

**NAME:** Shadow Queen  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
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>				<b>120</b>

<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

DISADVANTAGES	BASE:	200+PTS
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

**Disadvantages Total :** 170  
**Experience Spent +** 0  
**Total Points =** 370

# ENEMIES

PTS	POWERS	END
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)	

250 : **Powers Total**  
120 + **Characteristic Total**  
370 = **Total Cost**

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	

Rang	<4	<8	<16	<32	<64	<128
RMod	-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

