

# MIASMA FUME TROOPER

Miasma's Trusted Troops



Real Name  
Player NPC  
Origin Equipped  
Archetype Pawn

Team Affiliation Fume Troopers  
Base of Operations Earth  
Range of Operations Global  
Nationality

Hair  
Eyes  
Height  
Weight

Gender  
Sexuality

## ATTRIBUTES

<b>Agility</b>	<b>3</b>	
<b>Brawn</b>	<b>2</b>	
<b>Endurance</b>	<b>3</b>	
<b>Presence</b>	<b>2</b>	
<b>Reason</b>	<b>2</b>	
<b>Power Level</b>	<b>3</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

- Blindsight**  
Free Special goggles in gas mask
- Dazzle**  
Standard Flash grenade
- Damage Resistance**  
Constant Body armor and trenchcoat
- Environmental Immunity**  
Constant Trenchcoat and gas mask
- Blast**  
Standard Assault rifle w/ grenade launcher
- Explosive Blast**  
Standard Fragmentation grenade
- Explosive Seeking Blast**  
Standard Knockout gas grenade (Stunning)
- Darkness**  
Standard Smoke grenade

## 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.

## SKILLS

- Athletics
- Close Combat
- Ranged Combat (+)
- Stealth
- Survival

## GIFTS

Team Player

## NOTES

## EQUIPMENT

Radio (PL 2)

## 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 0      Spent Experience 0  
Character Points Spent 30      Total Character Points 30

Attributes 15 + Skills 6 + Gifts 1 + Powers 8 = 30 / 30

## 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