

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	Gender
Archetype Pawn	Nationality		Weight	Sexuality

ATTRIBUTES

Agility	3	
Brawn	2	
Endurance	3	
Presence	2	
Reason	2	
Power Level	4	

Max Range: 100 m
Max Area: 10 m radius

Plot Points **1**
Normal Lift: 55 kg (pony keg of beer)
Max Lift: 120 kg (heavy adult)
Throws (25 kg): 2 m

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.

POWERS

Blast

Standard action, Ranged, Normal
Assault rifle w/ grenade launcher

Area Blast

Standard action, Ranged, Area, Normal
Fragmentation grenade

Seeking Area Blast

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

Blindsight

Free action, Self-only
Special goggles in gas mask

Damage Resistance

Constant, Self-only
Body armor and trenchcoat

Darkness

Standard action, Ranged, Area, Environmental
Smoke grenade

Dazzle

Standard action, Ranged, Alteration
Flash grenade

Environmental Immunity

Constant, Self-only
Trenchcoat and gas mask

EQUIPMENT

Radio (PL 2)

SKILLS

Athletics
Hand-to-hand Combat
Ranged Combat (+)
Stealth
Survival

GIFTS

Team Player

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		

Base Character Points 30 Unspent Experience 0
Total Experience Points 2 Spent Experience 2
Character Points Spent 32 Total Character Points 32
Attributes 17 + Skills 6 + Gifts 1 + Powers 8 + Modifiers 0 = 32 / 32

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