

MIASMA FUME TROOPER

Miasma's Trusted Troops



Real Name	Team Affiliation Fume Troopers	Hair
Player NPC	Base of Operations Earth	Eyes
Origin Equipped	Range of Operations Global	Height
Archetype Pawn	Nationality	Weight

Gender Select a gender...
Sexuality Select a sexuality...

ATTRIBUTES

Agility	3	
Brawn	2	
Endurance	3	
Presence	2	
Reason	2	
Power Level	3	
Plot Points	1	

Normal Lift: 55 kg (pony keg of beer)
 Max Lift: 120 kg (heavy adult)
 Throws (25 kg): 2 m

POWERS

- Blindsight**
Free Special goggles in gas mask
- Dazzle**
Standard Flash grenade
- 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

MOTIVATIONS & COMPLICATIONS

Pride: The character seeks to personify the ideal of something, whether a culture, nationality, social class, or profession.
Materialism: The character wants to amass great wealth.
Enemy: Fume Troopers are considered international terrorists by the USA, and criminals by Canada and most European countries.

SKILLS

- Athletics
- Close Combat
- Ranged Combat (+)
- Stealth
- Survival

GIFTS

Team Player

NOTES

EQUIPMENT

Radio (PL 2)

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	1 m		

Base Character Points 30 **Unspent Experience** 0
Total Experience Points 0 **Spent Experience** 0
Character Points Spent 30 **Total Character Points** 30

Attributes 15 + Skills 6 + Gifts 1 + Powers 8 = 30 / 30

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