Karen 7

One little war machine trying to find her place in the world

"Waffles are an excellent source of energy and raw materials."

Real Name	Karen 7	**Team Affiliation**	New Justifiers	**Hair**	Blonde
Player	NPC	**Base of Operations**	United States	**Eyes**	Blue
Origin	Artificial	**Range of Operations**	National/Interplanetary with team	**Height**	155 cm (5' 1")
Archetype	Calculator	**Nationality**	American	**Weight**	125 kg (275 lbs)

Gender Inorganic
Sexuality Asexual

ATTRIBUTES

Agility	3
Brawn	3
Endurance	6
Presence	2
Reason	3
Power Level	6
Plot Points	1

Normal Lift: 55 t (loaded tanker truck)
Max Lift: 170 t (locomotive)
Throws (25 kg): 3,500 m

POWERS

Damage Resistance
Constant

Environmental Immunity
Constant

Hyperacuity
Free

Immortality
Constant

Radio Communication
Free

Speak With Objects
Standard   Computers only

Strike
Standard

Super-agility
Constant

Super-lifting
Constant

Super-reason
Constant

MOTIVATIONS & COMPLICATIONS

Exploration: The character lives to seek out new places and new ideas.
Serenity: The character seeks freedom from the mistakes or tragedies of their past.

Enemy: Karen 7 is pursued by Karen X, her predecessor.

SKILLS

Close Combat
Computing (+)
Perception
Ranged Combat
Science (+)

GIFTS

Indefatigable
Linguist
Mental Calculator
Perfect Recall

NOTES

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	2 m		

Base Character Points	50	**Unspent Experience**	0
Total Experience Points	0	**Spent Experience**	0
Character Points Spent	50	**Total Character Points**	50

Attributes 29 + Skills 7 + Gifts 4 + Powers 10 = 50 / 50

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