

Countess Dulcena

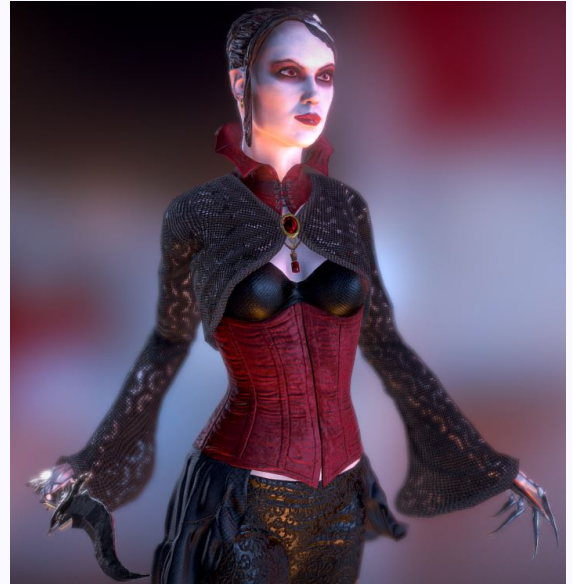
AKA:
Campaign: *New Champions Protocol*
Genre: *Super-Heroic*



CHARACTERISTICS

Val	Char	Base	Cost	Roll	Summary
15/25	STR	10	-2	12- / 14-	Lift: 200.0kg/800.0kg
23	DEX	10	-4	14-	Initiative: 23
21	CON	10	-2	13-	Stun Threshold: 21
14	INT	10	4	12-	Perception Roll: 12-
14	EGO	10	4	12-	
22	PRE	10	3	13-	PRE Attack: 4d6
7	OCV	3	-5		STR Dmg: 3d6/5d6
7	DCV	3	-5		STR END: 2/3
2	OMCV	3	-3		
2	DMCV	3	-3		
18	PD	2	0		18 PD • 10 Res. PD
18	ED	2	0		18 ED • 10 Res. ED
4	SPD	2.0	-10		Phases: 3, 6, 9, 12
12	REC	4	-2		
54	END	20	0		
13	BODY	10	-2		
42	STUN	20	0		
12m	Run	12	0		
4m	Swim	4	0		
4m	Leap	4	0		
Total					-27

CHARACTER IMAGE



EXPERIENCE POINTS

Total earned:	2	Eye Color:	Brown
Spent:	2	Hair Color:	Brown
Unspent:	0		
Base Points:	250		
Complication Points:	45		
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Characteristic Points:	-27		
Power Points:	238		
Talent Points:	11		
Martial Art Points:	0		
Skill Points:	22		
Perk Points:	8		

Total Points: 252

MOVEMENT

Type	Top Speed
Run	12m [24m NC]
Swim	4m [8m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]
Flight	32m [64m NC]

INFORMATION

Height: 2.00 m
Weight: 100.00 kg

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COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 vs. Range Mod.
Disarm	½	-2	+0	Can disarm
Dodge	½	--	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½*	+0	-5	+4 DC attack damage
Move By	½	-2	-2	STR/2 + v/10, you take 1/3
Move Through	½	-v/10	-3	STR + v/6
Multiple Attack	1	var	½	Attack multiple times
Set	1	+1	+0	Ranged Attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	STR or weapon
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Knock target prone

ATTACK POWERS

Name	Effect	END
Curse of Weakness	6d6 Drain	6
Curse of Enfeeblement	5d6 Drain	5
	STR	1
	STR	1
	1d6 (1 ½d6 / 2d6 w/STR) Killing	2
	Attack - Hand-To-Hand	

DEFENSE POWERS

Name	Effect	Defense	END
	Resistant Protection	8	0
	PD	6	
	ED	6	
	Mental Defense	12	0

SENSORY POWERS

Name	Effect	END
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COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	21	STUN:
Melee Damage	3d6/5d6	
Physical Defense	18	/42
Res. Phys. Defense	10	END:
Energy Defense	18	
Res. Energy Defense	10	/54
Mental Defense	12	BODY:
Power Defense	0	/13

