

# 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

<b>Agility</b>	<b>5</b>	
<b>Brawn</b>	<b>3</b>	
<b>Endurance</b>	<b>4</b>	
<b>Presence</b>	<b>3</b>	
<b>Reason</b>	<b>3</b>	
<b>Power Level</b>	<b>5</b>	

Max Range: 100 m  
Max Area: 10 m radius

**Plot Points** **1**

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

### POWERS

#### Absorption

Free action, Self-only  
Kinetic Control

#### Blast

Standard action, Ranged, Normal  
Kinetic Impartation

#### Detect Assassin's Mark

Standard action, Self-only

#### Force Field

Quick action, Self-only  
Kinetic Control

#### Teleportation

Move action, Self-only

### MOTIVATIONS & COMPLICATIONS

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

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

### EQUIPMENT

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

### SKILLS

Athletics  
Culture  
Diplomacy  
Hand-to-hand Combat  
Investigation (+)  
Manipulation  
Perception  
Ranged Combat (+)  
Stealth  
Survival

### GIFTS

Connected  
Fascinating  
Linguist  
Master Plan  
Wealthy

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

## OPPOSED ROLLS

### Attacker (Action Total)

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

  

Skill (Attribute)
Hand-to-hand Combat (Brawn)
Ranged Combat (Agility)
Mental Combat (Power Level)
etc.

### Defender (Target Number)

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

  

Skill (Attribute)
Hand-to-hand Combat (Brawn)
Ranged Combat (Agility)
Mental Combat (Presence)
etc.

## UNOPPOSED ROLLS

### Action Total

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

  

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

### Target Number

Dice	plus	Difficulty Value (DV)
1d6		Unskilled
2d6		Skilled
2d6	Has Expertise (Re-roll 1s and 2s)	

  

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 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

<b>On Your Turn</b>	One <b>move action</b> One <b>standard action</b> As many <b>quick actions</b> as the GM deems reasonable
<b>Any Time</b>	As many <b>free actions</b> as the GM deems reasonable

## SPENDING A PLOT POINT

<b>Bonus Die</b>	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.
<b>Escape</b>	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.
<b>Inspiration</b>	Spending a plot point grants the character an intuitive leap: the player receives a hint from the GM on what to do next.
<b>Power Stunt</b>	Spending a plot point permits the character to use a power they do not have.
<b>Rally</b>	Spending a plot point allows a character to rally and immediately recover half of the Endurance they have lost.
<b>Retcon</b>	Spending a plot point allows the player to change the past in some way that supports the current needs of the plot.
<b>Surge</b>	Spending a plot point increases one of the character's attributes by one for one round.

## DIFFICULTY VALUE

— <b>Routine</b>	Perform a familiar task under ordinary conditions
<b>3 Moderately difficult</b>	Perform a familiar task under hostile conditions, or an unfamiliar task under ordinary conditions
<b>6 Remarkably difficult</b>	Perform an unfamiliar task under hostile conditions
<b>9 Extremely difficult</b>	Perform an esoteric task under ordinary conditions
<b>12 Inconceivable!</b>	Perform an esoteric task under hostile conditions