

The Grail Knight I & II



Robert Sheldrake



Gordon Sheldrake

According to Sheldrake family legend, shortly after the Restoration of Charles II, one of their ancestors committed a serious crime against their liege. The exact details of the crime have been lost to history, but the punishment, which oddly failed to involve their ancestor being shortened by the length of his neck or hung until dead, was memorable. He was sentenced to wear an old-fashioned suit of armor, painted red, with the eldest son of his line likewise condemned to wear it in his turn. A generation later, however, following the Glorious

Revolution, Queen Mary generously commuted this sentence to time served and told the current Sheldrake to stop wearing the noisy thing. It was nonetheless kept in the collection of ancient weapons and armor belonging to the Sheldrake family.

This episode likely was not on the mind of Robert Sheldrake when he became the original Grail Knight in 1965. Instead, he was inspired by the example of **the Cowl** and other American crime-fighters, using his keen wits and antique weapons to fight contemporary criminals. His antics were viewed as somewhat absurd by the populace of the United Kingdom, but he was better respected abroad. He was frequently accompanied by his younger brother Gordon, under the alias Armiger. For his part, Gordon was somewhat obsessed with that early chapter of his family history, though that was not yet apparent.

For various reasons, Gordon did not accompany his brother when the latter went to assist **the Institute** during the Battle of Vietnam. While Robert survived despite serious injuries, he was never the same afterwards. His crime-fighting activities stopped, and he began to use the Grail Knight identity solely for charitable purposes. This disgusted Gordon, who had always enjoyed the fighting part of their activities a bit too much. The 1977 death of Robert in an automobile crash was likely engineered by Gordon, though nothing was ever proved.

As the second Grail Knight, Gordon sought to become a government agent, but was (to his mind) none too politely told that such a flashy figure was not at all what the intelligence and security service required. Frustrated, he spent several years brooding on his family history, especially the arms and armor of his condemned ancestor. He became convinced that it contained something of that spirit of its original owner and believed that, if he wore it, something of the strength of that man would invest his form, granting him the power to work his will upon the world. And that seemed to be the case. It is now believed that Gordon had somehow developed innate super-powers, possibly from exposure to various radiations and chemicals during his career as the Armiger, but deluded himself that they came from his weapons and armor.

Not long after he discovered this, Gordon was contacted by **Pythia** and invited to become an agent of **the Pythonian Insurgency**. He was intrigued and agreed to her proposal, intending to seize control of the group at the earliest opportunity, of course. These ambitions were somewhat checked by the fact that he failed dramatically in his first mission in 1982, underestimating the forces protecting the Prime Minister and only escaping with the sacrifice of the entire unit sent to assist in her assassination. He would be more successful on other missions, however, and donated much of the offshore wealth of the Sheldrake family to the cause, keeping him in a prominent position within the Insurgency, though he was never promoted to Director.

The Grail Knight was the most persistent rival of **General Estrella** for the leadership of the

Insurgency after the apparent breakdown of Pythia, and they are believed to have come to blows on a number of occasions. The death of Estrella in 1992 may have emboldened the Knight, and he was given command of the defense of Delphi during the final assault. While inflicting heavy casualties on the **JSOT** forces, he was finally overcome, and stripped of his armor and weapons. Regaining consciousness despite serious injuries, he is said to have quipped, "All right, we'll call it a draw." Tried in the U.S., he was executed by electrocution two years later.

Michael Carrington, the only son of a younger sister to Robert and Gordon, considered becoming a new Grail Knight in the late Nineties, but ultimately decided that the legacy was too tainted by Gordon to do so. Now in his late forties, he has nonetheless used his wits and wealth to assist **Prydwen**, **Blakestone** and other U.K.-based heroes on many occasions, bringing some good out of this whole mess.

The Grail Knight (I) -- PL 7

Abilities:

STR 2 | STA 3 | AGL 3 | DEX 2 | FGT 5 | INT 3 | AWE 3 | PRE 3

Powers:

Power Lance: Ranged Damage 6, Variable 2 (heat or cold); Easily Removable (-4) - 10 points

Advantages:

Defensive Attack, Diehard, Equipment 8, Evasion, Fearless, Great Endurance, Improved Critical (unarmed), Jack-of-all-Trades, Power Attack, Startle, Takedown.

