

GANYEKA

Psychic gorilla supergenius

"Would the hoo-man like a ba-na-na?"



Real Name Bongo
 Player NPC
 Origin Altered
 Archetype Mirror

Team Affiliation Solo
 Base of Operations Earth
 Range of Operations Global
 Nationality American

Hair Dark grey
 Eyes Brown
 Height 5' 7"
 Weight 375 lbs.

Gender Nonhuman
 Sexuality Heterosexual

ATTRIBUTES

Agility	4	
Brawn	6	
Endurance	6	
Presence	6	
Reason	6	
Power Level	8	
Plot Points	1	

Normal Lift: 1,700 kg (full size car)
 Max Lift: 5,500 kg (empty dump truck)
 Throws (25 kg): 110 m

POWERS

Telekinetic Force Field

Quick

Illusion

Standard It's All In Your Mind

Mental Resistance

Constant

Mind Control

Standard

Mind Link

Free

Telekinesis

Standard

Telepathy

Standard

Super-reason

Constant

Ultra-power: Mental Powers

Varies

MOTIVATIONS & COMPLICATIONS

Nobility: The character was born to rule and command the respect of their lessers.

Vengeance: The character seeks revenge for some past wrong done to them or their loved ones.

Outsider: Despite his vast intelligence, Ganyeka will always be a gorilla.

ULTRA-POWER: MENTAL POWERS

Command Animals

Standard

Possession

Standard

Emotion Control

Standard

Mind Blast

Standard

Mass Mind Control

Standard 10 m radius

Mind Hold

Standard

EQUIPMENT

Heavy Ballistic Armor (PL 3) (not concealable)
 Heavy Pistol (PL 2) (difficult to conceal)
 Flash Grenade (PL 7) (exploding, sensory, stunning, single use)
 Binoculars, Full Size (PL 2)
 Cell Phone (PL 1)
 Laptop (PL 2)
 Nightvision Goggles (PL 2)

SKILLS

Athletics
 Close Combat
 Computing
 Engineering
 Medicine
 Mental Combat
 Ranged Combat
 Science

GIFTS

Linguist
 Master Plan

MOVEMENT

	Base Move	Double Move	All-out Move
Run	13 m	26 m	78 m (47 km/h)
Swim	4 m	8 m	24 m (14 km/h)
Jump	35 m		

Base Character Points 75 Unspent Experience 0
 Total Experience Points 0 Spent Experience 0
 Character Points Spent 75 Total Character Points 75

Attributes 56 + Skills 8 + Gifts 2 + Powers 9 = 75 / 75

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

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.

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 As many reactions as the GM deems reasonable

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