KOAN THE UNKNOWABLE

Guardian Of Terminus

"Never compromise. Not even in the shadow of the apocalypse."

Team Affiliation Terminus

Base of Operations Atlanta, GA, USA

Range of Operations Local

Nationality American

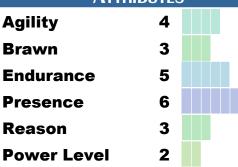
Hair Unknown
Eyes Unknown
Height 169 cm (5' 6")
Weight 66 kg (145 lbs)

POWERS



Gender Cis Male Sexuality Asexual

ATTRIBUTES



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

Max Range: 10 m Max Area: 1 m radius

Lockpick Gun (PL 2)

Real Name Unknown

Player NPC

Origin Zenith

Archetype Sword

Blast

Standard action, Ranged, Normal Improvised flamethrower

Damage Resistance

Constant, Self-only Rolls with the punches

Danger Sense

Free action, Self-only
Raises paranoia to an art form

Flight

Move action, Self-only Swinging; Grappling gun

Mental Resistance

Constant, Self-only Obsessive

Strike

Standard action, Hand-to-hand, Normal Self-trained martial arts

Super-presence

Constant, Self-only

MOTIVATIONS & COMPLICATIONS

Individualism: The character believes that the rights of the individual hold the highest moral value.

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

Obsessed: Koan is utterly consumed with his mission, and completely blind to any shades of grey between "good people" and the "Takers".

LQUIPMENT

Light Ballistic Vest (PL 1) (concealable)
Knife (PL 1)
Crowbar (PL 2) (two-handed)
Nausea-inducing Pistol (Agility Drain Ray (PL 5))
Pepper Spray (PL 1) (sensory, stunning)
Taser (PL 2) (stunning)
Binoculars, Pocket Size (PL 1)
Flashlight (PL 1)

SKILLS

Athletics
Deception
Finesse
Hand-to-hand Combat (+)
Investigation
Manipulation
Perception
Ranged Combat
Stealth

GIFTS

Lightning Strike Tenacious Unsettling Utility Belt

MOVEMENT Base Move **Double Move** All-out Move Run 13 m 26 m 78 m (47 km/h) 4 m 8 m 24 m (14 km/h) Swim 2 m Jump Fly 13 m 26 m 78 m (47 km/h)

Base Character Points 50 Unspent Experience 0

Total Experience Points 0 Spent Experience 0

Character Points Spent 50 Total Character Points 50

Attributes 29 + Skills 10 + Gifts 4 + Powers 7 + Modifiers 0 = 50 / 50

OPPOSED ROLLS

Attacker (Action Total)

Action Total

Defender (Target Number)

Dic	e 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)
	Has Expertise (Re-roll 1s and 2s)	Mental Combat (Power Level)		2d6 Has Expertise		Mental Combat (Presence)
		etc.		(Re-roll 1s and 2s))	etc.

UNOPPOSED ROLLS

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Dice	plus	Skill (Attribute)	vs	Dice	plus	Dif	ficulty Value (DV)
1d6 Unskille	ed	Culture (Reason)		1d6 Uns	killed	3	Moderately difficult
2d6 Skilled		Finesse (Agility)		2d6 Skill	ed	6	Remarkably difficult
	Has Expertise	Performance (Presence)		2d6 Has Expertise (Re-roll 1s and 2s)	9	Extremely difficult	
(Re-roll	1s and 2s)	etc			12	Inconceivablel	

ATTACK BONUSES AND PENALTIES

DEFENSE BONUSES AND PENALTIES

Target Number

Circumstance	Modifier	Circumstance	Modifier
Attacker is making an all-out move (sprinting)	Attack fails	Defender is distracted	Penalty die
Attacker can't perceive defender in ranged combat	Attack fails	Defender is prone in hand-to-hand combat	Penalty die
Attacker can't perceive defender in hand-to-hand combat	Penalty die	Defender is restrained Defender is surprised	Penalty die Penalty die
Attacker is attempting to disarm the defender Attacker is distracted	Penalty die Penalty die	Defender can't perceive attacker	Penalty die
Attacker is restrained	Penalty die	Defender has cover	Bonus die
Attacker is making a double move (running)	Penalty die	Defender is prone in ranged combat	Bonus die
Attacker is surprised	Penalty die	Defender is making a double move (running)	Bonus die
Attacker is using a sweep attack	Penalty die	Defender is making an all-out move (sprinting)	Bonus die
Attacker is using a two-handed weapon with one hand	Penalty die		
Target is beyond effective range of the weapon	Penalty die	Actions	

	Spending A Plot Point		As many quick actions as the GM deems reasonable	
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.	Any Time	As many free actions as the GM deems reasonable	
Escape	Spending a plot point allows the character to immediately		DIFFICULTY VALUE	

Bonus die

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.

Attacker is charging the defender

Spending a plot point grants the character an intuitive leap: Inspiration the player receives a hint from the GM on what to do next.

Spending a plot point permits the character to use a power **Power Stunt** they do not have.

Spending a plot point allows a character to rally and Rally immediately recover half of the Endurance they have lost.

Spending a plot point allows the player to change the past in Retcon some way that supports the current needs of the plot.

Spending a plot point increases one of the character's Surge attributes by one for one round.

— 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

One move action

One standard action

On Your Turn