GRIMKNIGHT

Ominous protector of Manhattan

"This is MY city."

Player NPC
Origin Gifted
Archetype Shadow

Real Name Diggory "Diggs" Tyler

Team Affiliation Spookshow

Base of Operations New York, NY, USA

Range of Operations Local/Interplanetary with team

Nationality American

Eyes Brown

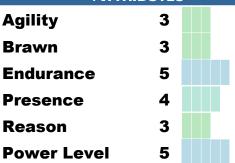
Height 173 cm (5' 8")

Weight 87 kg (192 lbs)

Hair Bald (Brown)

Gender Cis Male
Sexuality Heterosexual

ATTRIBUTES



Max Range: 100 m Max Area: 10 m radius

Plot Points

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.

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

Powers

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 Camera, 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) 2 m Jump 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

OPPOSED ROLLS

Attacker (Action Total)

Action Total

Defender (Target Number)

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

UNOPPOSED ROLLS

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Dice	plus	Skill (Attribute)	vs	Dice	plus	Dif	ficulty Value (DV)
1d6 Unskille	ed	Culture (Reason)		1d6 Uns	killed	3	Moderately difficult
2d6 Skilled		Finesse (Agility)		2d6 Skill	ed	6	Remarkably difficult
	Has Expertise	Performance (Presence)		2d6 Has Expertise (Re-roll 1s and 2s)	9	Extremely difficult	
(Re-roll	1s and 2s)	etc			12	Inconceivablel	

ATTACK BONUSES AND PENALTIES

DEFENSE BONUSES AND PENALTIES

Target Number

Circumstance	Modifier	Circumstance	Modifier
Attacker is making an all-out move (sprinting)	Attack fails	Defender is distracted	Penalty die
Attacker can't perceive defender in ranged combat	Attack fails	Defender is prone in hand-to-hand combat	Penalty die
Attacker can't perceive defender in hand-to-hand combat	Penalty die	Defender is restrained Defender is surprised	Penalty die Penalty die
Attacker is attempting to disarm the defender Attacker is distracted	Penalty die Penalty die	Defender can't perceive attacker	Penalty die
Attacker is restrained	Penalty die	Defender has cover	Bonus die
Attacker is making a double move (running)	Penalty die	Defender is prone in ranged combat	Bonus die
Attacker is surprised	Penalty die	Defender is making a double move (running)	Bonus die
Attacker is using a sweep attack	Penalty die	Defender is making an all-out move (sprinting)	Bonus die
Attacker is using a two-handed weapon with one hand	Penalty die		
Target is beyond effective range of the weapon	Penalty die	Actions	

	Spending A Plot Point		As many quick actions as the GM deems reasonable	
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.	Any Time	As many free actions as the GM deems reasonable	
Escape	Spending a plot point allows the character to immediately		DIFFICULTY VALUE	

Bonus die

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.

Attacker is charging the defender

Spending a plot point grants the character an intuitive leap: Inspiration the player receives a hint from the GM on what to do next.

Spending a plot point permits the character to use a power **Power Stunt** they do not have.

Spending a plot point allows a character to rally and Rally immediately recover half of the Endurance they have lost.

Spending a plot point allows the player to change the past in Retcon some way that supports the current needs of the plot.

Spending a plot point increases one of the character's Surge attributes by one for one round.

— 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

One move action

One standard action

On Your Turn