

CHTHYRA

The Crawling Chaos

"I love you, Mommy."



Real Name N/A
Player NPC
Origin Alien
Archetype Mirror

Team Affiliation Solo
Base of Operations Earth
Range of Operations Global
Nationality N/A

Hair Black/None
Eyes Red/Yellow
Height N/A
Weight N/A

Gender Nonhuman
Sexuality None

ATTRIBUTES

Agility	0	
Brawn	0	
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	4	<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>
Plot Points	1	

POWERS

Astral Travel

Move Negated if Possession is broken

Illusion

Standard It's All In Your Mind

Immortality

Constant Will re-form in six months if destroyed

Mental Resistance

Constant

Mind Control

Standard

Mass Mind Control

Standard 10 m radius; physical or emotional proximity

Mind Control, Great

Standard 100 m radius; physical or emotional proximity

Mind Control, Vast

Standard 100 m radius; physical or emotional proximity

Mind Control, Ultimate

Standard 10 km radius; physical or emotional proximity

Mind Link

Free

Possession

Standard Inhabit

Super-presence

Constant

Telepathy

Standard

MOTIVATIONS & COMPLICATIONS

Exploration: The character lives to seek out new places and new ideas.

Passion: The character has a visceral, perhaps even savage, nature.

Gruesome: Chthyra's true form is incomprehensible to the human mind.

Vulnerability: Chthyra only has access to our reality through a host.

SKILLS

Culture
Deception
Diplomacy
Manipulation
Perception
Performance
Survival

GIFTS

Linguist
Unsettling

NOTES

EQUIPMENT

MOVEMENT

	Base Move	Double Move	All-out Move
Run	0 m	0 m	0 m (0 km/h)
Swim	0 m	0 m	0 m (0 km/h)
Jump	0 m		

Base Character Points 60
Total Experience Points 0
Character Points Spent 60

Unspent Experience 0
Spent Experience 0
Total Character Points 60

Attributes 38 + Skills 7 + Gifts 2 + Powers 13 = 60 / 60

Bulletproof Blues Character Sheet Helper 3.13 (Character Last Updated: 2020-02-10)

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