

NIGHT THRASHER

DWAYNE TAYLOR

Affiliations

SOLO 

BUDDY 

TEAM 

Distinctions

FOUNDER OF THE NEW WARRIORS

ARMORED STREET-LEVEL TACTICIAN

I ALREADY PLANNED FOR THIS

XP

PP

Stress/Trauma

P					
M					
E					

Power Sets

NIGHT THRASHER ARMOR

-  ENHANCED DURABILITY
-  ENHANCED REFLEXES
-  SKATEBOARD
-  UTILITY GEAR

SFX: Armored Response. Spend 1 PP to ignore physical stress or trauma from blunt force, bullets, shrapnel, falls, or explosions.

SFX: Tactical Loadout. When creating an asset with **Utility Gear**, add a d6 and step up your effect die by +1. Examples include **Grapple Line**, **Flash Pellets**, **Smoke Bombs**, **Signal Jammer**, **Explosive Charge**, or **Tracking Beacon**.

SFX: Board Rush. When using **Skateboard** to close distance, escape pursuit, reposition, or make a hit-and-run attack, add a d6 and step up your effect die by +1.

SFX: Built for Impact. Step up or double **Enhanced Durability** when resisting physical stress from a collision, crash, fall, or environmental hazard. On a failed roll, shutdown **Skateboard** until repaired.

Limit: Armor Systems Damaged. Shutdown any **Night Thrasher Armor** power to gain 1 PP. Recover by activating an opportunity, repairing the armor, or during a Transition Scene.

TRAINED FOR BATTLE

-  MARTIAL ARTS
-  WEAPONS

SFX: Focused Strike. Step up or double **Martial Arts** when attacking a single target in close combat. On a failed roll, add a d6 to the doom pool.

SFX: Team Commander. When giving orders, coordinating allies, or setting up another hero's action, add a d6 and step up the effect die by +1.

SFX: Exploit Weakness. When attacking a target suffering from a complication you created or helped create, step up your effect die by +1.

Limit: Control Issues. Gain 1 PP when Night Thrasher's need to control the plan creates conflict with an ally, causes him to ignore another hero's judgment, or makes a situation worse.

Specs

-  ACROBATICS EXPERT
-  COMBAT EXPERT
-  CRIME EXPERT
-  MENACE EXPERT
-  PSYCH EXPERT
-  TECH EXPERT
-  VEHICLE EXPERT

Milestones

NEW WARRIORS ASSEMBLE

1 XP when you recruit, command, protect, or challenge a teammate.

3 XP when your tactical leadership saves the team from danger, or your controlling behavior puts the team under pressure.

10 XP when you either trust the team to act without your orders at a critical moment, or push them too hard and fracture the team's unity.

VENGANCE IN ARMOR




1 XP when you investigate, threaten, or confront someone connected to organized crime, corruption, or the death of innocents.

3 XP when your pursuit of justice causes collateral damage, emotional stress, or conflict with another hero.

10 XP when you either choose mercy and accountability over revenge, or cross a line because you believe the mission matters more than the cost.

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