

# MANTICORE

**Celebrity super-scientist**  
**"We'll give it all we've got!"**

**Real Name** Chloe Zhang (Zhang Qianwei)  
**Player** NPC  
**Origin** Equipped  
**Archetype** Gadget

**Team Affiliation** Citadel  
**Base of Operations** New York, NY, USA  
**Range of Operations** Local/Global with team  
**Nationality** Chinese-American

**Hair** Black  
**Eyes** Brown  
**Height** 5' 5"  
**Weight** 106 lbs.



**Gender** Cis Female  
**Sexuality** Heterosexual

## ATTRIBUTES

<b>Agility</b>	<b>3</b>	
<b>Brawn</b>	<b>2</b>	
<b>Endurance</b>	<b>5</b>	
<b>Presence</b>	<b>3</b>	
<b>Reason</b>	<b>5</b>	
<b>Power Level</b>	<b>5</b>	
<b>Plot Points</b>	<b>1</b>	

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

## POWERS

### Ambient Awareness

**Free** Helmet sensor suite

### Blast

**Standard** Jet wing miniguns

### Darkness

**Standard** Smoke rocket

### Dazzle

**Standard** Flash rocket

### Detect Electromagnetic Radiation

**Standard** Helmet sensor suite

### Environmental Immunity

**Constant** Sealed system (must be activated)

### Flight

**Move** Jet wing

### Night Vision

**Free** Helmet sensor suite

### Super-reason

**Constant**

### Ultra-power: Gadgets and Weaponry

**Varies**

## MOTIVATIONS & COMPLICATIONS

**Adventure:** The character has an adventurous spirit and rarely turns down a quest.

**Community:** The character believes that the greatest measure of an individual is in their value to society.

**Enemy:** Chloe Zhang is internationally famous, which makes her a very easy target for her enemies.

**Vulnerability:** All of Manticore's powers are dependent on her armor and equipment.

## ULTRA-POWER: GADGETS AND WEAPONRY

### Explosive Blast

**Standard** Fragmentation rocket

### Seeking Blast

**Standard** Smart rocket

### Command Machines

**Standard** Machines with onboard computers only

### Great Darkness

**Standard** Barrage of smoke rockets

### Mass Dazzle

**Standard** Barrage of flash rockets

### Environmental Control

**Standard** Fire suppression foam (only puts out fires)

### Hold

**Standard** Restraining foam rocket

### Hyperacuity

**Free** Jet wing sensor suite

### Speak With Objects

**Standard** Computers only

### Telekinesis

**Standard** Jet wing grappling cable

## EQUIPMENT

Cell Phone (PL 1)

## SKILLS

Athletics  
 Close Combat  
 Computing  
 Culture  
 Diplomacy  
 Engineering  
 Investigation  
 Manipulation  
 Performance  
 Piloting  
 Ranged Combat  
 Science

## GIFTS

Connected  
 Famous  
 Fascinating  
 Headquarters  
 Linguist  
 Team Player  
 Utility Belt  
 Wealthy

## MOVEMENT

	Base Move	Double Move	All-out Move
<b>Run</b>	7 m	14 m	42 m (25 km/h)
<b>Swim</b>	3 m	6 m	18 m (11 km/h)
<b>Jump</b>	1 m		
<b>Fly</b>	7 m	14 m	42 m (25 km/h)

**Base Character Points** 50      **Unspent Experience** 0  
**Total Experience Points** 9      **Spent Experience** 9  
**Character Points Spent** 59      **Total Character Points** 59

Attributes 29 + Skills 12 + Gifts 8 + Powers 10 = 59 / 59

## 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

<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 As many <b>reactions</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