Grimknight

Ominous protector of Manhattan
"This is MY city."

Real Name Diggory "Diggs" Tyler
Player NPC
Origin Gifted
Archetype Shadow
Team Affiliation Spookshow
Base of Operations New York, NY, USA

Attributes

Brawn	**6**	
Agility	**6**	
Reason	**3**	
Perception	**6**	
Willpower	**5**	
Prowess	**5**	
Accuracy	**4**	
Endurance	**11**	Brawn and Agility 4 during the day; Brawn and Agility 6 at night.
Plot Points	**1**	

Normal Lift: 2 tons (full size car)
Max Lift: 7 tons (empty dump truck)
Throws (50 lbs): 800 feet

Description

Age 31
Nationality American
Height 5' 8"
Weight 192 lbs.
Hair Bald (Brown)
Eyes Brown
Gender Cis Male
Sexuality Heterosexual

Character Last Updated: 2014-11-28

Motivations

Justice: The character seeks to ensure that misdeeds are met with appropriate punishment.
Honor: The character believes that their worth is tied to their adherence to a code of conduct.

Complications

Advantages

Connected

Skills

Combat
- Surprise Attacks +3
- Sweep Attacks +3

Computing
Culture
Deception
Investigation
Legerdemain
Manipulation
- Conversation +3
- Interrogation +3

Social
Stealth
- Shadowing +3

Powers

Attribute Invulnerability **2**

Invulnerability **6**

Invulnerability 4 during the day; Invulnerability 6 at night.

Power Invulnerability **2**

Super Senses **1**

(Night Vision)

Teleportation **5**

Mantle Of Arawn – Radius Effect (+1)

Movement

	Base Move	Double Move	All-out Move
Run	60 feet	120 feet	360 feet (41 mph)
Swim	12 feet	24 feet	72 feet (8 mph)
Jump	18 feet	18 feet	18 feet
Teleport	1 mile	2 miles	6 miles (4,000 mph)

Equipment

Binoculars
Covert Surveillance Device
Covert Tracking Device
Digital Camera
Digital Recorder
Mini-flashlight
Radio
Smartphone
Zip Ties: Invulnerability 1, Endurance 1

Base Character Points	60	**Unspent Experience**	0
Total Experience Points	0	**Spent Experience**	0
Character Points Spent	60	**Total Character Points**	60

Attributes 33 + Skills 5 + Advantages 1 + Powers 21 = 60 / 60

Benchmarks

Rank	Breaks	Lifts	Throws (50 lbs)	Affects (radius or range)	Base Move Per Round	Double Move Per Round	All-out Move Per Round	MPH
1	Cardboard	100 pounds	6 feet	50 feet	50 feet	100 feet	300 feet	30 mph
2	Plastic	225 pounds	12 feet	100 feet	100 feet	200 feet	600 feet	70 mph
3	Wood	450 pounds	25 feet	400 feet	400 feet	800 feet	2,400 feet	300 mph
4	Bone	900 pounds	50 feet	1,600 feet	1,600 feet	3,200 feet	2 miles	1,000 mph
5	Brick	2 tons	200 feet	1 mile	1 mile	2 miles	6 miles	4,000 mph
6	Concrete	7 tons	800 feet	5 miles	5 miles	10 miles	30 miles	20,000 mph
7	Stone	30 tons	4,000 feet	20 miles	20 miles	40 miles	120 miles	70,000 mph
8	Ceramic	100 tons	3 miles	80 miles	80 miles	160 miles	480 miles	300,000 mph
9	Steel	400 tons	10 miles	300 miles	300 miles	600 miles	1,800 miles	1,000,000 mph
10	Diamond	2,000 tons	40 miles	1,200 miles	1,200 miles	2,400 miles	7,200 miles	5,000,000 mph
11	Nanodiamond	10,000 tons	300 miles	10,000 miles	10,000 miles	20,000 miles	60,000 miles	30,000,000 mph
12	Stanlium	100,000 tons	3,000 miles	80,000 miles	80,000 miles	160,000 miles	480,000 miles	300,000,000 mph
13	Siegelite	1,000,000 tons	20,000 miles	600,000 miles	600,000 miles	1,200,000 miles	3,600,000 miles	0.9 c
14	Kirbium	10,000,000 tons	160,000 miles	5,000,000 miles	5,000,000 miles	10,000,000 miles	30,000,000 miles	0.99 c

Breaks indicates the strongest substance that the character would be able to break under normal circumstances. The thickness of the material and other factors make this a rough estimate.

Lifts indicates the greatest weight that the character can "clean and jerk" (pick up and lift overhead). A character carrying or supporting such a weight can take at most one or two steps per round. A character can move normally while carrying a weight corresponding to one rank less than their Brawn.

