Clifford Montgomery

Attorney General of Atlanta

"In Here, I am the government."

Real Name	Clifford Montgomery	**Team Affiliation**	ARC	**Hair**	Grey
Player	NPC	**Base of Operations**	Atlanta, GA, USA	**Eyes**	Blue
Origin	Natural	**Range of Operations**	Local	**Height**	180 cm (5' 11")
Archetype	Sword	**Nationality**	American	**Weight**	103 kg (227 lbs)

Gender Cis Male
Sexuality Heterosexual

Attributes

Agility	2
Brawn	1
Endurance	2
Presence	2
Reason	1
Power Level	0

Plot Points 1

Normal Lift: 25 kg (medium dog)
Max Lift: 55 kg (pony keg of beer)
Throws (25 kg): 1 m

Powers

Motivations & Complications

Control: The character detests the chaos of human society, and seeks to impose order.
Materialism: The character wants to amass great wealth.

Equipment

Heavy Ballistic Armor (PL 3) (not concealable)
Sword (PL 2)
Heavy Pistol (PL 2) (difficult to conceal)
Assault rifle (PL 2) (two-handed, burst fire)
Flashlight (PL 1)
Radio (PL 2)

Skills

Athletics
Close Combat
Culture
Deception
Diplomacy
Investigation
Manipulation
Ranged Combat

Gifts

Famous
Headquarters
Master Plan
Minions

Movement

	Base Move	Double Move	All-out Move
Run	4 m	8 m	24 m (14 km/h)
Swim	2 m	4 m	12 m (7 km/h)
Jump	1 m		

Base Character Points	20	**Unspent Experience**	0
Total Experience Points	0	**Spent Experience**	0
Character Points Spent	20	**Total Character Points**	20

Attributes 8 + Skills 8 + Gifts 4 + Powers 0 + Modifiers 0 = 20 / 20

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