

Ganthet, Turian Infiltrator

Male; Age: 30; Height: 6' 2"; Weight: 190 lb.

Eyes: Blue on black.; Hair: N/A

Power Level 8, 120 PP; Abilities 44 + Powers 31 + Advantages 11 + Skills 26 (52 ranks) + Defenses 8

Abilities

Strength	2	Agility	4	Fighting	8	Awareness	2
Stamina	1	Dexterity	4	Intellect	1	Presence	0

Offense

Initiative: +4

Attack Name	Attack Bonus & Resistance DC	Notes
Claws: Strength-based	+11, DC 18	Alien / Slashing, Crit 20
Custom Heavy Pistol	+11, DC 19	Ballistic, Crit 20
Locust Submachine Gun	+11, DC 19	Ballistic / Multiattack, Crit 20
Mantis Sniper Rifle	+11, DC 20	Ballistic, Crit 19-20
Omniblade: Strength-based Damage 3	+11, DC 20	- Custom Descriptor - / Piercing / Slashing, Crit 20
Throw	+4, DC 17	Bludgeon, Crit 20
Unarmed	+11, DC 17	Bludgeon, Crit 20

Powers

Ü **Advanced Omitool Programs (10 PP)**

Removable

Overload: Affliction 4 (13 PP)

Technological, 1st degree: Vulnerable, 2nd degree: Defenseless, 3rd degree: Incapacitated, Resisted by: Fortitude, DC 14; Affects Objects Only, Increased Range 2: perception; Check Required: DC 11 - Technology (*Standard - Perception - Instant*)

A.I. Hacking: Affliction 5 (alternate)

Technological, 1st degree: Dazed, 2nd degree: Compelled, 3rd degree: Controlled, Resisted by: Will, DC 15; Increased Range 2: perception; Limited: Synthetic Targets Only (*Standard - Perception - Instant*)

Omniblade: Strength-based Damage 3 (alternate)

Hologram, Piercing, Slashing, DC 20 (*Standard - Close - Instant*)

Ü **Infiltration Armor (6 PP)**

Removable

Ü Cloaking: Concealment 2 (2 PP)

Technological, Sense - Sight; Passive (*Free - Personal - Sustained*)

Ü Composite Defenses: Protection 6 (6 PP)

Technological, +6 Toughness, Notes: Light armor supplemented by low level force fields. (*Personal - Permanent*)

Ü **Infiltration Visor (5 PP)**

Removable

Ü Visual Array: Senses 3 (6 PP)

Distance Sense, Extended: Choose Sense 1: x10, Tracking: Choose Sense 1: -1 speed rank, Advantages: Improved Aim, Precise Attack (Ranged, Cover); Feature: Personal Soundtrack (*Personal - Permanent*)

Ü **Infiltrator Training (6 PP)**

Advantages: Defensive Roll, Hide in Plain Sight, Power Attack, Takedown 2, Teamwork

Medigel: Healing 2 (4 EP)

(*Standard - Close - Instant*)

Ü **Turian Traits (4 PP)**

Claws: Strength-based Damage 1 (1 PP)

Alien, Slashing, DC 18 (*Standard - Close - Instant*)

Ü Environmental Adaptation: Immunity 1 (1 PP)

Environmental Condition: Choose Condition (*Personal - Permanent*)

Ü Fearsome Visage: Enhanced Trait 2 (2 PP)

Traits: Intimidation +2 (+8), Advantages: Daze (Intimidation) (*Personal - Sustained*)



Defenses

Dodge	4
Parry	8
Fortitude	7
Toughness	8/7
Will	4

Hero Points: 1

Damage

<input type="checkbox"/>	Bruises
<input type="checkbox"/>	Dazed
<input type="checkbox"/>	Staggered
<input type="checkbox"/>	Incapacitated



"-Sigh- Do you have any idea how much paperwork you just created?"

"Go cry to your mother, you hairless pink ape."

"Where are you?!?" "Here."
"BANG."

Powers

Ü Universal Translator: Comprehend 2 (4 EP)

Languages - Understand All, Languages - You're Understood (*Personal - Permanent*)

Advantages

Benefit, Security Clearance: C-Sec Gain a significant perquisite or fringe benefit.

Close Attack 3 +1 bonus to close attack checks per rank.

Daze (Intimidation) Use Deception or Intimidation to daze an opponent.

Defensive Roll +1 active defense bonus to Toughness per rank.

Equipment 6 5 points of equipment per rank.

Hide in Plain Sight Hide while observed without need for a diversion.

Improved Aim Double circumstance bonuses for aiming.

Move-by Action Move both before and after your standard action.

Power Attack Trade attack bonus for effect bonus.

Precise Attack (Ranged, Cover) Ignore attack check penalties for either cover or concealment.

Takedown 2 Free extra attack when you incapacitate a minion.

Teamwork +5 bonus to support team checks.

Movement

Base Movement Speed - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)

Routine Jump Distance - Running jump: 16 ft.; standing: 8 ft.; vertical: 3.2 ft.; standing vert.: 1.6 ft.

