

<b>NAME:</b> Shadow Queen				
<b>PLAYER:</b>				
<b>VALUE</b>	<b>CHAR</b>	<b>COST</b>	<b>BASE</b>	<b>PTS</b>
9	Strength	x1	10	-1
20	Dexterity	x3	10	30
25	Constitution	x2	10	30
11	Body	x2	10	2
8	Intelligence	x1	10	-2
11	Ego	x2	10	2
10	Presence	x1	10	0
18	Comeliness	x1/2	10	4
10	Physical Defex	x1	2	8
25	Energy Defens	x1	5	20
5	Speed	x10	3.0	20
10	Recovery	x2	7	6
50	Endurance	x1/2	50	0
30	Stun	x1	29	1
<b>Characteristics Cost:</b>				120
<b>STR Roll:</b> 11-	Run		6"	
<b>DEX Roll:</b> 13-	Swim		2"	
<b>INT Roll:</b> 11-	Jump		2"	
<b>EGO Roll:</b> 11-				
<b>PER Roll:</b> 11-				

**Experience:** 0

<b>DISADVANTAGES</b>	<b>BASE:</b> 200+ <b>PTS</b>
Distinctive, "Exotic beauty", easily concealable, minor	5
Distinctive, "Detects as a mutant", concealable, minor	10
DNPC, "Brother", incompetent, appear 11-	20
Hunted, "Villain group", more powerful, harsh, appear 8-	15
Hunted, "Hero group", more powerful, non-combat influence, harsh, appear 8-	20
Psych Lim, "Falls madly in love at the drop of a hat", very common, strong	20
Psych Lim, "Fear of Thugmaster", common, moderate	10
Psych Lim, "Dislikes being a mutant", uncommon, moderate	5
Secret ID, "Jeanne Greene"	15
Susc, "Light energy", common, effect is instant, 1D6	10
Vuln, "Light based attacks", common, x2 stun	20
Vuln, "Light based attacks", common, x2 body	20
<b>Disadvantages Total : 170</b>	
<b>Experience Spent + 0</b>	
<b>Total Points = 370</b>	

# ENEMIES

<b>PTS</b>	<b>POWERS</b>	<b>END</b>
25	EC (Darkness) (25)	
34a)	3" Darkness, N-Ray, Sight Group, [1/2 END (+1/4), IIF(-1/4), Personal Immunity (+1/4)	
24b)	Desolid, [1/2 END (+1/4), IIF(-1/4)	
24c)	4D6 Entangle, [1/2 END (+1/4), IIF(-1/4)	
24d)	8/8 Force Wall, [1/2 END (+1/4), IIF(-1/4)	
48e)	40 STR TK, [1/2 END (+1/4), IIF(-1/4)	
6	Flash Defense, Sight Group	
10	12 Mental Defense	
27	+40 PRE, only vs. men (-1/2)	
	==Skills==	
9	3 Levels: Darkness powers, tight group	
3	Stealth 13-	
	==Equipment==	
16	11/10 Armor, OIF(-1/2), 14- Activation(-1/2)	
<b>250 : Powers Total</b>		
<b>120 + Characteristic Total</b>		
<b>370 = Total Cost</b>		

Base OCV: 7      Base DCV: 7  
 Adjustment +      Adjustment +  
 Final OCV =      Final DCV =

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	

<b>Rang</b>	<4	<8	<16	<32	<64	<128
<b>RMod</b>	-0	-2	-4	-6	-8	-10

DEX: 20      SPD: 5      ECV: 4  
 Phases - - 3 - 5 - - 8 - 10 - 12  
 PD/rPD 21/ 11 ED/rED 35/ 10  
 END: 50      STUN: 30      BODY: 11

3D6	Loc	StunX	NStun	BodyX	CV	Armor
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x1/2	x1/2	-6	
7-8	Arms	x2	x1/2	x1/2	-5	
9	Shoulders	x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1 1/2	x1	-7	
13	Vitals	x4	x1 1/2	x2	-8	
14	Thighs	x2	x1	x1	-4	
15-16	Legs	x2	x1/2	x1/2	-6	
17-18	Feet	x1	x1/2	x1/2	-8	

**NOTES**  
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 Species: Human mutant  
 Gender: Female