Psychic gorilla supergenius

"Would the hoo-man like a ba-na-na?"

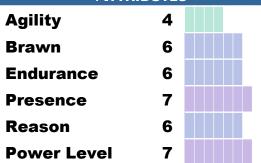
Real Name Bongo Player NPC Origin Altered Archetype Mirror

Team Affiliation Solo Base of Operations Earth Range of Operations Global Nationality American

Hair Dark grey Eyes Brown Height 171 cm (5' 7") Weight 170 kg (375 lbs)

Gender Cis Male Sexuality Heterosexual

Attributes



Max Range: 1 km Max Area: 100 m radius

Plot Points

Normal Lift: 1,700 kg (full size car) Max Lift: 5,500 kg (empty dump truck) Throws (25 kg): 110 m

SKILLS

Athletics Computing Engineering Hand-to-hand Combat Medicine Mental Combat Ranged Combat

Science

GIFTS

Linguist Master Plan

Force Field

Quick action. Self-only Telekinetic Force Field

Illusion

Standard action, Ranged, Area, Environmental It's All In Your Mind

Mental Resistance

Constant, Self-only

Mind Control

Standard action, Ranged, Mental

Mind Link

Free action, Self-only

Telekinesis

Standard action, Ranged, Special

Telepathy

Standard action, Ranged, Mental

Super-reason Constant, Self-only

Powers

Ultra-power

Varies, Self-only

ULTRA-POWER: MENTAL POWERS

Command Animals

Possession

Standard action, Ranged, Mental

Standard action, Ranged, Mental

Emotion Control

Standard action, Ranged, Mental

Mind Blast

Standard action, Ranged, Mental

Mass Mind Control

Standard action, Ranged, Area, Mental

Mind Hold

Standard action, Ranged, Mental

MOVEMENT

EQUIPMENT

Flash Grenade (PL 7) (exploding, sensory, stunning, single

Heavy Ballistic Armor (PL 3) (not concealable) Heavy Pistol (PL 2) (difficult to conceal)

Binoculars, Full Size (PL 2)

Nightvision Goggles (PL 2)

Cell Phone (PL 1)

Laptop (PL 2)

	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	35 m		

MOTIVATIONS & COMPLICATIONS

Nobility: The character was born to rule and command the respect of their lessers. Vengeance: The character seeks revenge for some past wrong done to them or their loved ones.

Outsider: Despite his vast intelligence, Ganyeka will always be a gorilla.

Unspent Experience 0 Base Character Points 75 Total Experience Points 0 Spent Experience 0 Character Points Spent 75 Total Character Points 75 Attributes 56 + Skills 8 + Gifts 2 + Powers 9 + Modifiers 0 = 75 / 75

Bulletproof Blues Character Sheet Helper 3.24 (Character Last Updated: 2020-08-24)

OPPOSED ROLLS

Attacker (Action Total)

Action Total

Defender (Target Number)

Dic	e plus	Skill (Attribute)	vs	Dice	plus	Skill (Attribute)
1d6	Unskilled	Hand-to-hand Combat (Brawn)		1d6 Unskilled		Hand-to-hand Combat (Brawn)
2d6	Skilled	Ranged Combat (Agility)		2d6 Skilled		Ranged Combat (Agility)
	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 Fordi		rangot mannon					
Dice	plus	Skill (Attribute)	vs	Dice	plus	Dif	ficulty Value (DV)
1d6 Unskille	ed	Culture (Reason)		1d6 Uns	killed	3	Moderately difficult
2d6 Skilled		Finesse (Agility)		2d6 Skill	ed	6	Remarkably difficult
2d6 Has Ex		Performance (Presence)			Expertise	9	Extremely difficult
(Re-roll	1s and 2s)	etc		(Re-	roll 1s and 2s)	12	Inconceivablel

ATTACK BONUSES AND PENALTIES

DEFENSE BONUSES AND PENALTIES

Target Number

Circumstance	Modifier	Circumstance	Modifier
Attacker is making an all-out move (sprinting)	Attack fails	Defender is distracted	Penalty die
Attacker can't perceive defender in ranged combat	Attack fails	Defender is prone in hand-to-hand combat	Penalty die
Attacker can't perceive defender in hand-to-hand combat	Penalty die	Defender is restrained Defender is surprised	Penalty die Penalty die
Attacker is attempting to disarm the defender Attacker is distracted	Penalty die Penalty die	Defender can't perceive attacker	Penalty die
Attacker is restrained	Penalty die	Defender has cover	Bonus die
Attacker is making a double move (running)	Penalty die	Defender is prone in ranged combat	Bonus die
Attacker is surprised	Penalty die	Defender is making a double move (running)	Bonus die
Attacker is using a sweep attack	Penalty die	Defender is making an all-out move (sprinting)	Bonus die
Attacker is using a two-handed weapon with one hand	Penalty die		
Target is beyond effective range of the weapon	Penalty die	Actions	

	Spending A Plot Point		As many quick actions as the GM deems reasonable	
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.	Any Time	As many free actions as the GM deems reasonable	
Escape	Spending a plot point allows the character to immediately		DIFFICULTY VALUE	

Bonus die

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.

Attacker is charging the defender

Spending a plot point grants the character an intuitive leap: Inspiration the player receives a hint from the GM on what to do next.

Spending a plot point permits the character to use a power **Power Stunt** they do not have.

Spending a plot point allows a character to rally and Rally immediately recover half of the Endurance they have lost.

Spending a plot point allows the player to change the past in Retcon some way that supports the current needs of the plot.

Spending a plot point increases one of the character's Surge attributes by one for one round.

— 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

One move action

One standard action

On Your Turn