Throwing Distance - Throw 800 lbs. 6 feet; throw 200 lbs. 30 feet; throw 50 lbs. 120 feet

Equipment

Medigel [Medigel: Healing 2], Omnitool (Audio Recorder, Cell Phone (Smartphone), Flashlight, Multi-tool), Restraints, Universal Translator [Universal Translator: Comprehend 2, Languages - Understand All, Languages - You're Understood], Weapons (Custom Heavy Pistol, Flash Grenade, Locust Submachine Gun, Mantis Sniper Rifle)

Complications

Dextro-amino acids Like most life forms, Turians are carbon based. However, unlike most life forms, their proteins are based on dextro-amino acids. This makes them one of two species in the galaxy to have this trait, along with the Quarians. It also means that Turians cannot eat the same foods as most other species without suffering from severe digestive problems.

Honor Turians have a unique sense of honor that drives them to act. They are also terrible liars. Ganthet, like most Turians, has a hard time answering a direct question with anything less than truth.

Motivation: Community Like most Turians, Ganthet served in the Turian military for several years before moving on to his current pursuits. He still believes in doing the right thing for society as a whole, and works for a sense of belonging.

Motivation: Competition Ganthet enjoys friendly competition with his peers, but occasionally takes unnessessary risks to come out on top.

Skills

	Total	Ranks	Ability	Other
Acrobatics	+6	2	4	
Athletics	+6	4	2	
Deception	+0	-		
Expertise: Law Enforcement	+5	4	1	
Expertise: Military	+5	4	1	
Insight	+5	3	2	
Intimidation	+8	6		+2
Investigation	+5	4	1	
Perception	+6	4	2	
Persuasion	+4	4		
Ranged Combat: Guns	+11	7	4	
Sleight of Hand	+5	1	4	
Stealth	+6	2	4	
Technology	+6	5	1	
Treatment	-	-	1	
Vehicles	+6	2	4	

Validation Report

Validation Report (0 issues): Nothing identified

Background Information

Languages: Turian

Ganthet is a C-Sec operative with an equivalent rank of "Detective," and as such is allowed a great deal of autonomy when dealing with crimes and solving cases on the citadel. He is occasionally frustrated by the sheer amount of red tape involved in the bureaucracy, but so far he's stuck with it. Despite this, he believes very strongly in C-Sec as an ideal, and is occasionally disappointed when his peers fail to appreciate their position as a beacon in the community.

Ganthet enjoys classical music from Earth's 17th and 18th centuries. He considers it the best thing about their culture. He often listens to it in the heat of battle through his visor's audio playback function, claiming it keeps him calm.

He prefers to employ the tactics he learned as a hunter, stalking his 'prey,' and moving in only after learning as many of their strengths and weaknesses as he can.

Damage Resistance Check

Result

Damage

Failure (1 degree) . . -1 stacking Circumstance penalty to resist further damage

Failure (2 degrees) . -1 penalty, and Dazed until end of your next turn

Failure (3 degrees) . -1 penalty, and Staggered (or Incapacitated if already staggered)

Failure (4 degrees) . Incapacitated until able to recover



Extra Effort

Action Gain an additional standard action during your turn, which can be exchanged for a move or free action, as usual.

Bonus Perform one check with a bonus (+2 circumstance bonus) or improve an existing bonus to a major bonus (+5 circumstance bonus). This bonus can also negate a penalty (-2 circumstance penalty), allowing you to perform the check with no modifier, or reduce a major penalty from -5 to a penalty of -2.

Power Increase one of your hero's power effects by +1 rank until the start of the hero's next turn. Permanent effects cannot be increased in this way.

Power Stunt Temporarily gain and use an Alternate Effect (see Alternate Effect in the Powers chapter). The Alternate Effect lasts until the end of the scene or until its duration expires, whichever comes first. Permanent effects cannot be used for power stunts.

Resistance Gain an immediate additional resistance check against an ongoing effect. If the extra effort incapacitates you, you forfeit all resistance checks against the effect until you recover. The fatigue conditions do not affect you until you are free of the effect.

Retry Certain effects (see the Powers chapter) require extra effort to retry after a particular degree of failure. The extra effort merely permits another attempt to use the effect; it grants no other benefits.

Speed Increase the hero's speed rank by +1 until the start of the hero's next turn.

Strength Increase the hero's Strength rank by +1 until the start of the hero's next turn.

Hero Point Uses

Edit Scene You can 'edit' a scene to grant your hero an advantage by adding or changing certain details. For example, a hero is fighting a villain with plant-based powers in a scientific lab. You deduce the villain may be weakened by defoliants, so you ask the GM if there are any chemicals in the lab you can throw together to create a defoliant. The Gamemaster requires a hero point to add that detail and says the right chemicals are close at hand. Now you just have to use them!

Heroic Feat You can spend a hero point to gain the benefits of one rank of an advantage you don't already have until the end of your next turn (see the Advantages chapter). You must be capable of using the advantage and cannot gain the benefits of fortune advantages, only other types. If the advantage has any prerequisites, you must have them to gain the benefits of the advantage as a heroic feat.

