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	5
Reason	3
Power Level	5
Plot Points	1

Power Level 4 during the day; Power Level 5 at night.

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

POWERS

Alteration Resistance
Constant

Damage Resistance
Constant

Night Vision
Free

Strike
Standard

Super-lifting
Constant

Super-presence
Constant

Super-teleportation
Move   Mantle of Arawn

Teleportation
Move   Mantle of Arawn

Mass Teleportation
Move   Mantle of Arawn

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 Grimknght.

SKILLS

Close Combat
Deception
Diplomacy
Investigation
Manipulation
Perception
Ranged Combat
Stealth (+)

GIFTS

Connected
Utility Belt

NOTES

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

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 Camera, Micro (PL 1)
Flashlight (PL 1)
Radio (PL 2)
Handcuffs (PL 4)

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

Attributes 30 + Skills 9 + Gifts 2 + Powers 9 = 50 / 50

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