Miasma

Have grenades, will travel

"Better to fight for something than live for nothing."

Real Name	Hilary Watson	**Team Affiliation**	Fume Troopers	**Hair** Brown
Player	NPC	**Base of Operations**	Earth	**Eyes** Brown
Origin	Equipped	**Range of Operations**	Global	**Height** 168 cm (5' 6")
Archetype	Sword	**Nationality**	Canadian	**Weight** 52 kg (115 lbs)

Gender Cis Female
Sexuality Homosexual

ATTRIBUTES

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

Increased Max Range: 1 km
Increased Max Area: 100 m radius

Plot Points 1

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

SKILLS

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

GIFTS

Connected
Headquarters
Master Plan
Minions
Team Player
Vehicles

EQUIPMENT

Radio (PL 2)
Military Helicopter (Damage Resistance (PL): 8, Endurance: 12, Top Speed: 480 km/h)
SWAT Van (Damage Resistance (PL): 8, Endurance: 9, Top Speed: 180 km/h)
Go-fast Boat (Damage Resistance (PL): 5, Endurance: 7, Top Speed: 150 km/h)

POWERS

Blindsight
Free action, Self-only
Special goggles in gas mask

Damage Resistance
Constant, Self-only
Body armor and trenchcoat

Environmental Immunity
Constant, Self-only
Trenchcoat and gas mask

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)

Darkness
Standard action, Ranged, Area, Environmental
Smoke grenade

Dazzle
Standard action, Ranged, Alteration
Flash grenade

Ultra-power
Varies, Self-only

ULTRA-POWER: GRENADES

Mass Dazzle
Standard action, Ranged, Area, Alteration
Flash grenade

Environmental Control
Standard action, Ranged, Area, Environmental
Cryo grenade

Hold
Standard action, Ranged, Special
Suppression foam grenade

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	2 m		

MOTIVATIONS & COMPLICATIONS

Pride: The character seeks to personify the ideal of something, whether a culture, nationality, social class, or profession.
Vengeance: The character seeks revenge for some past wrong done to them or their loved ones.

Enemy: Miasma is considered an international terrorist by the USA, and a criminal by Canada and most European countries.

Base Character Points	50	**Unspent Experience**	0
Total Experience Points	0	**Spent Experience**	0
Character Points Spent	50	**Total Character Points**	50

Attributes 24 + Skills 9 + Gifts 6 + Powers 9 + Modifiers 2 = 50 / 50

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