DRAGONFLY

Blade of the Jade Moon Society

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

Team Affiliation Jade Moon Society

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

Hair Black

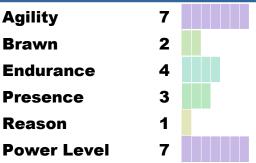
Gender Trans Female
Sexuality Asexual

Real Name Yu Mei-feng
Player NPC
Origin Gifted

Archetype Sword

Base of Operations Korea
Range of Operations Global
Nationality Chinese

ATTRIBUTES



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

SKILLS

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

Run

Swim

Jump

Teleport

Fly

400 m

GIFTS

Blindfighting Connected Elusive Lightning Strike Linguist Sharpshooter

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

Flight

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

Strike

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

Teleportation

Move action, Self-only

Ultra-power

Varies, Self-only

Powers

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

1,400 km

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 / 60

800 m

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.

OPPOSED ROLLS

Attacker (Action Total)

Action Total

Defender (Target Number)

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

UNOPPOSED ROLLS

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Dice	plus	Skill (Attribute)	vs	Dice	plus	Dif	ficulty Value (DV)
1d6 Unskille	ed	Culture (Reason)		1d6 Uns	killed	3	Moderately difficult
2d6 Skilled		Finesse (Agility)		2d6 Skill	ed	6	Remarkably difficult
	Has Expertise	Performance (Presence)		2d6 Has Expertise (Re-roll 1s and 2s)	9	Extremely difficult	
(Re-roll	1s and 2s)	etc			12	Inconceivablel	

ATTACK BONUSES AND PENALTIES

DEFENSE BONUSES AND PENALTIES

Target Number

Circumstance	Modifier	Circumstance	Modifier
Attacker is making an all-out move (sprinting)	Attack fails	Defender is distracted	Penalty die
Attacker can't perceive defender in ranged combat	Attack fails	Defender is prone in hand-to-hand combat	Penalty die
Attacker can't perceive defender in hand-to-hand combat	Penalty die	Defender is restrained Defender is surprised	Penalty die Penalty die
Attacker is attempting to disarm the defender Attacker is distracted	Penalty die Penalty die	Defender can't perceive attacker	Penalty die
Attacker is restrained	Penalty die	Defender has cover	Bonus die
Attacker is making a double move (running)	Penalty die	Defender is prone in ranged combat	Bonus die
Attacker is surprised	Penalty die	Defender is making a double move (running)	Bonus die
Attacker is using a sweep attack	Penalty die	Defender is making an all-out move (sprinting)	Bonus die
Attacker is using a two-handed weapon with one hand	Penalty die		
Target is beyond effective range of the weapon	Penalty die	Actions	

	Spending A Plot Point		As many quick actions as the GM deems reasonable	
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.	Any Time	As many free actions as the GM deems reasonable	
Escape	Spending a plot point allows the character to immediately		DIFFICULTY VALUE	

Bonus die

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.

Attacker is charging the defender

Spending a plot point grants the character an intuitive leap: Inspiration the player receives a hint from the GM on what to do next.

Spending a plot point permits the character to use a power **Power Stunt** they do not have.

Spending a plot point allows a character to rally and Rally immediately recover half of the Endurance they have lost.

Spending a plot point allows the player to change the past in Retcon some way that supports the current needs of the plot.

Spending a plot point increases one of the character's Surge attributes by one for one round.

— 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

One move action

One standard action

On Your Turn