

# 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>	
<b>Brawn</b>	<b>4</b>	
<b>Endurance</b>	<b>7</b>	
<b>Presence</b>	<b>3</b>	
<b>Reason</b>	<b>3</b>	
<b>Power Level</b>	<b>7</b>	

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

## 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

## SKILLS

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

## GIFTS

- Linguist
- Mental Calculator
- Perfect Recall

## 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      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 + Modifiers 0 = 60 / 60

## OPPOSED ROLLS

### Attacker (Action Total)

Dice	plus	Skill (Attribute)
1d6 Unskilled		Hand-to-hand Combat (Brawn)
2d6 Skilled		Ranged Combat (Agility)
2d6 Has Expertise (Re-roll 1s and 2s)		Mental Combat (Power Level) etc.

### Defender (Target Number)

Dice	plus	Skill (Attribute)
1d6 Unskilled		Hand-to-hand Combat (Brawn)
2d6 Skilled		Ranged Combat (Agility)
2d6 Has Expertise (Re-roll 1s and 2s)		Mental Combat (Presence) etc.

## UNOPPOSED ROLLS

### Action Total

Dice	plus	Skill (Attribute)
1d6 Unskilled		Culture (Reason)
2d6 Skilled		Finesse (Agility)
2d6 Has Expertise (Re-roll 1s and 2s)		Performance (Presence) etc.

### Target Number

Dice	plus	Difficulty Value (DV)
1d6 Unskilled	3	Moderately difficult
2d6 Skilled	6	Remarkably difficult
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

## 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

## 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.

## 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