COMBAT VALUES

OCV: 7 DCV: 7

OMCV: 2 DMCV: 2

Initiative and Action Phases

DEX: 23 Action Phases: 3, 6, 9, 12

COMBAT MODIFIERS

Range	0-8m	9-16m	17-32m	33-64m	65-125m	129-250m
RMOD	0	-2	-4	-6	-8	-10

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POWERS

END	Description	Cost
	Curse of Vampirism Multipower, 60-point reserve, (60 Active Points); Conditional Power Power does not work in Common Circumstances (Only works between sunset and sunrise; -1/2)	40
6	1) Curse of Weakness: Drain STR 6d6 (60 Active Points)	6f
5	2) Curse of Enfeeblement: Drain EGO 5d6 (50 Active Points)	5f
2	3) Desolidification , Reduced Endurance (1/2 END; +1/4) (50 Active Points)	5f
1	4) Invisibility to Hearing Group (10 Active Points)	1f
2	5) Invisibility to Sight Group (20 Active Points)	2f
1	6) Flight 5m, Position Shift (10 Active Points)	1f
0	7) Flight 27m, Reduced Endurance (0 END; +1/2) (40 Active Points)	4f
1	8) +10 STR (10 Active Points)	1f
	Vampire Powers all slots Conditional Power Power does not work in Common Circumstances (-1/2)	
1	1) +7 STR (7 Active Points); Conditional Power Power does not work in Common Circumstances (-1/2)	5
	2) +15 DEX (30 Active Points); Conditional Power Power does not work in Common Circumstances (-1/2)	20
	3) +13 CON (13 Active Points); Conditional Power Power does not work in Common Circumstances (-1/2)	9
	4) +9 PRE (9 Active Points); Conditional Power Power does not work in Common Circumstances (-1/2)	6
	5) +5 OCV (25 Active Points); Conditional Power Power does not work in Common Circumstances (-1/2)	17
	6) +5 DCV (25 Active Points); Conditional Power Power does not work in Common Circumstances (-1/2)	17
	7) +3 SPD (30 Active Points); Conditional Power Power does not work in Common Circumstances (-1/2)	20
	8) +10 REC (10 Active Points); Conditional Power Power does not work in Common Circumstances (-1/2)	7
	9) +34 END (7 Active Points); Conditional Power Power does not work in Common Circumstances (-1/2)	4
	10) +5 BODY (5 Active Points); Conditional Power Power does not work in Common Circumstances (-1/2)	3
	11) +22 STUN (11 Active Points); Conditional Power Power does not work in Common Circumstances (-1/2)	7
0	12) Resistant Protection (4 PD/4 ED) (12 Active Points); Conditional Power Power does not work in Common Circumstances (-1/2)	8
	13) +6 PD (6 Active Points); Conditional Power Power does not work in Common Circumstances (-1/2)	4
	14) +6 ED (6 Active Points); Conditional Power Power does not work in Common Circumstances (-1/2)	4
0	15) Mental Defense (12 points total) (12 Active Points); Conditional Power Power does not work in Common Circumstances (-1/2)	8
0	Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Longevity: 400 Years; Self-Contained Breathing)	23
2	Killing Attack - Hand-To-Hand 1d6 (1 ½d6 / 2d6 w/STR), +2 Increased STUN Multiplier (+1/2) (22 Active Points); OAF (Wavy Ceremonial Knife; -1)	11
Total Powers Cost		238

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SKILLS

Roll	Description	Cost
15-	Charm	7
13-	High Society	3
13-	Persuasion	3
12-	Tracking	3
13-	Acting	3
13-	Bureaucratics	3
Total Skills Cost		22

TALENTS

Roll	Description	Cost
	Combat Luck (6 PD/6 ED) (12 Active Points); Conditional Power Power does not work in Common Circumstances (-1/2)	8
12-	Simulate Death	3
Total Talents Cost		11

PERKS

Description	Cost
Money: Well Off	5
Anonymity	3
Total Perks Cost	8

COMPLICATIONS

Description	Points
Distinctive Features: gaunt, pale, bloodshot (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)	10
Hunted: US Government Infrequently (As Pow; Mildly Punish)	5
Negative Reputation: Member of Cadre: Red , Frequently (Known Only To A Small Group)	5
Physical Complication: averse reaction to sunlight (Frequently; Slightly Impairing)	15
Social Complication: Refuses to adhere to societal norms Infrequently, Major	10
Total Complications Points	45