
















BLINDSPOT

Samule "Sam" Chung (Secret)

Affiliations	SOLO 	Distinctions	DAREDEVIL'S PROTÉGÉ GUARDIAN OF CHINATOWN GENIUS IN OVER HIS HEAD
	BUDDY 		
	TEAM 		

XP		Stress/Trauma	P					
PP			M					
			E					

Power Sets

EXPERIMENTAL INVISIBILITY SUIT

-  ADAPTIVE CAMOFLAGE
-  STEALTH SYSTEMS
-  ENHANCED MOBILITY
-  UTILITY TECH

SFX: *Fade from Sight*: When using Adaptive Camouflage to avoid detection, step up or double it for one action. On a failed roll, shutdown Adaptive Camouflage until Blindspot activates an opportunity or succeeds in repairing the suit.

SFX: *Blindside Strike*: When attacking a target who cannot see or locate Blindspot, step up or double Stealth Systems. If the attack succeeds, create a Where Did He Come From? complication equal to the effect die.

SFX: *Vanishing Rescue*: When protecting or extracting a civilian, add Adaptive Camouflage to the roll and keep an extra effect die. Use the extra effect die to create an asset such as Hidden Civilian d8 or Clean Escape d8.

SFX: *Field Modification*: Spend 1 PP to create a tech-based asset using Utility Tech, such as Suit Overclock d8, Signal Jammer d8, Thermal Scramble d8, or Improvised Tracker d8.

Limit: *Gear*: Shutdown Experimental Invisibility Suit and gain 1 PP. Take an action against the doom pool to recover it.

Limit: *Battery Drain*: The suit needs a lot of power to function. When Blindspot uses Adaptive Camouflage for multiple actions in a scene, the Watcher may offer 1 PP to create Battery Running Low d8 as a complication. This complication will be stepped up each turn until the start of a transition scene.

Limit: *Not Really Gone*: Blindspot is invisible to normal sight, not untouchable. Gain 1 PP when scent, radar sense, magic, motion sensors, dust, rain, blood, smoke, paint, or sound reveals his position.

YOUNG STREET-LEVEL VIGILANTE

-  ACROBATIC MOVEMENT
-  MARTIAL ARTS
-  ENHANCED REFLEXES
-  QUICK THINKING

SFX: *Rooftop Route*: When moving through alleys, rooftops, fire escapes, scaffolding, subway platforms, or dense urban crowds, step up Acrobatic Movement.

SFX: *Daredevil Training*: When creating an asset based on observation, footwork, pressure points, or using the environment in a fight, add d6 and step up the effect die.






SFX: *Hit and Fade*: After making a successful physical attack using Martial Arts, spend 1 PP to immediately create Lost in the Crowd d8 or Back into Camouflage d8.

SFX: *I Can Fix This*: When repairing, bypassing, hacking, or modifying technology under pressure, step up Quick Thinking.

Limit: *Still Learning*: Gain 1 PP when Blindspot's inexperience, uncertainty, or eagerness to prove himself causes him to walk into danger or ignore a mentor's warning.

Limit: *Only Human*: Gain 1 PP to step up physical stress from superhuman attacks, explosions, heavy weapons, or overwhelming force.

Specs

-  ACROBATICS EXPERT
-  COMBAT EXPERT
-  COVERT EXPERT
-  CRIME EXPERT
-  SCIENCE EXPERT
-  TECH MASTER

Milestones

THE HERO NO ONE SEES

1 XP when you protect someone who never learns you were there.

3 XP when you put yourself at risk to defend immigrants, workers, family, Chinatown, or someone ignored by the justice system.

10 XP when you either step out of hiding and publicly claim your role as a hero, or remain unseen so someone else can have safety, credit, or peace.

CHILD OF THE DEVIL




1 XP when you invoke something Daredevil taught you, whether you follow it or reject it.

3 XP when your mentor's methods, secrets, or expectations put you in conflict with another hero.

10 XP when you either prove you are ready to stand on your own, or admit you still need guidance and ask for help.


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