

# MANTICORE

Celebrity super-scientist  
"We'll give it all we've got!"

**Real Name** Chloe Zhang (Zhang Qianwei)  
**Player** NPC  
**Origin** Equipped  
**Archetype** Gadget

**Team Affiliation** Citadel  
**Base of Operations** New York, NY, USA  
**Range of Operations** Local/Global with team  
**Nationality** Chinese-American

**Hair** Black  
**Eyes** Brown  
**Height** 5' 5"  
**Weight** 106 lbs.

**Gender** Cis Female  
**Sexuality** Heterosexual

# BULLETPROOF BLUES

## ATTRIBUTES

<b>Agility</b>	<b>3</b>	<div><div></div><div></div><div></div></div>
<b>Brawn</b>	<b>2</b>	<div><div></div><div></div></div>
<b>Endurance</b>	<b>5</b>	<div><div></div><div></div><div></div><div></div><div></div></div>
<b>Presence</b>	<b>3</b>	<div><div></div><div></div><div></div></div>
<b>Reason</b>	<b>5</b>	<div><div></div><div></div><div></div><div></div><div></div></div>
<b>Power Level</b>	<b>5</b>	<div><div></div><div></div><div></div><div></div><div></div></div>
<b>Plot Points</b>	<b>1</b>	

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

## MOTIVATIONS & COMPLICATIONS

**Adventure:** The character has an adventurous spirit and rarely turns down a quest.  
**Community:** The character believes that the greatest measure of an individual is in their value to society.

**Enemy:** Chloe Zhang is internationally famous, which makes her a very easy target for her enemies.  
**Vulnerability:** All of Manticore's powers are dependent on her armor and equipment.

## EQUIPMENT

Cell Phone (PL 1)

## MOVEMENT

	Base Move	Double Move	All-out Move
<b>Run</b>	7 m	14 m	42 m (25 km/h)
<b>Swim</b>	3 m	6 m	18 m (11 km/h)
<b>Jump</b>	1 m		
<b>Fly</b>	7 m	14 m	42 m (25 km/h)

Base Character Points 60      Unspent Experience 0  
Total Experience Points 0      Spent Experience 0  
Character Points Spent 60      Total Character Points 60  
Attributes 29 + Skills 13 + Gifts 8 + Powers 10 = 60 / 60

## POWERS

### Ambient Awareness

**Free**      Helmet sensor suite

### Blast

**Standard**      Jet wing miniguns

### Darkness

**Standard**      Smoke rocket

### Dazzle

**Standard**      Flash rocket

### Detect Electromagnetic Radiation

**Standard**      Helmet sensor suite

### Environmental Immunity

**Constant**      Sealed system (must be activated)

### Flight

**Move**      Jet wing

### Night Vision

**Free**      Helmet sensor suite

### Super-reason

**Constant**

### Ultra-power: Gadgets and Weaponry

**Varies**

## ULTRA-POWER: GADGETS AND WEAPONRY

### Explosive Blast

**Standard**      Fragmentation rocket

### Seeking Blast

**Standard**      Smart rocket

### Command Machines

**Standard**      Machines with onboard computers only

### Great Darkness

**Standard**      Barrage of smoke rockets

### Mass Dazzle

**Standard**      Barrage of flash rockets

### Environmental Control

**Standard**      Fire suppression foam (only puts out fires)

### Hold

**Standard**      Restraining foam rocket

### Hyperacuity

**Free**      Jet wing sensor suite

### Speak With Objects

**Standard**      Computers only

### Telekinesis

**Standard**      Jet wing grappling cable

## SKILLS

Athletics  
Close Combat  
Computing  
Culture  
Diplomacy (+)  
Engineering  
Investigation  
Manipulation  
Performance  
Piloting  
Ranged Combat  
Science

## GIFTS

Connected  
Famous  
Fascinating  
Headquarters  
Linguist  
Team Player  
Utility Belt  
Wealthy

## 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

<b>On Your Turn</b>	One <b>move action</b> One <b>standard action</b> As many <b>quick actions</b> as the GM deems reasonable
<b>Any Time</b>	As many <b>free actions</b> as the GM deems reasonable As many <b>reactions</b> as the GM deems reasonable

## SPENDING A PLOT POINT

<b>Bonus Die</b>	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.
<b>Escape</b>	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.
<b>Inspiration</b>	Spending a plot point grants the character an intuitive leap: the player receives a hint from the GM on what to do next.
<b>Power Stunt</b>	Spending a plot point permits the character to use a power they do not have.
<b>Rally</b>	Spending a plot point allows a character to rally and immediately recover half of the Endurance they have lost.
<b>Retcon</b>	Spending a plot point allows the player to change the past in some way that supports the current needs of the plot.
<b>Surge</b>	Spending a plot point increases one of the character's attributes by one for one round.

## DIFFICULTY VALUE

<b>— Routine</b>	Perform a familiar task under ordinary conditions
<b>3 Moderately difficult</b>	Perform a familiar task under hostile conditions, or an unfamiliar task under ordinary conditions
<b>6 Remarkably difficult</b>	Perform an unfamiliar task under hostile conditions
<b>9 Extremely difficult</b>	Perform an esoteric task under ordinary conditions
<b>12 Inconceivable!</b>	Perform an esoteric task under hostile conditions