

MIASMA

Have grenades, will travel
 "Better to fight for something than live for nothing."



Real Name Hilary Watson
 Player NPC
 Origin Equipped
 Archetype Sword

Team Affiliation Fume Troopers
 Base of Operations Earth
 Range of Operations Global
 Nationality Canadian

Hair Brown
 Eyes Brown
 Height 168 cm (5' 6")
 Weight 52 kg (115 lbs)

Gender Cis Female
 Sexuality Homosexual

ATTRIBUTES

| | | |
|--------------------|----------|--|
| Agility | 3 | |
| Brawn | 3 | |
| Endurance | 4 | |
| Presence | 3 | |
| Reason | 4 | |
| Power Level | 4 | |
| Plot Points | 1 | |

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

POWERS

Blindsight

Free Special goggles in gas mask

Damage Resistance

Constant Body armor and trenchcoat

Environmental Immunity

Constant Trenchcoat and gas mask

Blast

Standard Assault rifle w/ grenade launcher

Explosive Blast

Standard Fragmentation grenade

Explosive Seeking Blast

Standard Knockout gas grenade (Stunning)

Darkness

Standard Smoke grenade

Dazzle

Standard Flash grenade

Ultra-power: Grenades

Varies

MOTIVATIONS & COMPLICATIONS

Pride: The character seeks to personify the ideal of something, whether a culture, nationality, social class, or profession.

Vengeance: The character seeks revenge for some past wrong done to them or their loved ones.

Enemy: Miasma is considered an international terrorist by the USA, and a criminal by Canada and most European countries.

ULTRA-POWER: GRENADES

Great Darkness

Standard 100 m radius

Mass Dazzle

Standard 10 m radius

Environmental Control

Standard

Hold

Standard

EQUIPMENT

Radio (PL 2)

SKILLS

Athletics
 Close Combat (+)
 Deception
 Manipulation (+)
 Ranged Combat (+)
 Stealth
 Survival

GIFTS

Connected
 Headquarters
 Master Plan
 Minions
 Sharpshooter
 Team Player
 Vehicles

MOVEMENT

| | Base Move | Double Move | All-out Move |
|------|-----------|-------------|----------------|
| Run | 7 m | 14 m | 42 m (25 km/h) |
| Swim | 3 m | 6 m | 18 m (11 km/h) |
| Jump | 2 m | | |

Base Character Points 50 Unspent Experience 0
 Total Experience Points 0 Spent Experience 0
 Character Points Spent 50 Total Character Points 50

Attributes 24 + Skills 10 + Gifts 7 + Powers 9 = 50 / 50

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 |

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 As many reactions 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 |