

DRAGONFLY

Blade of the Jade Moon Society

"Your death serves a greater purpose than your life ever could."



Real Name Yu Mei-feng
Player NPC
Origin Gifted
Archetype Sword

Team Affiliation Jade Moon Society
Base of Operations Korea
Range of Operations Global
Nationality Chinese

Hair Black
Eyes Brown
Height 157 cm (5' 2")
Weight 40 kg (88 lbs)

Gender Trans Female
Sexuality Asexual

ATTRIBUTES

Agility	7	
Brawn	2	
Endurance	4	
Presence	3	
Reason	1	
Power Level	7	

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

Max Range: 1 km
Max Area: 100 m radius
Personal Immunity

POWERS

Blast

Standard action, Ranged, Normal
Kaiyuan bow, thrown daggers, etc.

Clinging

Free action, Self-only
Can run up walls and across water

Damage Resistance

Constant, Self-only
Adept at avoiding attacks

Danger Sense

Free action, Self-only
Preternatural awareness

Extra Actions

Quick action, Self-only

Teleportation

Move action, Self-only

Ultra-power

Varies, Self-only

SKILLS

Athletics
Finesse
Hand-to-hand Combat (+)
Mental Combat
Perception
Ranged Combat (+)
Stealth

GIFTS

Blindfighting
Connected
Elusive
Lightning Strike
Linguist
Sharpshooter

Flight

Move action, Self-only
Dragonfly wings (only visible when in use)

Strike

Standard action, Hand-to-hand, Normal
Jian sword, guandao polearm, etc.

ULTRA-POWER: TAOIST SORCERY

Dazzle

Standard action, Ranged, Alteration
Burning Eyes spell

Illusion

Standard action, Ranged, Area, Environmental
False Vision spell

Invisibility

Quick action, Self-only
Walk Unseen spell

Mind Hold

Standard action, Ranged, Mental
Curse Of Indecision spell

Telekinesis

Standard action, Ranged, Special
Ghost Hand spell

EQUIPMENT

MOVEMENT

	Base Move	Double Move	All-out Move
Run	400 m	800 m	2,400 m (1,400 km/h)
Swim	22 m	44 m	132 m (79 km/h)
Jump	1 m		
Fly	400 m	800 m	2,400 m (1,400 km/h)
Teleport	400 m	800 m	1,400 km

MOTIVATIONS & COMPLICATIONS

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

Wrath: The character exults in causing death and destruction, particularly when the target is guilty or despicable.

Impulsive: Dragonfly's desire to hurt others is just barely kept in check by her reverence for Master Sin.

Idealistic: Dragonfly's loyalty to Master Sin borders on religious fervor.

Base Character Points 60 Unspent Experience 0
Total Experience Points 0 Spent Experience 0
Character Points Spent 60 Total Character Points 60
Attributes 35 + Skills 9 + Gifts 6 + Powers 9 + Modifiers 1 = 60 / 30

OPPOSED ROLLS

Attacker (Action Total)

Dice	plus	Skill (Attribute)
1d6 Unskilled		Hand-to-hand Combat (Brawn)
2d6 Skilled		Ranged Combat (Agility)
2d6 Has Expertise (Re-roll 1s and 2s)		Mental Combat (Power Level) etc.

Defender (Target Number)

Dice	plus	Skill (Attribute)
1d6 Unskilled		Hand-to-hand Combat (Brawn)
2d6 Skilled		Ranged Combat (Agility)
2d6 Has Expertise (Re-roll 1s and 2s)		Mental Combat (Presence) etc.

UNOPPOSED ROLLS

Action Total

Dice	plus	Skill (Attribute)
1d6 Unskilled		Culture (Reason)
2d6 Skilled		Finesse (Agility)
2d6 Has Expertise (Re-roll 1s and 2s)		Performance (Presence) etc.

Target Number

Dice	plus	Difficulty Value (DV)
1d6 Unskilled	3	Moderately difficult
2d6 Skilled	6	Remarkably difficult
2d6 Has Expertise (Re-roll 1s and 2s)	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 hand-to-hand 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 hand-to-hand 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

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