Constant

Constant

Move

Free

Free

Constant

Fliaht

Standard Particle beam eves

Jet pack

Hyperacuity

Immortality

Damage Resistance

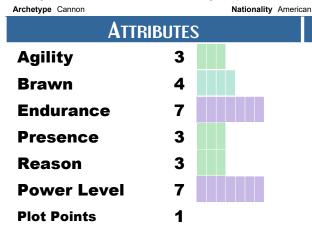
Environmental Immunity

"I will not be replaced by an inferior unit." Team Affiliation Solo Base of Operations United States

Range of Operations Global

Real Name Karen X Player NPC Origin Artificial

Archetype Cannon



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

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.

EOUIPMENT

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



Gender Inorganic Sexuality Asexual

POWERS

Speak With Objects

Standard Computers only

Super-agility Constant

Super-lifting Constant

Super-reason

Constant

Ultra-power: Weapon Systems Varies

ULTRA-POWER: WEAPON SYSTEMS

Explosive Blast

Radio Communication

Standard High explosive missiles

Seeking Blast Standard Seeking missiles

Strike Standard

Power Drain

Standard Technological powers only

Command Machines Standard

Dazzle

Standard UV burst eye beams

Hold

Standard Neural paralyzer eye beams

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

Unspent Experience 0 Base Character Points 60 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

Bulletproof Blues Character Sheet Helper 3.13 (Character Last Updated: 2020-02-10)

Skills

OPPOSED ROLLS

Attacker (Action Total)		Defender (Target Number)				
Dice	1	Skill (Attribute)	1	Dice		Skill (Attribute)
1d6 Unskilled		Close Combat (Brawn)		1d6 Unskilled		Close Combat (Brawn)
2d6 Skilled	plus	Ranged Combat (Agility)	vs	2d6 Skilled	plus	Ranged Combat (Agility)
2d6 Has Expertise		Mental Combat (Power Level)		2d6 Has Expertise	-	Mental Combat (Presence)
(Re-roll 1s and 2s)		etc.		(Re-roll 1s and 2s)		etc.
Unopposed Rolls						
Action Total		Target Number				
Dice	1	Skill (Attribute)	1	Dice		Difficulty Value (DV)
1d6 Unskilled		Culture (Reason)		1d6 Unskilled		3 Moderately difficult
2d6 Skilled	plus	Finesse (Agility)	vs	2d6 Skilled	plus	6 Remarkably difficult
2d6 Has Expertise		Performance (Presence)		2d6 Has Expertise		9 Extremely difficult
(Re-roll 1s and 2s)	1	etc.		(Re-roll 1s and 2s)		12 Inconceivable!
			-			
Attack Bonuses And Penalties			DEFENSE B	ONUSES	AND PENALTIES	
Circumstance Modifi		ier	Circun	nstance	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

Penalty die Defender is surprised 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

Penalty die

Penalty die

Penalty die

Defender is distracted

Defender is restrained

Defender is prone in close combat