

Grindspot: Character Briefs for Improv

The Rebels

Sky (also called Patchkid)

Age: 18

She carries a lot of responsibility, but underneath she is still a normal teenage girl. She grew up around machines and tech, and Jackrock is her mentor. She has run away from Dr. Safari, who is chasing her. She notices things, and she is the one who works out that something bigger and darker is going on, even when the adults would rather not hear it. The golden child at the heart of the story.

Relationships: Jackrock (mentor), Ultraneon (her enemy), Foxwing (older friend), Dr. Safari (pursuer), Kitty (her smart-ute).

Play it: Old beyond her years in one moment, a kid in the next.

Rainspeed

Age: 30-ish

Gifted celebrity- skater turned rebel, kind and experienced. Emotionally intelligent - former hedonist. Keeps people informed and inspired, pushing others to do the right thing. He is an unparalleled skateboarder, news guy and storyteller who knows how to turn ordinary people into legends, and he can talk even the worst people into doing good by appealing to their ego and greed... He might have initially modelled his personality off of a poetic parody of the original Rainspeed (a now mythic warrior-skater of the 2040's when the battle arena was established), in his way he will outshine the master - without violence - just rad skating! The original hero he emulates: Think Christian Bale's Bruce Wayne with a bit of Captain America: strong, unbending, and morally certain in his own mind. He takes the high ground and makes the decision without asking anyone ("This is what we have to do"). He is a bit of a reluctant hero at times, not being a warrior himself. He wins a moral victory through self sacrifice and glory. Gifted celebrity- skater turned rebel, kind and experienced. Emotionally intelligent - former hedonist and playboy. He always keeps people informed and inspired, pushing others to do the right thing.

Relationships: Tina (his partner), Bone-Clad (his project), the fighters he honours in song.

Play it: Rainspeed is deeply empathetic and creative, outgoing and charming.

Raidstar

Age: 30-ish

She is elegant and calm on the surface, but corner her and you find a ninja. Her discipline slips occasionally. She travels on a pair of smart skates, Moto and Crank.

She is a martial-arts soldier from Asia, a seasoned veteran with total discipline who trains religiously every day.

Play it: Economy of movement.

Jackrock (formerly Kickstart)

Age: 45-ish

A mechanic, engineer and tinkerer, and one of the most powerful technologists the rebels have. He is part of the underground tech scene, has been through the wars, and is slowing down. He is a working American trucker type, with Kurt Russell energy: the attitude of Jack Burton in *Big Trouble in Little China* and the competence of his character in *The Thing*. He is a grumpy old mechanic dad with deadpan Nashville jokes, and he is not politically correct. His own father was a violent man and the former Armorer, and Jackrock has always felt the need to surpass him.

Relationships: Sky (mentee), Rastronix (closest friend), Kitty, his ship and drones.

Play it: Dry, tired and funny, and never quite as grumpy as he sounds.

Aquaplane

Age: 30-ish

Achilles-type character: she gets knocked down, gets back up, and in the end triumphs. Her awkwardness is her strength. She has a history of breaking with authority when it does something she can't accept.

Play it: Earnest and a bit clumsy, but she never quits.

Smashalice

Age: 25-ish

A working-class hero. Think Queen Latifah, or Beyoncé as Foxxxy Cleopatra: 70s soul and funk, big afro, flares, fighting the system with sass and swagger. She is tough and she can get down. She is carrying some grief, and she spends time in prison and has to escape.

Relationships: Seven (a devoted fan), the inmates who escape with her.

Play it: Warmth and attitude up front, with the grief held behind it.

Bone-Clad

Age: 35-ish

The head of the Bonerats, a gang of low-class gangsters and scumbags who roam the tunnels. He is a slum lord; the enemy within, and the leader only because he is the hardest. He has money, but it is ill-gotten, so he is half tramp-half bling. He has a chip on his shoulder, because he is abnormally strong and looks a little different. He is bitter and evil, but he has grit and determination, and now and then you see curiosity and warmth. Rainspeed knows how to appeal to his ego and greed, and slowly Bone-Clad finds himself doing good things for questionable reasons.

