

KAREN 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

Agility	3	<div><div></div><div></div><div></div></div>
Brawn	4	<div><div></div><div></div><div></div><div></div></div>
Endurance	7	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Presence	3	<div><div></div><div></div><div></div></div>
Reason	3	<div><div></div><div></div><div></div></div>
Power Level	7	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>

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

SKILLS

Athletics
Computing
Engineering
Hand-to-hand Combat
Ranged Combat
Science
Survival

GIFTS

Linguist
Mental Calculator
Perfect Recall

POWERS

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

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

Varies, Self-only

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

Power Drain

Standard action, Hand-to-hand, Alteration
Technological powers only

Strike

Standard action, Hand-to-hand, Normal

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		
Fly	7 m	14 m	42 m (25 km/h)

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.

Base Character Points 60
Total Experience Points 0
Character Points Spent 60
Attributes 38 + Skills 7 + Gifts 3 + Powers 12 + Modifiers 0 = 60 / 60

Unspent Experience 0
Spent Experience 0
Total Character Points 60

OPPOSED ROLLS

Attacker (Action Total)

Defender (Target Number)

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

UNOPPOSED ROLLS

Action Total

Target Number

Dice	plus	Skill (Attribute)	vs	Dice	plus	Difficulty Value (DV)
1d6	Unskilled	Culture (Reason)		1d6	Unskilled	3 Moderately difficult
2d6	Skilled	Finesse (Agility)		2d6	Skilled	6 Remarkably difficult
2d6	Has Expertise (Re-roll 1s and 2s)	Performance (Presence) etc.		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

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

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