Improve Roll One hero point allows you to re-roll any die roll you make and take the better of the two rolls. On a result of 1 through 10 on the second roll, add 10 to the result, an 11 or higher remains as-is (so the re-roll is always a result of 11-20). You must spend the hero point to improve a roll before the GM announces the outcome of your initial roll. You cannot spend hero points on die rolls made by the GM or other players without the Luck Control effect (see the Powers chapter).

Inspiration You can spend a hero point to get sudden inspiration in the form of a hint, clue, or bit of help from the GM. It might be a way out of the villain's fiendish deathtrap, a vital clue for solving a mystery, or an idea about the villain's weakness. It's up to the GM to determine exactly how much help the players get from inspiration and how it manifests, but since hero points are a very limited resource, the help should be in some way significant.

Instant Counter You can spend a hero point to attempt to counter an effect used against you as a reaction. See Countering Effects in the Powers chapter for details.

Recover You can spend a hero point to recover faster. A hero point allows you to immediately remove a dazed, fatigued, or stunned condition, without taking an action. Among other things, this option allows you to use extra effort (previously) without suffering any fatigue. Spending a hero point to recover also lets you convert an exhausted condition into a fatigued condition.

Condition Summary

Asleep Defenseless, Stunned, Unaware. Can wake up.

Blind Hindered, visually Unaware, Vulnerable, full Visual Concealment.

Bound Defenseless, immobile, and impaired.

Compelled Take one standard action per turn, chosen by another character.

Controlled Actions dictated by another character.

Deaf Everything has full auditory concealment.

Debilitated One or more abilities lowered below -5.

Defenseless No active defense bonuses.

Disabled -5 circumstance penalty on checks.

Dying Defenseless, stunned, unaware, and near death.

Entranced Stunned, but any obvious threat cancels this condition.

Exhausted Impaired, hindered. Recover after one hour.

Fatigued Hindered, recover after 1 hour.

Hindered Move at half normal speed (-1 speed rank).

Immobile Cannot move, but may still take actions.

Impaired -2 circumstance penalty to checks.

Paralyzed Defenseless, immobile, and physically stunned.

Prone Hindered. -5 to close attacks, opponents have +5 to close / -5 to ranged checks.

Restrained Hindered (or immobile) and vulnerable.

Stunned Stunned characters cannot take any actions, including free actions.

Surprised Stunned and vulnerable.

Transformed Transformed into another form.

Unaware Can't make interaction or Perception checks or actions based on them.

Vulnerable Half active defenses.

Weakened Temporarily lost power points in a trait.



Measurements Table

Rank	Mass	Time	Distance	Volume
-5	1.5 lbs.	0.125 seconds	6 inches	0.03 cft.
-4	3 lbs.	0.25 seconds	1 foot	0.06 cft.
-3	6 lbs.	0.5 seconds	3 feet	0.125 cft.
-2	12 lbs.	1 second	6 feet	0.25 cft.
-1	25 lbs.	3 seconds	15 feet	0.5 cft.
0	50 lbs.	6 seconds	30 feet	1 cft.
1	100 lbs.	12 seconds	60 feet	2 cft.
2	200 lbs.	30 seconds	120 feet	4 cft.
3	400 lbs.	1 minute	250 feet	8 cft.
4	800 lbs.	2 minutes	500 feet	15 cft.
5	1600 lbs.	4 minutes	900 feet	30 cft.
6	3200 lbs.	8 minutes	1800 feet	60 cft.
7	3 tons	15 minutes	0.5 miles	125 cft.
8	6 tons	30 minutes	1 mile	250 cft.
9	12 tons	1 hour	2 miles	500 cft.
10	25 tons	2 hours	4 miles	1000 cft.
11	50 tons	4 hours	8 miles	2000 cft.
12	100 tons	8 hours	16 miles	4000 cft.
13	200 tons	16 hours	30 miles	8000 cft.
14	400 tons	1 day	60 miles	15000 cft.
15	800 tons	2 days	120 miles	32000 cft.
16	1600 tons	4 days	250 miles	65000 cft.
17	3.2 ktons	1 week	500 miles	125000 cft.
18	6 ktons	2 weeks	1000 miles	250000 cft.
19	12 ktons	1 month	2000 miles	500000 cft.
20	25 ktons	2 months	4000 miles	1 million cft.
21	50 ktons	4 months	8000 miles	2 million cft.
22	100 ktons	8 months	16000 miles	4 million cft.
23	200 ktons	1.5 years	32000 miles	8 million cft.
24	400 ktons	3 years	64000 miles	15 million cft.
25	800 ktons	6 years	125000 miles	32 million cft.
26	1600 ktons	12 years	250000 miles	65 million cft.
27	3200 ktons	25 years	500000 miles	125 million cft.
28	6400 ktons	50 years	1 million miles	250 million cft.
29	12500 ktons	100 years	2 million miles	500 million cft.
30	25000 ktons	200 years	4 million miles	1 billion cft.