Play it: Menace first, then a flicker of real interest he tries to hide.

Dr. Safari

Age: 30-ish

He owns the Battle Clock arena and runs its events, a circus master of sorts. He is not much of a warrior. He tries, but it is a running joke ("Charlie, Charlie" - meaning a coward). He is charming and good-looking, a hedonist and a gambler who might flip a coin or roll dice to make a decision. At the start he is morally careless: in this society there is indentured servitude, and he profits from it. Over the story he becomes a genuinely good man.

Relationships: Grimstone (loyal partner), Lady Winter (first love interest), Seven (later love interest), Sky (the runaway he is chasing).

Play it: Charm as armour, and a growing conscience he keeps trying to talk himself out of.

Grimstone

Age: 40-ish

Dr. Safari's partner, like Tonto to the Lone Ranger. A mercenary detective type: professional, serious and fiercely loyal.

Play it: Quiet, watchful and unimpressed by most things.

Spincycle

Age: 25-ish

A 1970s Russian KGB agent in a mink hat and fur coat with a silenced pistol. She works as a honeypot and a triple agent, and nobody quite knows whose side she is on, but she ends up on the good side. She is a strategist you can't put one over on, and she seems to spot things before they happen. A powerful anti-hero that moves between worlds.

Play it: Cool, amused, and always one step ahead.

Stormcrow

Age: 40s

A corrupt mayor and a seasoned fighter - and strategist. He is cold, hard, mean and cynical, with a slow, booming voice and real Darth Vader presence. Over time he softens a little and shows that even a bad person can change and contribute to a righteous resistance.

Play it: Slow, heavy and contemptuous. Let the voice do the work.

Winter

Age: 22-ish

An aristocrat, a duchess type with Princess Diana energy. She is posh, stunning, eloquent and good-hearted. She is also privileged and a bit clueless: she trusts that everything will work out, doesn't realise how bad things are getting politically, and doesn't listen to good advice. She is Dr. Safari's first love.

Relationships: Seven (her younger sister), Dr. Safari.

Play it: Gracious and sunny, and utterly sure the world will be kind to her.

Seven

Age: 25-ish

Winter's younger sister. She is a beautiful - tomboyish rich girl but she can still pack a punch: is close to Sky, and later becomes Dr. Safari's love interest.

Play it: Quick, cheeky, and unaware of how good she is.

Rastronix

Age: 50s

The healer and medic, a bit of a psychic. He is older, intelligent and loyal, and he is Jackrock's closest friend. The two of them are not aligned with the authorities anymore, so they can talk frankly about the politics and the evil going on. Underneath, he is conservative and closed-minded, and he is scared of facing reality. When Sky tells him what she has figured out, he shuts her down.

Play it: Kind and wise, until someone says something he can't bear to hear.

Tina

Age: 40-ish

Rainspeed's partner and emotional counterweight. She travels with him and knows the man behind the characters. She is a bit of a cougar, taming the slightly younger Rainspeed.

Play it: Warm and steady. She is the only one who can tell him no.

Tuma

A courteous general and warlord. The leader of a powerful Pacifica-Maori township. His fighters later join the rebellion.

Play it: A proud local sovereign who the rebels seek help and allegiance with.

Bikkybearings

Age: 22

A young rebel who gets attacked and rescued in one sequence. Handy with a weapon and witty enough to outwit any guy. Young, naive and brave. She is like an Irish or Celtic energy. She is in love with Smashalice but clumsy around her.

The Conductor (formerly Father Brian)

Age: 60

An older rebel ally and a civic figure. Not much else defined yet.

Harding

Age: 45

A caring step father with a bad temper.

Basscone,

Crankshaft, Cryptomike and Garad

Rebel allies and civic figures. Not defined yet, so have fun. Crankshaft has a young ruffian as a customer.

The Arena

Hailslide

A trans arena battler. She rides a motorbike and uses a bow and arrow, and she has Viking energy. She is no-nonsense and says very little.

Strapknot

An arena fighter in the Battle Clock scene. A politician-type in green. She kicks a zealous fan in the face.

