Master Sin

The Alchemist of Crime

"I take the long view."

Real Name	Sin Bayan	**Team Affiliation**	Jade Moon Society	**Hair** Black
Player	NPC	**Base of Operations**	Korea	**Eyes** Brown
Origin	Zenith	**Range of Operations**	Global	**Height** 165 cm (5' 5")
Archetype	Calculator	**Nationality**	Korean	**Weight** 57 kg (125 lbs)

Gender Cis Male
Sexuality Asexual

ATTRIBUTES

Agility	4
Brawn	3
Endurance	6
Presence	6
Reason	7
Power Level	6

Max Range: 100 m
Max Area: 10 m radius

Plot Points 1

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

MOTIVATIONS & COMPLICATIONS

Control: The character detests the chaos of human society, and seeks to impose order.
Subtlety: The character seeks to achieve their goals without attracting attention.

POWERS

Alteration Resistance
Constant, Self-only

Damage Resistance
Constant, Self-only
Adept at avoiding attacks

Environmental Immunity
Constant, Self-only

Immortality
Constant, Self-only

Mental Resistance
Constant, Self-only

Regeneration
Standard action, Self-only

Super-reason
Constant, Self-only

EQUIPMENT

Light Ballistic Vest (PL 1) (concealable)
Sword (PL 2)
Cell Phone (PL 1)
Flashlight (PL 1)
Multi-tool (PL 1)

SKILLS

Athletics
Computing
Deception
Diplomacy
Engineering
Hand-to-hand Combat
Investigation
Manipulation
Medicine
Mental Combat
Perception
Ranged Combat
Science
Stealth

GIFTS

Connected
Headquarters
Leadership
Linguist
Master Plan
Minions
Wealthy

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		

Base Character Points	75	Unspent Experience	0
Total Experience Points	0	Spent Experience	0
Character Points Spent	75	Total Character Points	75

Attributes 47 + Skills 14 + Gifts 7 + Powers 7 + Modifiers 0 = 75 / 75

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.

vs

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.

vs

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