

# MIASMA FUME TROOPER

Miasma's trusted troops



Real Name	Team Affiliation	Fume Troopers	Hair	
Player NPC	Base of Operations	Earth	Eyes	
Origin Equipped	Range of Operations	Global	Height	
Archetype Pawn	Nationality		Weight	Gender Sexuality

## ATTRIBUTES

<b>Agility</b>	<b>3</b>	
<b>Brawn</b>	<b>2</b>	
<b>Endurance</b>	<b>3</b>	
<b>Presence</b>	<b>2</b>	
<b>Reason</b>	<b>2</b>	
<b>Power Level</b>	<b>3</b>	

Normal Lift: 55 kg (pony keg of beer)  
 Max Lift: 120 kg (heavy adult)  
 Throws (25 kg): 2 m

Increased Max Range: 100 m  
 Increased Max Area: 10 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

### Darkness

Standard action, Ranged, Area, Environmental  
 Smoke grenade

### Dazzle

Standard action, Ranged, Alteration  
 Flash grenade

### Ultra-power

Varies, Self-only

## SKILLS

Athletics  
 Hand-to-hand Combat  
 Ranged Combat  
 Stealth  
 Survival

## GIFTS

Team Player

## EQUIPMENT

Radio (PL 2)  
 Scuba Tank, Mini (PL 1)

## 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	1 m		

## ULTRA-POWER: GRENADES

### Area Blast

Standard action, Ranged, Area, Normal  
 Fragmentation grenade

### Mass Dazzle

Standard action, Ranged, Area, Alteration  
 Flash grenade

### Endurance Drain

Standard action, Hand-to-hand, 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.

**Materialism:** The character wants to amass great wealth.

**Enemy:** Fume Troopers are considered international terrorists by the USA, and criminals by Canada and most European countries.

Base Character Points 30      Unspent Experience 0  
 Total Experience Points 0      Spent Experience 0  
 Character Points Spent 30      Total Character Points 30  
 Attributes 15 + Skills 5 + Gifts 1 + Powers 7 + Modifiers 2 = 30 / 30

## OPPOSED ROLLS

### Attacker (Action Total)

Dice	plus	Skill (Attribute)
1d6		Unskilled
2d6		Skilled
2d6	Has Expertise (Re-roll 1s and 2s)	

  

Skill (Attribute)
Hand-to-hand Combat (Brawn)
Ranged Combat (Agility)
Mental Combat (Power Level)
etc.

### Defender (Target Number)

Dice	plus	Skill (Attribute)
1d6		Unskilled
2d6		Skilled
2d6	Has Expertise (Re-roll 1s and 2s)	

  

Skill (Attribute)
Hand-to-hand Combat (Brawn)
Ranged Combat (Agility)
Mental Combat (Presence)
etc.

## UNOPPOSED ROLLS

### Action Total

Dice	plus	Skill (Attribute)
1d6		Unskilled
2d6		Skilled
2d6	Has Expertise (Re-roll 1s and 2s)	

  

Skill (Attribute)
Culture (Reason)
Finesse (Agility)
Performance (Presence)
etc.

### Target Number

Dice	plus	Difficulty Value (DV)
1d6		Unskilled
2d6		Skilled
2d6	Has Expertise (Re-roll 1s and 2s)	

  

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 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

<b>Bonus Die</b>	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.
<b>Escape</b>	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.
<b>Inspiration</b>	Spending a plot point grants the character an intuitive leap: the player receives a hint from the GM on what to do next.
<b>Power Stunt</b>	Spending a plot point permits the character to use a power they do not have.
<b>Rally</b>	Spending a plot point allows a character to rally and immediately recover half of the Endurance they have lost.
<b>Retcon</b>	Spending a plot point allows the player to change the past in some way that supports the current needs of the plot.
<b>Surge</b>	Spending a plot point increases one of the character's attributes by one for one round.

## ACTIONS

<b>On Your Turn</b>	One <b>move action</b> One <b>standard action</b> As many <b>quick actions</b> as the GM deems reasonable
<b>Any Time</b>	As many <b>free actions</b> as the GM deems reasonable

## DIFFICULTY VALUE

— <b>Routine</b>	Perform a familiar task under ordinary conditions
<b>3 Moderately difficult</b>	Perform a familiar task under hostile conditions, or an unfamiliar task under ordinary conditions
<b>6 Remarkably difficult</b>	Perform an unfamiliar task under hostile conditions
<b>9 Extremely difficult</b>	Perform an esoteric task under ordinary conditions
<b>12 Inconceivable!</b>	Perform an esoteric task under hostile conditions