GRIMKNIGHT

Ominous protector of Manhattan

"This is MY city."

BULLETPROOF BLUES

Real Name	Diggory "Diggs" Tyler	**Team Affiliation**	Spookshow	**Hair**	Bald (Brown)
Player	NPC	**Base of Operations**	New York, NY, USA	**Eyes**	Brown
Origin	Gifted	**Range of Operations**	Local/Interplanetary with team	**Height**	173 cm (5' 8")
Archetype	Shadow	**Nationality**	American	**Weight**	87 kg (192 lbs)
				Gender	Cis Male
				Sexuality	Heterosexual

ATTRIBUTES

Agility	3
Brawn	3
Endurance	5
Presence	4
Reason	3
Power Level	5

Max Range: 100 m
Max Area: 10 m radius

Plot Points	1

Normal Lift: 17 t (Polaris missile)
Max Lift: 55 t (loaded tanker truck)
Throws (25 kg): 1,100 m

MOTIVATIONS & COMPLICATIONS

Justice: The character seeks to ensure that misdeeds are met with appropriate punishment.
Pragmatism: The character believes that practical accomplishments are more important than ideas and philosophies.

Enemy: Organized crime families have good reason to hate Grimknight.
Uncontrolled Power: Power Level 4 during the day; Power Level 5 at night.

POWERS

Alteration Resistance
Constant, Self-only

Bulletproof
Constant, Self-only
Only at night

Damage Resistance
Constant, Self-only

Night Vision
Free action, Self-only

Strike
Standard action, Hand-to-hand, Normal

Super-lifting
Constant, Self-only

Super-presence
Constant, Self-only

Super-teleportation
Move action, Self-only
Mantle of Arawn

Teleportation
Move action, Self-only
Mantle of Arawn

Mass Teleportation
Move action, Self-only, Area
Mantle of Arawn

EQUIPMENT

Binoculars, Pocket Size (PL 1)
Cell Phone (PL 1)
Concealed Microphone (PL 1)
Covert Surveillance Device (PL 1)
Covert Tracking Device (PL 2)
Digital Recorder, Micro (PL 1)
Flashlight (PL 1)
Handcuffs (PL 4)
Radio (PL 2)

SKILLS

Deception
Diplomacy
Hand-to-hand Combat
Investigation (+)
Manipulation
Perception
Stealth (+)

GIFTS

Connected
Hard Target
Utility Belt

MOVEMENT

	Base Move	Double Move	All-out Move
Run	7 m	14 m	42 m (25 km/h)
Swim	3 m	6 m	18 m (11 km/h)
Jump	2 m		
Teleport	1,300 m	2,600 m	4,700 km

Base Character Points	50	**Unspent Experience**	0
Total Experience Points	0	**Spent Experience**	0
Character Points Spent	50	**Total Character Points**	50

Attributes 28 + Skills 9 + Gifts 3 + Powers 10 + Modifiers 0 = 50 / 50

Bulletproof Blues Character Sheet Helper 3.22 (Character Last Updated: 2020-07-29)

Opposed Rolls

Attacker (Action Total)

Dice		plus	Skill (Attribute)
1d6	Unskilled		Hand-to-hand Combat (Brawn)
2d6	Skilled		Ranged Combat (Agility)
2d6	Has Expertise (Re-roll 1s and 2s)		Mental Combat (Power Level)
			etc.

vs

Defender (Target Number)

Dice		plus	Skill (Attribute)
1d6	Unskilled		Hand-to-hand Combat (Brawn)
2d6	Skilled		Ranged Combat (Agility)
2d6	Has Expertise (Re-roll 1s and 2s)		Mental Combat (Presence)
			etc.

Unopposed Rolls

Action Total

Dice		plus	Skill (Attribute)
1d6	Unskilled		Culture (Reason)
2d6	Skilled		Finesse (Agility)
2d6	Has Expertise (Re-roll 1s and 2s)		Performance (Presence)
			etc.

vs

Target Number

Dice		plus	Difficulty Value (DV)
1d6	Unskilled		3 Moderately difficult
2d6	Skilled		6 Remarkably difficult
2d6	Has Expertise (Re-roll 1s and 2s)		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 hand-to-hand 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 hand-to-hand 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

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