

BLACK STEEL

The Hidden Blade

"The fruits of your corruption have come to take their due."

Real Name Tommy Lee
Player NPC
Origin Gifted
Archetype Sword

Team Affiliation Solo
Base of Operations San Francisco, CA, USA
Range of Operations Global
Nationality Korean-American

Hair Black
Eyes Green
Height 183 cm (6' 0")
Weight 84 kg (187 lbs)

Gender Cis Male
Sexuality Heterosexual



ATTRIBUTES

Agility	5	<div><div></div><div></div><div></div><div></div><div></div></div>
Brawn	3	<div><div></div><div></div><div></div></div>
Endurance	4	<div><div></div><div></div><div></div><div></div></div>
Presence	3	<div><div></div><div></div><div></div></div>
Reason	3	<div><div></div><div></div><div></div></div>
Power Level	5	<div><div></div><div></div><div></div><div></div><div></div></div>
Plot Points	1	

POWERS

Absorption

Reaction Kinetic Control

Blast

Standard Kinetic Impartation

Detect Assassin's Mark

Standard

Force Field

Quick Kinetic Control

Teleportation

Move

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

MOTIVATIONS & COMPLICATIONS

Serenity: The character seeks freedom from the mistakes or tragedies of their past.

Justice: The character seeks to ensure that misdeeds are met with appropriate punishment.

Outsider: Tommy is a loner, accepted neither by the law nor by the criminal underworld on which he preys.

SKILLS

Athletics
Close Combat
Culture
Diplomacy
Investigation (+)
Manipulation
Perception
Ranged Combat (+)
Stealth
Survival

GIFTS

Connected
Fascinating
Linguist
Master Plan
Wealthy

NOTES

MOVEMENT

	Base Move	Double Move	All-out Move
Run	40 m	80 m	240 m (140 km/h)
Swim	7 m	14 m	42 m (25 km/h)
Jump	2 m		
Teleport	40 m	80 m	140 km

Base Character Points 50
Total Experience Points 0
Character Points Spent 50
Unspent Experience 0
Spent Experience 0
Total Character Points 50
Attributes 28 + Skills 12 + Gifts 5 + Powers 5 = 50 / 50

EQUIPMENT

Knife (PL 1)
Flash Grenade (PL 7) (exploding, sensory, stunning, single use)
Smoke Grenade (Darkness (PL 5), exploding, single use (lasts 10 rounds))

OPPOSED ROLLS

Attacker (Action Total)

Dice
1d6 Unskilled
2d6 Skilled
2d6 Has Expertise (Re-roll 1s and 2s)

plus

Skill (Attribute)
Close Combat (Brawn)
Ranged Combat (Agility)
Mental Combat (Power Level)
etc.

vs

Defender (Target Number)

Dice
1d6 Unskilled
2d6 Skilled
2d6 Has Expertise (Re-roll 1s and 2s)

plus

Skill (Attribute)
Close Combat (Brawn)
Ranged Combat (Agility)
Mental Combat (Presence)
etc.

UNOPPOSED ROLLS

Action Total

Dice
1d6 Unskilled
2d6 Skilled
2d6 Has Expertise (Re-roll 1s and 2s)

plus

Skill (Attribute)
Culture (Reason)
Finesse (Agility)
Performance (Presence)
etc.

vs

Target Number

Dice
1d6 Unskilled
2d6 Skilled
2d6 Has Expertise (Re-roll 1s and 2s)

plus

Difficulty Value (DV)
3 Moderately difficult
6 Remarkably difficult
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 close 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 close 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 As many reactions 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