Avalon

Goddess Of Starlight And Lies

"No one chooses evil because it's evil; they just mistake it for happiness."

Real Name	Svetlana Kurylenko	**Team Affiliation**	Solo	**Hair**	Blonde
Player	NPC	**Base of Operations**	San Fransisco, CA, USA	**Eyes**	Blue
Origin	Altered	**Range of Operations**	Global	**Height**	180 cm (5' 11")
Archetype	Cannon	**Nationality**	Ukrainian	**Weight**	59 kg (130 lbs)
				Gender	Cis Female
				Sexuality	Heterosexual

ATTRIBUTES

Attribute	Value
Agility	5
Brawn	5
Endurance	5
Presence	5
Reason	3
Power Level	6

Normal Lift: 550 t (747 passenger plane)
Max Lift: 1,700 t (Space Shuttle)
Throws (25 kg): 35 km

Max Range: 100 m
Max Area: 10 m radius

MOTIVATIONS & COMPLICATIONS

Adventure: The character has an adventurous spirit and rarely turns down a quest.
Serenity: The character seeks freedom from the mistakes or tragedies of their past.

Outsider: There are many who have not forgiven Avalon for her criminal past. Even those who have forgiven her have a hard time trusting her.

POWERS

Blast
Standard action, Ranged, Normal

Environmental Immunity
Constant, Self-only

Flight
Move action, Self-only

Force Field
Quick action, Self-only

Intangibility
Quick action, Self-only

Space Travel
Move action, Self-only

Super-flight
Move action, Self-only

Super-lifting
Constant, Self-only

EQUIPMENT

SKILLS

Athletics
Culture
Deception
Diplomacy
Hand-to-hand Combat
Manipulation (+)
Medicine
Ranged Combat
Science

GIFTS

Fascinating
Quick Change

MOVEMENT

	Base Move	Double Move	All-out Move
Run	40 m	80 m	240 m (140 km/h)
Swim	7 m	14 m	42 m (25 km/h)
Jump	11 m		
Fly	40 km	80 km	240 km (140,000 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 40 + Skills 10 + Gifts 2 + Powers 8 + Modifiers 0 = 60 / 60

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.

vs

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.

vs

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