

DOCTOR NEUTRON

The Cerulean Sentinel

"I help people because it's the right thing to do."

Real Name John Campbell

Player NPC

Origin Altered

Archetype Gadget

Team Affiliation United States Marshals Service

Base of Operations San Diego, CA, USA

Range of Operations National

Nationality American

Hair Brown

Eyes Brown

Height 198 cm (6' 6")

Weight 130 kg (287 lbs)

Gender Cis Male

Sexuality Heterosexual

BULLETPROOF BLUES

ATTRIBUTES

Agility

4



Brawn

3



Endurance

5



Presence

3



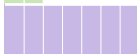
Reason

2



Power Level

7



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

Max Range: 1 km
Max Area: 100 m radius

SKILLS

Diplomacy
Investigation
Medicine (Oral Surgeon)
Ranged Combat

GIFTS

POWERS

Blast

Standard action, Ranged, Normal
Energy cannon construct

Clairvoyance

Standard action, Self-only
Surveillance drone construct

Detect Metal

Standard action, Self-only
Metal detector construct

Force Wall

Standard action, Ranged, Area, Environmental
Wall construct

Environmental Immunity

Constant, Self-only
Self contained environment

Flight

Move action, Self-only
Force field manipulation

Force Field

Quick action, Self-only
Energy cocoon construct

Hold

Standard action, Ranged, Special
Cage construct

Hyperacuity

Free action, Self-only
Microscope construct

Illusion

Standard action, Ranged, Area, Environmental
Constructs

Space Travel

Move action, Self-only
Self contained environment

Strike

Standard action, Hand-to-hand, Normal
Baseball bat construct

Super-flight

Move action, Self-only
Jet plane construct

Ultra-power

Varies, Self-only

ULTRA-POWER: PSIONIC ENERGY CONSTRUCTS

Ambient Awareness

Free action, Self-only
Motion detector construct

Area Blast

Standard action, Ranged, Area, Normal
Multiple cannon constructs

Detect Radio Signals

Standard action, Self-only
Sensor construct

Mass Flight

Move action, Self-only, Area
Jet plane construct

Healing

Standard action, Hand-to-hand, Alteration
Hospital bed construct

Telekinesis

Standard action, Ranged, Special
Energy claw construct

X-ray Vision

Free action, Self-only
X-ray scanner construct

EQUIPMENT

Light Ballistic Vest (PL 1) (Versatex bodysuit; concealable)
Cell Phone (PL 1)

MOVEMENT

| | Base Move | Double Move | All-out Move |
|------|-----------|-------------|-----------------------|
| Run | 13 m | 26 m | 78 m (47 km/h) |
| Swim | 4 m | 8 m | 24 m (14 km/h) |
| Jump | 2 m | | |
| Fly | 40 km | 80 km | 240 km (140,000 km/h) |

MOTIVATIONS & COMPLICATIONS

Humility: The character strives to maintain a healthy perspective regarding their own importance in the universe.

Justice: The character seeks to ensure that misdeeds are met with appropriate punishment.

Idealistic: Believes in the ideals of the United States, despite how often the reality falls short of those ideals.

Base Character Points 50 Unspent Experience 0
Total Experience Points 0 Spent Experience 0
Character Points Spent 50 Total Character Points 50
Attributes 32 + Skills 4 + Gifts 0 + Powers 14 + Modifiers 0 = 50 / 50

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 |