

KARMA



ABILITIES

| ABILITY SCORE | DEFENSE SCORE | NON-COMBAT CHECKS |
|-----------------|---------------|-------------------|
| 2 MELEE | 12 | +2 |
| 2 AGILITY | 12 | +2 |
| 2 RESILIENCE | 12 | +2 |
| 3 VIGILANCE | 13 | +3 |
| 2 EGO | 12 | +2 |
| 4 LOGIC | 14 | +6 |

DAMAGE

| | | | |
|---------|---|---|---------------------------------|
| MELEE | <div>MARVEL x 3</div> <div>dMarvel MULTIPLIER</div> | + | <div>2</div> <div>ABILITY</div> |
| AGILITY | <div>MARVEL x 3</div> <div>dMarvel MULTIPLIER</div> | + | <div>2</div> <div>ABILITY</div> |
| EGO | <div>MARVEL x 3</div> <div>dMarvel MULTIPLIER</div> | + | <div>2</div> <div>ABILITY</div> |
| LOGIC | <div>MARVEL x 5</div> <div>dMarvel MULTIPLIER</div> | + | <div>4</div> <div>ABILITY</div> |

| | |
|--|---------------------|
| RANK | KARMA |
| 3 | 3 |
| HEALTH | DAMAGE REDUCTION |
| 60 | - |
| FOCUS | DAMAGE REDUCTION |
| 90 | - |
| SPEED | INITIATIVE MODIFIER |
| Run: 5 Climb: 3 Swim: 3 Jump: 3 | +3E |
| | REACTIONS |
| | 1 |

TRAITS & TAGS

| Traits | Tags |
|---|--|
| <ul style="list-style-type: none">Connections: Super HeroesFearlessGlibnessHonestSituational AwarenessSurprising Power: OrdersSurprising Power: Telepathic Possession | <ul style="list-style-type: none">Black Market AccessDependents: Younger siblings (Leong and Nga)HeroicHoundedPublic IdentityX-Gene |

POWERS

BASIC:

- ◆ Brilliance 2 *

MARTIAL ARTS:

- ◆ Defense Stance
- ◆ Fast Strikes

TELEPATHY:

- ◆ Borrow Senses
- ◆ Command
- ◆ Orders
- ◆ Telepathic Blast
- ◆ Telepathic Link
- ◆ Telepathic Network
- ◆ Telepathic Possession

BIOGRAPHY

| | | | |
|-------------|------------------------------|---------|-------------------------|
| Real Name: | Xuân Cao Manh | | |
| Height: | 5'4" | Weight: | 119 lbs. Gender: Female |
| Eyes: | Brown | Hair: | Black Size: Average |
| Features: | Bionic leg | | |
| Base: | Xavier School for the Gifted | | |
| Occupation: | Adventurer | | |
| Origin: | Mutant | | |
| Teams: | New Mutants, X-Men | | |

History

When Xuân Cao Manh was just a little girl, her parents were murdered by pirates, leaving her and her three siblings in the custody of their uncle, General Nguyen Coy.

Xuân and her twin brother, Trân, were both born with the power to psychically possess other people—a power their uncle sought to exploit for his own nefarious purposes. Xuân feared her powers and refused to go along with her uncle's plans, but Trân—a sadist at heart—readily agreed.

To put a stop to Trân's crime spree, Xuân had to absorb her brother's entire psyche. He became a permanent part of her—a dark and proactive counterpart to her own shy and patient nature.

She took the codename Karma, and having already proven herself a hero, she was invited by Professor Charles Xavier to join his junior super-hero squad, the New Mutants.

Personality

From the moment she absorbed Trân, Xuân was doomed to have a somewhat unstable personality. Depending on the emotional states of the people she possessed, she could be perfectly fine one moment and irrationally angry the next.

* Already calculated on sheet.

TRAITS

CONNECTIONS

Super Heroes: The character knows someone with access to and knowledge of a particular field. By making an Ego check, the character can call on their contact to provide help in the form of clues, information or resources.

FEARLESS

Gain an **edge** on any action checks against fear.

GLIBNESS

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

HONEST

Gain **trouble** when making an Ego check that involves telling a lie. However, gain an **edge** on any friendly Ego (persuasion) checks in which they're truthful.

SITUATIONAL AWARENESS

Gain an **edge** on initiative checks.

SURPRISING POWER (2)

Orders + Telepathic Possession: The character chooses a power they normally wouldn't be able to use. The character will still need to have any prerequisite powers, but they can ignore rank and origin requirements.

POWERS

FAST STRIKES

0

Action: Standard | **Duration:** Instant

Effect: Make a Melee Attack vs Melee Defense against up to 2 targets.

Success: Target/s suffer ½ damage.

Success: Target/s suffer damage.

TELEPATHIC BLAST

5

Action: Standard | **Duration:** Instant

Effect: Make a Logic attack vs target in line of sight.

Success: Target suffers damage to Focus.

Success: Target suffers double damage to Focus + **Stunned** for 1 round.

DEFENSE STANCE

0

Action: Standard | **Duration:** Concentration

Effect: Any close attacks made against the character have **trouble** until this character is successfully attacked.

BORROW SENSES

5

Action: Standard | **Duration:** Concentration

Effect: The character can use the full senses of someone or something with whom they have established a Telepathic Link or bond. While they do, they retain the use of their own senses too.

COMMAND

5

Action: Standard | **Duration:** 1 round

Effect: Make a Logic check vs Logic defense of target with an existing Telepathic Link. Give a command they can complete in a single action. If it can harm someone, the check has **trouble**. If it can harm the target, the check has **double trouble** on the check.

Success: The target complies with the order.

Success: As success + gains an **edge** the next time they use this power against this same target.

ORDERS

15

Action: Standard | **Duration:** Permanent

Effect: Gives an order to a target with whom they've established a Telepathic Link and who has no Focus left. Make a Logic check vs target's Logic defense. The command must be to do something that can be completed in an hour or less. If it involves harming someone, the character has **trouble** on the check. If it would cause the target to harm themselves, the character has **double trouble** on the check.

Success: Target complies with the orders.

Success: As success + character gains an **edge** the next time they use this power against this same target.

TELEPATHIC LINK

0

Action: Standard | **Duration:** Concentration | **Range:** Unlimited

Effect: Can communicate telepathically with one person they have met or seen before, providing both character and target are in the same dimension. If target is unwilling, make a Logic check vs target's Vigilance defense. On a failure, the character cannot attempt to communicate with the target in this way for the rest of the day.

Success: Can communicate with the target for one round.

Success: Target cannot shut the character out for the rest of the day.

TELEPATHIC NETWORK

5

Action: Standard | **Duration:** Concentration

Effect: Can communicate telepathically with a group of willing, linked people, each of whom they have met or seen before. The group can number up to five people per rank. There is no limit to the distance of the communication, as long as everyone involved is in the same dimension.

TELEPATHIC POSSESSION

20

Action: Standard | **Duration:** Concentration

Effect: Possess a target with whom they've established a Telepathic Link and who has no Focus left. Makes a Logic check with **trouble** vs target's Logic defense. The result of the character's check is the target number for any attempts by the target to end the possession. If the character attempts to harm someone with the possessed body, the target gets to make a Logic check to end the possession. If the target has the Heroic tag, they get an **edge** on the check. If the character attempts to harm the possessed body, the target gets an **edge** on the check. If the target has the Heroic tag, they get a **double edge**.

Success: Takes over the target's body completely.