Equipment:

Armored Costume (Protection 3), and 8 points of equipment as needed.

Roadster: Size Large; **Strength 6; Speed 6** (ground); **Defense 8; Toughness 10; Powers "Lance"** (Strength-based Damage 1) - 13 points

Manor Home: Size Huge; Toughness 10; Features Communications, Concealed, Garage, Infirmary, Laboratory, Library, Living Space, Power System, Security System, Workshop - 17 points

Skills:

Athletics 5 (+7), Close Combat: Unarmed 3 (+8), Deception 4 (+7), Expertise: High Society 5 (+8), Expertise: Streetwise 4 (+7), Insight 4 (+7), Intimidation 6 (+9), Perception 6 (+9), Ranged Attack: Power Lance 6 (+8), Technology 4 (+7), Vehicles 5 (+7).

Offense:

Initiative +3

Unarmed +8 (Close Damage 2, Crit 19-20)

Power Lance +8 (Ranged Damage 6)

Defense:

Dodge 6, Parry 8, Fortitude 4, Toughness 6/3, Will 7

Totals:

Abilities 48 + Powers 10 + Advantages 18 + Skills 26 + Defense 11 = 113 points

Offensive PL: 7

Defensive PL: 7

Resistance PL: 6

Skill PL: 3

Complications:

Doing Good--Motivation. Family (younger brother.) **Out Of Touch. Secret Identity** (up until 1971.)

*Note: The Grail Knight's Power Lance gains its Variable extra after Robert meets and has a discussion with **Doctor Freeze** in 1968; prior to that, it only projects heat.*

The Grail Knight II -- PL 9**Abilities:**

STR 4/2 | **STA** 5/3 | **AGL** 5/3 | **DEX** 2 | **FGT** 9/4 | **INT** 1 | **AWE** 3 | **PRE** 3

Powers:

Healing Factor: Immunity 2 (disease, poison); Regeneration 10, Persistent - 13 points

"Magic" Armor: Impervious Protection 4; Removable (-1 points) - 7 points

"Magic" Power: Enhanced Agility 2; Enhanced Fighting 5; Enhanced Strength 2; Enhanced Stamina 2 - 22 points

"Magic" Sword: Strength-based Damage 3, Improved Critical 2; Easily Removable (-2 points) - 3 points

Advantages:

All-out Attack, Diehard, Fearless, Great Endurance, Improved Critical (sword), Power Attack, Startle, Takedown, Ultimate Effort (Toughness checks)

Skills:

Athletics 5 (+9), Close Combat: Sword 2 (+11), Expertise: Military 7 (+8), Expertise: Politics 6 (+7), Insight 4 (+7), Intimidation 6 (+10), Perception 6 (+9).

Offense:

Initiative +5

Unarmed +9 (Close Damage 4)

"Magic" Sword +11 (Close Damage 7, Crit 17-20)

Defense:

Dodge 7/5, Parry 9/4, Fortitude 7/5, Toughness 9/3, Will 6

Totals:

Abilities 42 + Powers 45 + Advantages 9 + Skills 18 + Defense 7 = 121 points

Offensive PL: 9

Defensive PL: 8

Resistance PL: 7

Skill PL: 5

Complications:

Glory--Motivation. Power Loss ("Magic" powers, when suffers a loss of confidence.) **Racist, Sexist, Snob.**

*Notes: You knew I was going to put a Monty Python reference in there **somewhere**, right?*

Should stats for the PL 5 Armiger be required, drop all Powers, remove Great Endurance, Improved Critical, and Ultimate Effort from advantages, add Defensive Roll and Improved Initiative, drop Close Combat: Sword, Expertise: Military and Expertise: Politics, reduce Athletics to 4 ranks, Intimidation to 4 ranks, and Perception to 4 ranks, add Acrobatics 4 (+7), and reduce Will Defense to 4. He had no Power Loss complication, but was still a Racist, Sexist, Snob.