

# 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

<b>Agility</b>	<b>3</b>	
<b>Brawn</b>	<b>3</b>	
<b>Endurance</b>	<b>4</b>	
<b>Presence</b>	<b>3</b>	
<b>Reason</b>	<b>3</b>	
<b>Power Level</b>	<b>5</b>	

Increased Max Range: 1 km  
Increased Max Area: 100 m radius

**Plot Points** **1**  
Normal Lift: 120 kg (heavy adult)  
Max Lift: 260 kg (large brown bear)  
Throws (25 kg): 5 m

## POWERS

### Blindsight

Free action, Self-only  
Special goggles in gas mask

### Damage Resistance

Constant, Self-only  
Body armor and trenchcoat

### Environmental Immunity

Constant, Self-only  
Trenchcoat and gas mask

### Blast

Standard action, Ranged, Normal  
Assault rifle w/ grenade launcher

### Area Blast

Standard action, Ranged, Area, Normal  
Fragmentation grenade

### Seeking Area Blast

Standard action, Ranged, Area, Normal  
Knockout gas grenade (Stunning)

### Darkness

Standard action, Ranged, Area, Environmental  
Smoke grenade

### Dazzle

Standard action, Ranged, Alteration  
Flash grenade

### Ultra-power

Varies, Self-only

## SKILLS

Athletics  
Deception  
Hand-to-hand Combat  
Manipulation  
Perception  
Ranged Combat (+)  
Stealth  
Survival

## GIFTS

Connected  
Headquarters  
Master Plan  
Minions  
Team Player  
Vehicles

## EQUIPMENT

Radio (PL 2)  
Scuba Tank, Mini (PL 1)  
Military Helicopter (Damage Resistance (PL): 8, Endurance: 12, Top Speed: 480 km/h)  
SWAT Van (Damage Resistance (PL): 8, Endurance: 9, Top Speed: 180 km/h)  
Go-fast Boat (Damage Resistance (PL): 5, Endurance: 7, Top Speed: 150 km/h)

## 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		

## ULTRA-POWER: GRENADES

### Selective Area Blast

Standard action, Ranged, Area, Normal  
Smart cluster grenade

### Mass Dazzle

Standard action, Ranged, Area, Alteration  
Flash grenade

### Environmental Control

Standard action, Ranged, Area, Environmental  
Cryo grenade

### Hold

Standard action, Ranged, Special  
Suppression foam grenade

### Illusion

Standard action, Ranged, Area, Environmental  
Hologram projector grenade

### Power Drain

Standard action, Hand-to-hand, Alteration  
Quantum disruption grenade

## 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.

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 9 + Gifts 6 + Powers 9 + Modifiers 2 = 50 / 50

## 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

<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

## 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