# Karfn X

#### One little war machine determined to survive

"I will not be replaced by an inferior unit."

Real Name Karen X Player NPC Origin Artificial Archetype Cannon

Team Affiliation Solo Base of Operations United States Range of Operations Global Nationality American

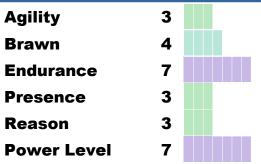
Hair Blonde Eyes Red Height 155 cm (5' 1")

Weight 170 kg (375 lbs)



Gender Inorganic Sexuality Asexual

### Attributes



Normal Lift: 550 t (747 passenger plane) Max Lift: 1,700 t (Space Shuttle)

Throws (25 kg): 35 km

Max Range: 1 km Max Area: 100 m radius

Hand-to-hand Combat

Ranged Combat Science

Athletics

Survival

Computing

Engineering

#### Blast

Standard action, Ranged, Normal

Particle beam eyes

### Damage Resistance

Constant, Self-only

### **Environmental Immunity**

Constant, Self-only

### **Flight**

Move action, Self-only Jet pack

### **Hyperacuity**

Free action, Self-only

### **Immortality**

Constant, Self-only

Radio Communication Free action, Self-only

# **Powers**

### **Speak With Objects** Standard action. Self-only

Computers only

### Super-agility

Constant, Self-only

### Super-lifting

Constant, Self-only

### Super-reason

Constant, Self-only

### **Ultra-power**

**Power Drain** 

Technological powers only

Strike

Standard action, Hand-to-hand, Alteration

Standard action, Hand-to-hand, Normal

Varies, Self-only

### SKILLS

### GIFTS

Linguist Mental Calculator Perfect Recall

# ULTRA-POWER: WEAPON SYSTEMS

#### Area Blast

Standard action, Ranged, Area, Normal High explosive missiles

#### Seeking Blast

Standard action, Ranged, Normal Seeking missiles

### **Command Machines**

Standard action, Ranged, Mental

#### Dazzle

Standard action, Ranged, Alteration UV burst eye beams

#### Hold

Standard action, Ranged, Special Neural paralyzer eye beams

# **EQUIPMENT**

# **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	5 m		
Flv	7 m	14 m	42 m (25 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 38 + Skills 7 + Gifts 3 + Powers 12 + Modifiers 0 = 60 / 60

# MOTIVATIONS & COMPLICATIONS

Security: The character strives to minimize risk, despite the potential reward or excitement. Wrath: The character exults in causing death and destruction, particularly when the target is guilty or despicable.

Enemy: Karen X is the avowed enemy of Karen 7, the unit which was to have replaced her. Uncontrolled Power: The Karen X unit is considerably heavier than most people and has to be constantly aware of this.

## **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	Mental Combat (Power Level)		2d6 Has Expertise		Mental Combat (Presence)
(Re-roll 1s and 2s)		etc.		(Re-roll 1s and 2s)		etc.

## **UNOPPOSED ROLLS**

Action Total		raigot italiiso.					
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
2d6 Has Ex		Performance (Presence)			Expertise	9	Extremely difficult
(Re-roll 1s and 2s)	1s and 2s)	etc		(Re-roll 1s and 2s)	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 <b>quick actions</b> 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 <b>free actions</b> 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
<b></b>	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**