

CHARACTER INFORMATION

Character name Grimknight
 Height 1.72 m Weight 87.00 kg
 Hair color Bald Eye color Brown

SKILLS, PERKS, AND TALENTS

Cost	Name	Roll
3	<u>Bureaucratics</u>	<u>14-</u>
3	<u>Concealment</u>	<u>13-</u>
3	<u>Conversation</u>	<u>14-</u>
3	<u>Criminology</u>	<u>13-</u>
3	<u>Deduction</u>	<u>13-</u>
3	<u>Interrogation</u>	<u>14-</u>
3	<u>KS: New York</u>	<u>13-</u>
1	<u>Language: Spanish (basic conversation)</u>	
3	<u>Lockpicking</u>	<u>13-</u>
3	<u>PS: District Attorney</u>	<u>14-</u>
3	<u>Security Systems</u>	<u>13-</u>
3	<u>Shadowing</u>	<u>13-</u>
3	<u>Stealth</u>	<u>13-</u>
3	<u>Streetwise</u>	<u>14-</u>
6	<u>Strike, Grab, Dodge: +2 with any three maneuvers or a tight group of attacks</u>	
1	<u>Reputation: Ruthless vigilante (A medium-sized group) +1/+1d6</u>	<u>11-</u>
6	<u>Computer Link (Access to FBI and Justice Department files)</u>	
3	<u>Bump Of Direction</u>	

56 **Total Skills, Perks & Talents Cost**



CAMPAIGN INFORMATION

Campaign name When Worlds Colli...
 Genre Earth One
 Gamemaster Sean Weir

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
39		Armor (13 PD/13 ED)	
5		Nightvision	
10		Power Defense (10 points)	
17	Mantle Of Arawn	Physical Damage Reduction, Resistant, 50% (30 APs); OIF (-½), Limited Power Power loses about a fourth of its effectiveness (Not vs. ferrous material; -¼)	
17	Mantle Of Arawn	Energy Damage Reduction, Resistant, 50% (30 APs); OIF (-½), Limited Power Power loses about a fourth of its effectiveness (Not vs. ferrous material; -¼)	
7	Mantle Of Arawn	Flight 5" (10 APs); OIF (-½)	1
1	Roof of New York County...	Teleportation: Fixed Location (1 Locations)	
1	Roof of Griffith Observat...	Teleportation: Fixed Location (1 Locations)	
50	Mantle Of Arawn	Multipower, 75-point reserve, (75 APs); all slots OIF (-½)	
3u		1) Desolidification (affected by Magic) (40 APs); OIF (-½)	4
5u		2) Teleportation 25", Reduced Endurance (½ END; +¼), Safe Blind Teleport (+¼) (75 APs); OIF (-½)	3
5u		3) Teleportation 10", Safe Blind Teleport (+¼), Armor Piercing (x5; +2 ½) (75 APs); OIF (-½)	7
5u		4) Teleportation 15", No Relative Velocity, Position Shift, x8 Increased Mass, Safe Blind Teleport (+¼) (75 APs); OIF (-½)	7
5u		5) Teleportation 5", No Relative Velocity, Position Shift, x256 Noncombat, Safe Blind Teleport (+¼) (75 APs); OIF (-½)	7
5u		6) Teleportation 1", No Relative Velocity, Position Shift, x4 Increased Mass, Safe Blind Teleport (+¼), MegaScale (1" = 10,000 km; +1 ¼*), Can Be Scaled Down 1" = 1km (+¼*) (74 APs); OIF (-½)	7
6	Mundane equipment	Multipower, 12-point reserve, (12 APs); all slots OAF (-1)	
1u	Camera	1) Infrared Perception (Sight Group), Telescopic: +1 (6 APs); OAF (-1) plus Eidetic Memory (5 APs); OAF (-1)	
1u	First aid kit	2) Healing BODY 1d6 (10 APs); OAF (-1), 16 Charges (-0)	[16]
1u	Flashlight	3) Change Environment 1" radius (), Reduced Endurance (0 END; +½) (7 APs); OAF (-1)	
1u	Mini-SCUBA	4) Life Support (Self-Contained Breathing) (10 APs); OAF (-1), 4 Continuing Charges lasting 5 Minutes each (-0)	[4 cc]
1u	Radio	5) High Range Radio Perception (Radio Group) (12 APs); OAF (-1)	
1u	Smoke grenade	6) Darkness to Sight Group 1" radius (10 APs); OAF (-1), 6 Continuing Charges lasting 1 Minute each (-0)	[6 cc]

187 **Total Powers/Equipment Cost**

DISADVANTAGES

Cost	Disadvantage	Roll	Cost	Disadvantage	Roll
10	Hunted: Evil organization 8- (As Pow; Harshly Punish)	8-	15	Dependent NPC: Julie Scanlon, daughter of Senator Mary Scanlon and Michael "Boss" Scanlon 11- (Normal; Useful Noncombat Position or Skills; Unaware of character's adventuring career/Secret ID)	11-
15	Hunted: Organized crime 8- (As Pow; NCI; Harshly Punish)	8-	10	Social Limitation: Knight of the Summerland (Occasionally; Major)	
15	Psychological Limitation: Overconfident (Common; Strong)				
20	Psychological Limitation: Protective of innocents (Very Common; Strong)				
15	Social Limitation: Secret identity (Frequently; Major)				

100 **Total Disadvantages Cost**