

## The Grim Family



During his lifetime, and even after it, little was publicly known about the dark avenger of the night known as Grim. The name was signed on a series of letters sent to *The Arizona Republic*, starting in 1989, that either claimed responsibility for vigilante activity in Phoenix or disclaimed responsibility for certain activities blamed on the perpetrator of the former. Despite sightings of the black-and-red-garbed figure, many people in the area believed that the whole thing was a hoax, or more accurately an attempt to create an urban legend. It was often speculated that local real estate mogul and noted eccentric Pascal Weathers might be behind the phenomenon -- whether operating as Grim himself or creating the hoax -- but as he died in a 1998 plane crash and Grim continued to be active until his own death in 2006, during the coup, this seems unlikely.

Grim seemed to lack superpowers, operating instead in the style of [the Cowl](#) and other early costumed crime-fighters or in that of the Canadian [Moonshadow](#). He was noted, however, for possessing a talent for inspiring terror in his opponents. **Doctor Constance Lodge**, who witnessed this panicked reaction to his arrival, noted that -- as she herself felt no fear -- it seemed that this fear reaction was artificially induced, likely by some device hidden within his costume. This was never confirmed, of course.

Starting in 1992, Grim worked with a partner who possessed similar skills, a young man dubbed

Scowl. (The latter name was added as a postscript to one of the letters.) Aside from this, he had no known associates. **The Civic Champions of America** made a failed attempt to recruit him not long after the group formed in 2000, with the recruiter being told that Grim worked alone -- a bewildering lie -- and that they should get out of his city. Not that it would have mattered, as the CCA fell apart only a few weeks later. A similar invitation from the later **Powerhouse** was no less brusquely refused, though by that point Grim was being sighted more and more infrequently.

The truth was that Grim *was* Pascal Weathers, who faked his death to abandon his civilian identity and take his girlfriend, photographer Dianne MacAvoy, undercover with him after learning that she was pregnant. Scowl was his younger brother Gilbert, who made a show of leaving town after the "death" of his brother. And their ability to generate fear in those they chose -- and only them -- was an innate ability of theirs, something well known to Dr. Constance Lodge, born Constance Weathers, their older sister. Just why the members of their family possess this strange gift is not known to them, and the reasons why all of them manifest it would be of great interest to scholars at **the Morrison Institute** *and* to members of other ancient families whose abilities are nowhere nearly as predictable.

Following the death of Grim, Gilbert has trained his nephews (older brother Paul, alias Stare, and younger brother Mark, alias Glower) and nieces (Tina, daughter of Pascal and twin sister of Paul, alias Glare, and Mira, daughter of Constance, alias Sneer) and also his own son Randy (alias Smirk) to follow in their family business. All of them maintain unrelated cover identities within the city; Gilbert, notably, has created the identity of Sullivan Danforth, office manager of the local **Argus** office, the better to throw off the agency from investigating what is now known as the Grim Family. The group recently came to unwanted public prominence after they worked to thwart **the Slough** in his attempt to take over Phoenix, and are trying to lay low. How long they will be able to do this before they have to return to action remains to be seen.

### **The Grim Family -- PL 8**

#### **Abilities:**

**STR 2 | STA 3 | AGL 3 | DEX 3 | FGT 4 | INT 2 | AWE 2 | PRE 2**

#### **Powers:**

**Fearsome Presence:** Selective Visual Perception Area Affliction 8 (Resisted by Will; Vulnerable, Defenseless, Paralyzed) - 24 points

#### **Advantages:**

Benefit 3 (millionaire), Close Attack 4, Equipment 5, Improved Initiative, Power Attack, Ranged Attack 4, Startle, Takedown, Teamwork.

**Equipment:**

Armored Costume (Protection 3), Swingline (Movement 1 [swinging]), grapple gun (Ranged Affliction 5 [Dodge/Damage; Hindered, Immobile], Limited Degree)) and 15 points of equipment as needed.

**Skills:**

Acrobatics 4 (+7), Athletics 5 (+7), Expertise: Streetwise 6 (+8), Insight 4 (+6), Intimidation 6 (+8), Investigation 5 (+7), Perception 4 (+6), Stealth 4 (+7), Technology 4 (+6).

**Offense:**

Initiative +7

Unarmed +8 (Close Damage 2)

Grapple Gun +7 (Ranged Affliction 5, Resisted by Dodge)

**Defense:**

Dodge 10, Parry 8, Fortitude 5, Toughness 6/1, Will 7.

**Totals:**

Abilities 42 + Powers 24 + Advantages 21 + Skills 21 + Defenses 18 = 126 points

**Offensive PL:** 6

**Defensive PL:** 8

**Resistance PL:** 6

**Skill PL:** 4

**Complications:**

**Justice--Motivation. Distrust of Superpowers Other Than Family. Family** (right there in the name!) **Secret Identity.**

**Scowl:** Increase PRE to 3, add Assessment, Contacts, Eidetic Memory, Favored Environment (planned situations), Inventor, and Well-informed to Advantages.

**Stare:** Increase Investigation to 7 (+9), but lower Intimidation to 4 (+6).

**Glower:** Increase Expertise: Streetwise to 7 (+9), but lower Acrobatics to 3 (+6).

**Glare:** Increase Insight to 6 (+8), but lower Intimidation to 4 (+6)

**Smirk:** Increase Acrobatics to 6 (+9), but lower Intimidation to 4 (+6).

**Sneer:** Increase Technology to 6 (+8), but lower Intimidation to 4 (+6).

*Note: Should stats for Grim in his prime (1989-1995) be needed, use those of Scowl, but increase FGT by 2 ranks and all other abilities by 1 rank each; he was PL 9. In **the World More Grim**, he was still alive until the end of the world, but reduce STR, STA, AGL, DEX and FGT by 2 ranks for a PL 6 incarnation who was retired and an advisor to his family.*