

MIASMA

Have grenades, will travel

"Better to fight for something than live for nothing."



Real Name Hilary Watson
Player NPC
Origin Equipped
Archetype Shadow

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

Agility	3	
Brawn	3	
Endurance	4	
Presence	3	
Reason	3	
Power Level	5	

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

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

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

Darkness

Standard action, Ranged, Area, Environmental
Smoke grenade

Dazzle

Standard action, Ranged, Alteration
Flash grenade

Endurance Drain

Standard action, Hand-to-hand, Alteration
Nerve agent 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

Seeking Area Blast

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

Selective Area Blast

Standard action, Ranged, Area, Normal
Smart cluster grenade

Mass Dazzle

Standard action, Ranged, Area, Alteration
Flash grenade

Mass Endurance Drain

Standard action, Hand-to-hand, Area, Alteration
Nerve agent 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

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 / 30

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

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