Character Name: <u>Grimknight</u>

Alternate Identities: Diggory "Diggs" Tyler
Player Name: Brandon Blackmoor

CHAR	ACTE	RISTICS				
Val	Char	Base	Cost	Points	Roll	Notes
60	STR	10	<b>x1</b>	<u>50</u>	<u>21-</u>	HTH damage $\underline{12}$ d6 Lift $\underline{102.4tons}$ END ( $\underline{6}$ )
<u>18</u>	DEX	10	х3	<u>24</u>	<u>13-</u>	OCV <u>6</u> DCV <u>6</u>
23	CON	10	<b>x2</b>	<u>26</u>	<u>14-</u>	
<u>13</u>	BODY	10	<b>x2</b>	6	<u>12-</u>	
18	INT	10	<b>x1</b>	8_	<u>13-</u>	Perception Roll <u>13-</u>
<u>13</u>	EG0	10	<b>x2</b>	6	<u>12-</u>	Base ECV 4
23	PRE	10	<b>x1</b>	<u>13</u>	<u>14-</u>	Base Presence Attack 4 ½ d6
<u>13</u>	COM	10	x1/2	_2_	<u>12-</u>	
12/2	5PD	(STR/5)	<b>x1</b>	0_		Resistant PD $0/13$ Total PD $12/25$
5/18	3ED	(CON/5)	<b>x1</b>	0_		Resistant ED $0/13$ Total ED $5/18$
_5_	SPD	1+ (DEX/10)	x10	<u>22</u>		Phases: 1 2 ③ 4 ⑤ 6 7 ⑧ 9 ⑩ 11 ⑫
<u>17</u>	REC	(STR/5)+(CON/5)	<b>x2</b>	0_		
46	END	(CON x 2)	x1/2	0		
<u>55</u>	STUN	BODY+(STR/2)+(CON/2	) x1	0	<u>157</u>	<b>Total Characteristics Points</b>
						<u> </u>

ATTACKS	
Primary attack power	d6
Secondary attack power	d6
Tertiary attack power	d6
Attack SFX	
Other etteck CEV	

DEFENSES		
	Amount	Defense SFX
Physical Defense	12/25	
Resistant Physical Defense	0/13	
Energy Defense	5/18	
Resistant Energy Defense	0/13	
Mental Defense	0	
Flash Defense ()		
Power Defense	_10_	
Other:		
Other:		

<b>EXPERIENCE POINTS</b>			
Total earned	50		
Spent	50		
Unspent	0		
Base points	250		
Disad points	100		
Unspent Base points	250		

<b>MOVEMENT</b>		
Туре	Combat	NonCom
Run (6")	6"_	_12"_
Swim (2")	2"	4"
H. Leap ( <u>12</u> ")	12"_	_24"_
V. Leap ( <u>6</u> ")	6"_	_12"_
Flight	5"_	_10"_
<u>Teleportation</u>	56"_	<u>14336"</u>
<b>Movement SFX</b>		
<b>Movement SFX</b>		

DAMAGE AND CHARGE TRACKER
STUN
END
BODY
CHARGES CHARGES





COMBAT INFO	RMATION				
Base OCV 6	Base DCV	6			
Adjustments +/-	Adjustment	+/-			
Total OCV 6	Total DCV	6			
Combat Skill Levels					
+2 with any three maneuvers or a tight group of attacks					

COMB	AT M	ΑN	ΕUV	ERS
Maneuver	Phase	ocv	DCV	Effect
Block	1/2	+0	+0	Block, abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	1/2	-2	+0	Can disarm
Dodge	1/2	_	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2	+0	-5	+4DC
Move By	1/2	-2	-2	STR/2 + v/5
Move Throu	ıgh ½	-v/5	-3	STR + v/3
Set	1	+1	+0	Ranged attacks only
Strike	1/2	+0	+0	STR or weapon
	_	_		

<u>GUIY</u>	GUMIDAI MUUUIFIENƏ						
Range RMOD	0-4 0	5-8 -2	9-16 -4	17-32 -6	33-64 -8	65-12 -10	8
Targetir	ıg Sho	t	OCV	Hit L	ocatio	n	
Head sh	) -4	10	16+3				
High sho	ot (Hea	d to Vita	als)	-2	20	16+1	
Body sh	Body shot (Hands to Legs)				20	16+4	
Low shot (Shoulders to Feet)				-2	20	16+7	
Leg sho	t (Vital:	s to Fee	t)	-4	1d	6+12	

# **CHARACTER INFORMATION**

Character name **Grimknight** 

Height <u>1.72 m</u> Weight <u>87.00 kg</u> Hair color Bald Eye color Brown



# **CAMPAIGN INFORMATION**

Campaign name When Worlds Colli...

Genre Earth One

Gamemaster Sean Weir

SKILI	LS, PERKS, AND TALENTS	
Cost	Name	Roll
3	Bureaucratics	14-
3	Concealment	13-
_3_	Conversation	14-
_3_	Criminology	13-
_3_	Deduction	_13
_3_	Interrogation	14-
_3_	KS: New York	13-
_1_	Language: Spanish (basic	
	conversation)	
_3_	Lockpicking	13-
_3_	PS: District Attorney	14-
_3_	Security Systems	13-
3	Shadowing	13-
3	Stealth	13-
_3_	Streetwise	14-
_6_	Strike, Grab, Dodge: +2 with any	
	three maneuvers or a tight group	of
	attacks	
_1_	Reputation: Ruthless vigilante (A	
	medium-sized group) +1/+1d6	11-
6	Computer Link (Access to FBI and	
	Justice Department files)	
_3_	Bump Of Direction	
56	Total Skills, Perks & Talents Co	st

POW	ers and equipmei	NT	
<b>Cost</b> 39 5	Name	Power/Equipment Armor (13 PD/13 ED) Nightvision	END
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; -½)	
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) Teleportation: Fixed Location (1 Locations)	_
50 3u	Mantle Of Arawn	Multipower, 75-point reserve, (75 APs); all slots OIF (-½) 1) Desolidification (affected by Magic) (40 APs); OIF (-½)	4
5u		2) Teleportation 25", Reduced Endurance (½ END; +¼), Safe Blind	
5u		Teleport (+¼) (75 APs); OIF (-½) 3) Teleportation 10", Safe Blind Teleport (+¼), Armor Piercing (x5;	3
		+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	
5u		Noncombat, Safe Blind Teleport (+½) (75 APs); OIF (-½) 6) Teleportation 1", No Relative Velocity, Position Shift, x4	7
Ju		Increased Mass, Safe Blind Teleport (+¼), MegaScale (1" = 10,00 km; +1 ¼*), Can Be Scaled Down 1" = 1km (+¼*) (74 APs); OIF (-½)	0 <b>7</b>
			,
6 1u	Mundane equipment Camera	Multipower, 12-point reserve, (12 APs); all slots OAF (-1) 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)	- 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 10 15 15 20	Disadvantage Hunted: Evil organization 8- (As Pow; Harshly Punish) Hunted: Organized crime 8- (As Pow; NC; Harshly Punish) Psychological Limitation: Overconfident (Common; Strong) Psychological Limitation: Protective of	8-	<b>Cost</b> 15	Dependent NPC: Julie Scanlon, daughter of Senator Mary Scanlon a Michael "Boss" Scanlon 11- (Normal Useful Noncombat Position or Skills; Unaware of character's adventuring career/Secret ID) Social Limitation: Knight of the	;
15	innocents (Very Common; Strong) Social Limitation: Secret identity (Frequently; Major)			Summerland (Occasionally; Major)	