Throws (50 lbs) indicates the farthest distance that a character could throw a compact object weighing 50 lbs. To see how far a character can throw heavier objects, subtract the Brawn rank required to lift the object from the character's total Brawn rank. Look up the difference in the "Rank" column: this indicates how far the character can throw the object. For example, a character with rank 4 Brawn (the peak of human potential) could throw an object weighing 100 lbs (such as a cooperative slender human) up to 25 feet.

Affects (radius or range) indicates the radius around the character that they can affect with their powers if their powers affect a radius, or the maximum range of the power if it affects a single target. For example, (Element) Mastery can move or manipulate the chosen element within this area and can use the element to inflict direct damage to a target up to this distance away. The "radius" value is not used for powers that inflict damage directly unless they have been purchased with the Explosive Damage power enhancement.

Unopposed Tasks

	Task difficulty	Examples
--	Easy	Operate simple machines
9	Routine	Understand and modify simple machines, operate current technology
12	Challenging	Understand and modify current technology, operate advanced technology
15	Demanding	Design and build current technology, understand and modify advanced technology
18	Frustrating	Design and build advanced technology, operate advanced alien technology
21	Nigh-impossible	Understand and modify advanced alien technology

Opposed Task Bonuses

Task roll bonus (attack bonus)	Circumstance
+0	Defender is walking (base movement speed)
+3	Defender can't see the attacker
+3	Defender is restrained
+3	Defender is surprised
+6	Defender is completely blind
+6	Defender is unconscious or helpless

Taking The Average

If the character is under no pressure, and there is either no penalty for failure or no time limit, then the player may choose to "take the average" rather than rolling. In effect, the player is assuming that they would roll average: 7. If the player chooses to take the average, the character does not attain an extreme success regardless of the difficulty.

Note that opposed rolls -- whether it is physical combat (such as a gunfight), psychic combat (such as a battle of wills), or a social conflict (such as a marital dispute) -- typically involve both a time limit and a penalty for failure, so taking the average is not an option.

Taking The Max

If the character is under no pressure, there is no penalty for failure, and there is no time limit, the player may "take the max", and assume that they would roll the maximum amount: 12. In effect, the character is trying over and over until they do the best they are capable of doing. If the player chooses to take the max, the character does not attain an extreme success regardless of the difficulty.

Note that opposed rolls -- whether it is physical combat (such as a gunfight), psychic combat (such as a battle of wills), or a social conflict (such as a marital dispute) -- typically involve both a time limit and a penalty for failure, so taking the max is not an option

Opposed Task Penalties

Difficulty modifier (defense bonus)	Circumstance
+0	Attacker is walking (base movement speed)
+3	Attacker can't see the defender
+3	Attacker is restrained
+3	Attacker is running (base move x2)
+3	Defender is sprinting (base move x6)
+3	Attacking a held item
+6	Attacker is completely blind
+6	Attacker is sprinting (base move x6)

Extreme Success

If the player's roll equals or exceeds the task difficulty, the character succeeds at the task in a completely satisfactory manner: the clue is found, the language is translated, or the lightning bolt hits its target. However, rolling higher than the required task difficulty may grant additional benefits. If the player rolls three or more over the task difficulty, the character achieves an extreme success. So if a character attempted a challenging task (task difficulty 12), and the player rolled 15 or more, this would be an extreme success.

Overwhelming An overwhelming attack adds one rank to the power, solely for the purposes of that attack. For attack powers that inflict damage, this means that the damage rating of the power is increased by one. If the overwhelming power normally inflicts Endurance damage, then the additional damage rating is also Endurance damage, and the character's protection powers, such as Invulnerability and Force Field, apply as usual to the total damage rating of the attack. For attacks that inflict some other form of damage or have some other effect, the total rank of the power is increased by one, with the commensurate effect on the target.

Smashing Only attacks that normally inflict Endurance damage can result in a smashing attack. If a smashing attack hits a character, the target of the attack may attempt a Brawn task roll to resist being smashed. The target rolls 2d6 and adds their Brawn; the task difficulty is 8 plus the rank of the attack power. If the target succeeds with their Brawn task roll, they shrug off the smashing portion of the attack with no ill effects. If the target fails their Brawn task roll, they are "smashed" and knocked backward a considerable distance. Compare the amount the target missed their roll by to the Benchmarks table. Look up the rank that matches the amount by which they missed the roll, and match that to the distance in the "Throws" column.

Staggering Only attacks that normally inflict Endurance damage can result in a staggering attack. If a staggering attack hits a character, the target of the attack may attempt a Willpower task roll to resist being staggered. The target rolls 2d6 and adds their Willpower; the task difficulty is 8 plus the rank of the attack power. If the target succeeds with their Willpower task roll, they shrug off the staggering portion of the attack with no ill effects. If the target fails their Willpower task roll, they are "staggered" and lose their next turn.

Any powers which must be activated, such as Force Field and Growth, normally turn off when a character is staggered. However, a staggered character may attempt a challenging Willpower task roll (task difficulty 12) to keep their powers activated while staggered. Any powers which are deactivated can't be turned back on until the character is able to take their next turn.