# BLACK STEEL

### The Hidden Blade

**BULLETPROOF BLUES**

**Real Name** Tommy Lee

**Player** NPC

**Hair** Black

**Eyes** Green

**Height** 183 cm (6' 0")

**Weight** 84 kg (187 lbs)

## ATTRIBUTES

| Attribute | Value |
|---|---|
| **Agility** | 4 |
| **Brawn** | 3 |
| **Presence** | 4 |
| **Reason** | 3 |
| **Power Level** | 6 |
| **Endurance** | 7 |

Brawn:
Normal Lift: 110 kg (heavy adult)
Max Lift: 240 kg (motorcycle)
Throw 25 kg: 5 m
Jump: 2 m

Power Level:
Max Effect: 32
Max Range: 1 km
Max Area: 10 m radius
Max Mass: 1,600 kg

## SKILLS

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

## GIFTS

Connected
Fascinating
Linguist
Master Plan
Wealthy

## EQUIPMENT

Knife (PL 1)
Flash Grenade (PL 3) (area, blinding, stunning, single use)
Smoke Grenade (PL 3) (Darkness, area, single use (lasts 10 rounds))

## POWERS

### Absorption

Constant, 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, Teleport: 130 m (470 km)

## MOVEMENT

| | Base Move | All-out Move |
|---|---|---|
| **Run** | 13 m | 78 m (47 km/h) |
| **Swim** | 4 m | 24 m (14 km/h) |
| **Jump** | 2 m | |
| **Teleport** | 130 m | 470 km |

## 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.

Wanted: Tommy is a loner, accepted neither by the law nor by the criminal underworld on which he preys.

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

Attributes 38 + Skills 12 + Gifts 5 + Powers 5 = 60 / 60

## Unopposed Rolls

**12 Moderately difficult** — Perform a familiar task under hostile conditions, or an unfamiliar task under ordinary conditions

**15 Remarkably difficult** — Perform an unfamiliar task under hostile conditions

**18 Extremely difficult** — Perform an esoteric task under ordinary conditions

**21 Inconceivable!** — Perform an esoteric task under hostile conditions

## Opposed Rolls

**8 + Skill (Attribute)**

Hand-to-hand Combat (Brawn)

Ranged Combat (Agility)

Mental Combat (Presence)

etc.

## 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 | -3 |
| Attacker is attempting to disarm the defender | -3 |
| Attacker is distracted or surprised | -3 |
| Attacker is restrained | -3 |
| Attacker is making a double move (running) | -3 |
| Attacker is spreading an attack or using a sweep attack | -3 |
| Attacker is using a two-handed weapon with one hand | -3 |
| Target is beyond effective range of the weapon | -3 |
| Underwater or zero-G combat | -3 |
| Attacker is charging the defender | +3 |
| Attacker spends an action aiming or preparing | +3 |

## Defense Bonuses And Penalties

| Circumstance | Modifier |
|---|---|
| Defender is distracted or surprised | -3 |
| Defender is prone in hand-to-hand combat | -3 |
| Defender is restrained | -3 |
| Defender can't perceive attacker | -3 |
| Defender has cover or is prone in ranged combat | +3 |
| Defender is focusing exclusively on defense | +3 |
| Defender is making a double or all-out move | +3 |

## 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

## Plot Points

**Extra Action** — Spending a Plot Point allows the character to use an extra movement action or a standard action.

**Extra Effort** — Spending a Plot Point permits the player to re-roll the dice for the current task or gain a +3 bonus on the current roll or defense. The player may spend the Plot Point before or after the dice are rolled.

**Improvisation** — Spending a Plot Point permits the character to use a skill or power they do not have, as long as they can explain it.

**Inspiration** — Spending a Plot Point grants the character an intuitive leap: the player receives a hint from the GM on what to do next.

**Rally** — Spending a Plot Point allows the character to recover half their lost Endurance.

**Retcon** — Spending a Plot Point allows the player to change the past in a helpful way.

**Surge** — Spending a Plot Point increases one of the character's attributes by 1 for one round.

## Damage

**Normal** — Inflict 1 Endurance damage for every 2 the attack roll succeeds by (exact roll = 1, exact roll + 2 = 2, exact roll + 4 = 3).

**Mental or Alteration** — Inflict 1 level of effect for every 4 the attack roll succeeds by (exact roll = 1, exact roll + 4 = 2, exact roll + 8 = 3).

## Recovery

**Endurance** — Recover half of lost Endurance by resting for about an hour. Recover all Endurance by getting a good night's sleep.