

Dame Miriam Blake

Knight of the New Round Table

Worthy individuals across the British Isles have spontaneously gained divine powers to wield in service of Queen and Country. Rallied under the leadership of the newly-returned King Arthur, they do battle against supernatural threats to Britain and the world. Dame Miriam is serving as an envoy to Amaterasu, the Knights' ally in this global mission.



Concept: *Teen Knight from the Block*

+3 **Knight:** *Called to righteous service*

+2 **Intrigue:**

+1 **Action:** *Fearless melee brawler*

Omega: *If you can keep your head--*

+5 Athletics, Combat, Notice

+4 Contacts, Physique, Vehicles

+3 Rapport, Will

+2 Burglary, Deceive, Stealth

+1 Provoke

P: 000

M: 0000

- **Bare cool katana.** You can summon a holy blade with weapon:2, and you get +1 when using it to attack with Combat.
- **Allow it, bruv.** You get +2 when using Rapport to overcome someone else's panic or unease.
- **Divine got my back.** You have armor:1 against physical and mental attacks.
- **Concrete jungle gym.** You get +2 when overcoming with Athletics in a cityscape.
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Soldier Knight (11) - Athletics, Combat, Contacts, Notice, Physique, ~~Provoke~~, Rapport, Vehicles, Will; p91

Intrigue (9) - Athletics, Burglary, Contacts, Deceive, Notice, Stealth; p84

Action (9) - Athletics, Combat, Notice, Physique, Provoke, Vehicles; p82

Art is from [here](#).