



Name	Hair	Height
Player	Eyes	Weight

Physique				Skills		Gifts	
Endurance	19	HtH DV	12	<b>Athletics (5)</b>	Mental Combat (0)	<b>Iron Fists</b>	
Health	15	Ranged DV	12	Coercion (0)	Occultism (0)		
<b>Normal Lift</b>	100 t			Computing (0)	Performance (0)		
fire truck, bank vault, Easter Island stone head, battle tank				Culture (0)	Persuasion (0)		
<b>Max Lift</b>	300 t			Deception (0)	Piloting (0)		
60 m radio tower, blue whale, fishing trawler				Engineering (0)	Ranged Combat (0)		
				Finesse (0)	Science (0)		
<b>Unarmed Damage</b>	1d6+4 Health			Gambling (0)	Self-control (0)		
<b>Run</b>	30 m/180 m (100 km/h)			<b>HtH Combat (5)</b>	Socializing (0)		
<b>Swim</b>	6 m/36 m (20 km/h)			Insight (0)	Stealth (0)		
<b>Throw 10 kg</b>	1,000 m			Investigation (0)	Survival (0)		
<b>Jump</b>	200 m			Medicine (0)	Warfare (0)		

Power Level: 4		Powers	
Damage	1d6+4 Health	<b>Super Endurance</b>	<b>Environmental Immunity</b>
Range	100 m/600 m	Personal power, Constant	Personal power, Constant
Max Area	4 m radius	Adds the character's Power Level to their Endurance	Permits the character to survive in environments and conditions that would impair or even kill normal people

Resistance	
Damage Resistance	0
Alteration Resistance	0
Mental Resistance	0
Equipment	

**Super Strength**  
Personal power, Constant  
Adds the character's Power Level to their Athletics for the purpose of determining what the character can lift, throw, and jump

**Strike**  
Normal attack, Standard action  
An hand-to-hand attack which deals points of Health damage

**BACKGROUND**  
Compassion: The character wants to protect others and alleviate their suffering, particularly the innocent and the helpless.  
Enlightenment: The character's true calling is education and enlightenment, both their own and others'.  
Repugnant: . Whatever the reason, the character makes a terrible first impression. They may come across as distasteful in social situations, or they may be visually unpleasant.  
Weakness: . When the character is exposed to an otherwise harmless environment or substance, they incur a standard penalty (-3 AV, -3 DV).

## YOUR TURN

**Move** – walking, swimming, or using a movement power.  
 Attempt one **standard action** – use a skill, stand up, etc.  
 Take as many **quick actions** as the GM deems reasonable.

## ANY TIME

Take as many **anytime actions** as the GM deems reasonable.

## ACTION VALUE

### Action Value = 2d6 + [Skill]

#### DV 9 (Moderately difficult)

Perform an unfamiliar task, or a familiar task under hostile conditions.

#### DV 12 (Extremely difficult)

Perform an unfamiliar task under hostile conditions.

#### DV 7 + [Skill] (Opposed task)

If the AV equals or exceeds the DV, the attempt succeeds.

## AREA ATTACKS

#### The player rolls once for all targets in the area.

Round down to a minimum of 1. Weaker targets are affected first.

#### If the player's roll fails by 3 or more

The GM chooses one quarter of the targets in the area.

#### If the player's roll succeeds by 3 or more

The GM chooses three quarters of the targets in the area.

#### Otherwise

The GM chooses one half of the targets in the area.

## BONUSES AND PENALTIES

#### Only the highest bonus applies. Penalties are cumulative.

Attack bonuses and penalties typically apply to one roll.

Defense bonuses and penalties typically apply until the beginning of the character's next turn.

Circumstance	AV	DV	Notes
Standard bonus	+3 AV	+3 DV	e.g., focused team, invisible, prone in ranged combat, etc.
Standard penalty	-3 AV	-3 DV	e.g., distracted, sprinting, disarming, takedown, etc.
Character is overcoming a complication	-3 AV	-3 DV	standard penalty
Character is dodging	-6 AV	+6 DV	double penalty to AV; double bonus to DV
Character is held	-3 AV	-3 DV	standard penalty; unable to use movement
Character is helpless	AV 0	DV 0	
Character is prone in hand-to-hand combat	-3 AV	-3 DV	standard penalty
Character is prone in ranged combat	+3 AV	+3 DV	standard bonus
Character is attempting a sweep attack	-3 AV	-3 DV	standard penalty; max six adjacent targets
Character is terrified	-3 AV	-3 DV	target must cower or flee (defender's choice)
Character is trading accuracy for damage	-3 AV	—	standard penalty to AV; +1 bonus to damage
Character is trading accuracy for safety	-3 AV	+3 DV	standard penalty to AV; standard bonus to DV
Character is trading safety for accuracy	+3 AV	-3 DV	standard bonus to AV; standard penalty to DV
Character's team is focusing on the task	+3 AV	+3 DV	only the highest AV applies; +3 bonus to damage

## DAMAGE AND RECOVERY

#### Subtract resistance from damage. Apply the difference to the target.

### Damage = 1d6 + Power Level

#### If the attack is Normal

The remaining points of damage are deducted from the target's Health (or Endurance, if it is a stunning attack).

#### If the attack is Alteration or Mental

Half of the remaining points of damage are applied to the target (round down to a minimum of 1).

#### If your Endurance or Health are reduced to zero

You are out of the fight unless someone revives you.

### Damage Resistance = Power Level

#### Recovering from injury

Recover all lost Endurance and half of lost Health after a short rest (an hour). Recover all lost Health after a long rest (8 hours). Recover 2 Health and 2 Endurance when revived (standard action).

#### Recovering from ongoing effects

To recover from an attack with an ongoing effect, the target must use a standard action to attempt a skill roll against 7 + Power Level of the attacker.