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Tortured psychic on the run

"Stop thinking at me!" Team Affiliation Solo Base of Operations Portland, OR, USA Range of Operations National Nationality American

Hair Blonde Eyes Grey Height 191 cm (6' 3") Weight 84 kg (185 lbs)



Ultra-power: Mental Powers

Sexuality Homosexual

Mass Telepathy

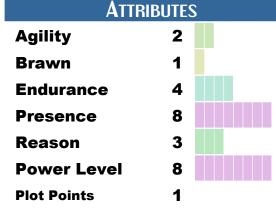
Standard 10 m radius

Archetype Mirror

Real Name Ryan Joseph Beisley

Player NPC

Origin Gifted



Normal Lift: 25 kg (medium dog) Max Lift: 55 kg (pony keg of beer) Throws (25 kg): 1 m

Cell Phone (PL 1)

Multi-tool (PL 1)

MOTIVATIONS & COMPLICATIONS

Detachment: The character seeks to avoid any emotional entanglements on a personal or professional level. Rebellion: The character doesn't fit into the larger society.

Uncontrolled Power: Scanner is unable to completely block out the thoughts of those around him.

EQUIPMENT

Danger Sense Reaction

Force Field

Ouick

Mental Resistance Constant

Mind Blast

Standard

Mind Control Standard

Telekinesis

Standard

Telepathy

Standard

ULTRA-POWER: MENTAL POWERS

POWERS

Varies

Clairvoyance Standard

Super-presence Constant

Mind Blast, Mass Standard 10 m radius

Mass Mind Control

Standard 10 m radius

Mind Hold

Standard

Telepathy, Great

Standard 100 m radius

Ranged Combat

SKILLS GIFTS **Close Combat** Tenacious Deception Unsettling Diplomacy Manipulation Medicine Mental Combat (+)

| Movement | | | | |
|----------|-----------|-------------|----------------|--|
| | Base Move | Double Move | All-out Move | |
| Run | 4 m | 8 m | 24 m (14 km/h) | |
| Swim | 2 m | 4 m | 12 m (7 km/h) | |
| Jump | 1 m | | | |

Unspent Experience 0 Base Character Points 60 Total Experience Points 0 Spent Experience 0 Character Points Spent 60 Total Character Points 60 Attributes 41 + Skills 8 + Gifts 2 + Powers 9 = 60 / 60

OPPOSED ROLLS

| Attacker (Action Total) | | Defender (Target Number) | | | | |
|-------------------------|---------|-----------------------------|-----|---------------------|---------|--------------------------|
| Dice | 1 | Skill (Attribute) | 1 | Dice | | Skill (Attribute) |
| 1d6 Unskilled | | Close Combat (Brawn) | | 1d6 Unskilled | | Close Combat (Brawn) |
| 2d6 Skilled | plus | Ranged Combat (Agility) | vs | 2d6 Skilled | plus | Ranged Combat (Agility) |
| 2d6 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 | | | | | | |
| J | Action | Total | | Та | rget N | umber |
| Dice | 1 | Skill (Attribute) | 1 | Dice | | Difficulty Value (DV) |
| 1d6 Unskilled | | Culture (Reason) | | 1d6 Unskilled | | 3 Moderately difficult |
| 2d6 Skilled | plus | Finesse (Agility) | vs | 2d6 Skilled | plus | 6 Remarkably difficult |
| 2d6 Has Expertise | | Performance (Presence) | | 2d6 Has Expertise | | 9 Extremely difficult |
| (Re-roll 1s and 2s) | 1 | etc. | | (Re-roll 1s and 2s) | | 12 Inconceivable! |
| | | | - | | | |
| ATTACK | Bonuse | s And Penalties | | DEFENSE B | ONUSES | AND PENALTIES |
| Circ | umstanc | e Modif | ier | Circun | nstance | 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 |

Penalty die Defender is surprised 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 |

Penalty die

Penalty die

Penalty die

Defender is distracted

Defender is restrained

Defender is prone in close combat