

MASTER SIN

The Alchemist Of Crime

"I take the long view."



Real Name Sin Bayan
Player NPC
Origin Zenith
Archetype Calculator

Team Affiliation Jade Moon Society
Base of Operations Korea
Range of Operations Global
Nationality Korean

Hair Black
Eyes Brown
Height 165 cm (5' 5")
Weight 57 kg (125 lbs)

Gender Cis Male
Sexuality Asexual

ATTRIBUTES

Agility	4	
Brawn	3	
Endurance	6	
Presence	6	
Reason	7	
Power Level	6	

Max Range: 100 m
Max Area: 10 m radius

Plot Points **1**

Normal Lift: 120 kg (heavy adult)
Max Lift: 260 kg (large brown bear)
Throws (25 kg): 5 m

MOTIVATIONS & COMPLICATIONS

Control: The character detests the chaos of human society, and seeks to impose order.

Subtlety: The character seeks to achieve their goals without attracting attention.

Idealistic: Master Sin wants to achieve a world in perfect ecological balance.

POWERS

Alteration Resistance

Constant, Self-only

Damage Resistance

Constant, Self-only
Adept at avoiding attacks

Environmental Immunity

Constant, Self-only

Immortality

Constant, Self-only

Mental Resistance

Constant, Self-only

Regeneration

Standard action, Self-only

Super-reason

Constant, Self-only

EQUIPMENT

Light Ballistic Vest (PL 1) (concealable)
Sword (PL 2)
Cell Phone (PL 1)
Flashlight (PL 1)
Multi-tool (PL 1)

SKILLS

Athletics
Computing
Deception
Diplomacy
Engineering
Hand-to-hand Combat
Investigation
Manipulation
Medicine
Mental Combat
Perception
Ranged Combat
Science
Stealth

GIFTS

Connected
Headquarters
Leadership
Linguist
Master Plan
Minions
Wealthy

MOVEMENT

	Base Move	Double Move	All-out Move
Run	13 m	26 m	78 m (47 km/h)
Swim	4 m	8 m	24 m (14 km/h)
Jump	2 m		

Base Character Points 75 Unspent Experience 0
Total Experience Points 0 Spent Experience 0
Character Points Spent 75 Total Character Points 75

Attributes 47 + Skills 14 + Gifts 7 + Powers 7 + Modifiers 0 = 75 / 75

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

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

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