

GANYEKA

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)

BULLETPROOF BLUES

Gender Cis Male
Sexuality Heterosexual

ATTRIBUTES

| | | |
|-------------|---|------------------------------------------------------------------------------------------|
| Agility | 4 | <div><div></div><div></div><div></div><div></div></div> |
| Brawn | 6 | <div><div></div><div></div><div></div><div></div><div></div><div></div></div> |
| Endurance | 6 | <div><div></div><div></div><div></div><div></div><div></div><div></div></div> |
| Presence | 7 | <div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div> |
| Reason | 6 | <div><div></div><div></div><div></div><div></div><div></div><div></div></div> |
| Power Level | 7 | <div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div> |

Max Range: 1 km
Max Area: 100 m radius

Plot Points 1

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

EQUIPMENT

Heavy Ballistic Armor (PL 3) (not concealable)
Heavy Pistol (PL 2) (difficult to conceal)
Flash Grenade (PL 7) (exploding, sensory, stunning, single use)
Binoculars, Full Size (PL 2)
Cell Phone (PL 1)
Laptop (PL 2)
Nightvision Goggles (PL 2)

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 | 35 m | | |

POWERS

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

Ultra-power

Varies, Self-only

ULTRA-POWER: MENTAL POWERS

Command Animals

Standard action, Ranged, Mental

Possession

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

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.

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

Unspent Experience 0
Spent Experience 0
Total Character Points 75

OPPOSED ROLLS

Attacker (Action Total)

Defender (Target Number)

| Dice | 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) |
| 2d6 | Has Expertise (Re-roll 1s and 2s) | Mental Combat (Power Level) etc. | | 2d6 | Has Expertise (Re-roll 1s and 2s) | Mental Combat (Presence) etc. |

UNOPPOSED ROLLS

Action Total

Target Number

| Dice | plus | Skill (Attribute) | vs | Dice | plus | Difficulty Value (DV) |
|------|--------------------------------------|--------------------------------|----|------|--------------------------------------|--------------------------------------------|
| 1d6 | Unskilled | Culture (Reason) | | 1d6 | Unskilled | 3 Moderately difficult |
| 2d6 | Skilled | Finesse (Agility) | | 2d6 | Skilled | 6 Remarkably difficult |
| 2d6 | Has Expertise (Re-roll 1s and 2s) | Performance (Presence) etc. | | 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 |

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. |

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 |

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 |