Rotatorbuff

Age: 30

A tough but funny henchman, possibly South African, with some Duke Nukem swagger.

Battle Announcer

The voice of the Battle Clock.

Host

The host at the Underdeck.

Drunk Skater

Interrupts Rainspeed's story.

Zealous Fan

A very keen arena fan who gets kicked in the face by Strapknot.

8 Arena Security Staff

The arena's guards. They get caught up in an ambush in the tunnels.

The Baron Faction and the Lo-Rollers

Ultimateneon (formerly Boltmaster)

Age: 30

The big bad. He is the most perfect, well-rounded master of every form of combat, with the reactions of a Black Panther and the skill of a legend. He is flawless, but corrupted by evil, to the point of being mentally ill. The only things left in him are tradition and an abstract sense of honor (observing honor codes in the abstract).

Play it: Formidable, predator - almost like a Crocop figure.. Perfect stillness and perfect manners, with something broken underneath.

Pilot Chain

Age: 30

One of Ultimateneon's right-hand men, with a jetpack. He is totally corrupt and evil, but there is a tiny spark of conscience in him that sometimes gets out. He goes on diplomatic errands for the Baron Faction, and everyone who meets him thinks he is a cold fish with no soul and no personality.

Big Stack

Age: 40

The BioServe CEO. A Napoleon-complex corporate type: small, loud, and annoying to everyone around. He takes a spiteful glee in ruining other people, usually attacking them politically rather than physically.

Axelgrind (formerly Crossfire)

Age: 30

A Lo-Roller and one of the Baron's fighters.

Dragshift

Age: 30

A Lo-Roller. He may be the one who defeats Aquaplane.

Cablefreeze, Ditchcarver, Trenchblock and Ratchetcase

Age: 30 (all four)

Lo-Rollers, the Baron Faction's muscle.

Freeform

Age: 30

A Baron Faction player with a swan-shaped ship.

Oilslicc

Age: 30

A Baron Faction player.

Switchforce and Snatchblade

Age: 40 (both)

Baron Faction players.

Santapod

Age: 50

A Baron Faction player. Destined to be the leader of society.

Dieselstick and Pinkfoot

Treacherous guides who can't be trusted.

Darkwing

One of the enemy within, who attacks Bikkybearings in the rescue sequence.

Sawtooth (drone)

Age: 25

A Baron Faction drone.

Execution Guard

Threatens Smashalice.

5 Guards

Age: 50

Prison guards.

Bonerats Gang Members

Bone-Clad's crew of low-class scumbags in the tunnels.

Machines and Companions

Kitty

Sky's blue AI utility ute, built under Jackrock's supervision.

Robo50

A municipal enforcement robot who was sent to return five-year-old Sky home. Represents Sky's relationship with tech.

Moto and Crank

Raidstar's paired smart skates. One is silly, the other more serious. Somewhat modelled on Timone and Pumba from The Lion King.

Dogborg

A robotic dog.

Jackrock's Drones and the Ships

Jackrock's black experimental Ibis-ship carries Stormcrow and the old Circuit Judges away. Stormcrow has a raven-ship, and Freeform has a swan ship.

Static Poltergeists / Archive Ghosts

Damaged souls tangled up in unreliable consciousness-storage experiments from the mid 2030s.

Talking Board That Is Cooked

Voice Only. A talking skateboard.

Sky's Mother (hologram)

Age: 30

A hologram of Sky's mother.

Everyone Else

Minicoop

Age: 25

Partner of Smashalice. She is sent to a labor camp on the moon, where she has an accident and dies.

Neighbours

They see a drone strike on their street and appear again in the court scene.

Birdyfly

One of the Millennials.

Wheelspin

A figure from general society.

Brick, Mica and the Inmates

Prisoners who escape with Smashalice.

Young Ruffian and Second Ruffian

Street toughs. The young ruffian is a customer of Crankshaft.

Stroth and Romtak

Two fighters killed on a monster hunt, whom Rainspeed turns into heroes through song.

Golia

A big strong female champion of the battle clock.