

## Vera Ellard

AKA:  
Campaign:  
Genre:



### CHARACTERISTICS

Val	Char	Base	Cost	Roll	Summary
10	STR	10	0	11-	Lift: 100.0kg
15	DEX	10	10	12-	Initiative: 15
13	CON	10	3	12-	Stun Threshold: 13
18	INT	10	8	13-	Perception Roll: 13-
12	EGO	10	2	11-	
18/38	PRE	10	8	13- / 17-	PRE Attack: 3 ½d6/7 ½d6
5	OCV	3	10		STR Dmg: 2d6
5	DCV	3	10		STR END: 2
4	OMCV	3	3		
4	DMCV	3	3		
5/12	PD	2	3		5/12 PD • 0/7 Res. PD
5/13	ED	2	3		5/13 ED • 0/8 Res. ED
3	SPD	2.0	10		Phases: 4, 8, 12
5	REC	4	1		
26	END	20	2		
11	BODY	10	1		
23	STUN	20	2		
12m	Run	12	0		
4m	Swim	4	0		
4m	Leap	4	0		
Total					78

### CHARACTER IMAGE

### EXPERIENCE POINTS

Total earned:	38
Spent:	38
Unspent:	0
Base Points:	200
Complication Points:	80
Characteristic Points:	78
Power Points:	91
Talent Points:	0
Martial Art Points:	45
Skill Points:	24
Perk Points:	0
Total Points:	238

### MOVEMENT

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

### INFORMATION

**Eye Color:** Green  
**Hair Color:** Red (Dyed Purple)

**Height:** 1.58 m  
**Weight:** 55.00 kg

#### Appearance

Vera is 5'2", 120 pounds, with medium length red hair (dyed purple), green eyes, and a stocky build.

#### Background

A vicious young woman, Vera Ellard committed her first murder at the age of 13, when she killed a young Pakistani immigrant girl because she acted like a "spaz," smelled funny, and looked at Vera's boyfriend in ways Vera didn't like. Despite overwhelming evidence, Vera was acquitted of the charges. A year after the trial, Vera ran away from home, learned Capoeira, joined a drug ring, and taught herself how to distill narcotics. Perhaps inspired by some time she spent as a "sidekick" to the supervillain Freakshow (see Millennium City), Vera joined forces with Rollie Kenyon and started using Macabre. She always liked the idea of "becoming the ultimate fear bitch" — and now she is. She's still Kenyon's lover, but she's only using him to further her goals.

Vera Ellard

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort +2 vs.
Brace	0	+2	½	Range Mod.
Disarm	½	-2	+0	Can disarm
Dodge	½	--	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab
Grab By	½	-3	-4	two limbs 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
Armado da Costa (Jumping Spinning Kick)	1/2	-2	+1	8d6 Strike
Bencao (Front Thrust)	1/2	+0	+2	6d6 Strike
Defensive Block	1/2	+1	+3	Block, Abort
Head Butt	1/2	+1	+0	6d6 Strike
Martial Dodge	1/2	--	+5	Dodge, Affects All Attacks, Abort
Dedeira (Eye Gouge)	1/2	-1	-1	Flash 6d6
Queixada (Crescent Kick)	1/2	+2	+0	6d6 Strike
Rasteira (Legsweep)	1/2	+2	-1	5d6 Strike, Target Falls
Voo-do-morcego (Flying Kick)	1/2	+1	-2	8d6, Strike

COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	13	STUN:
Melee Damage	2d6	
Physical Defense	5/12	/23
Res. Phys. Defense	0/7	END:
Energy Defense	5/13	
Res. Energy Defense	0/8	/26
Mental Defense	0	BODY:
Power Defense	0	/11

COMBAT VALUES

OCV: 5      DCV: 5  
OMCV: 4      DMCV: 4  
Initiative and Action Phases  
DEX: 15    Action Phases: 4, 8, 12

COMBAT MODIFIERS

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

ATTACK POWERS

Name	Effect	END
Touch of Fear	4d6 Drain	8

DEFENSE POWERS

Name	Effect	Defense	END
	Resistant Protection	15	2

SENSORY POWERS

Name	Effect	END
Macabre Eyes	Nightvision	0

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### POWERS

END	Description	Cost
	<b>Macabre Drug template</b>	
	1) <b>Fearful Demeanor</b> : +20 PRE (20 Active Points); Limited Power Only for Fear/Intimidation based Presence attacks (-1), Limited Power Power loses about a third of its effectiveness (Only in Darkness; -1/2)	8
8	2) <b>Touch of Fear</b> : Drain PRE 4d6, Delayed Return Rate (points return at the rate of 5 per Minute; +1) (80 Active Points); Conditional Power Power Only Works In Darkness (-1/2)	53
2	3) <b>Blend into Shadows</b> : Invisibility to Sight Group (20 Active Points); Conditional Power Power Only Works In Darkness (-1/2)	13
2	4) Resistant Protection (7 PD/8 ED) (24 Active Points); Conditional Power Power Only Works In Darkness/shadows (-1/2), Costs Endurance (-1/2)	12
0	5) <b>Macabre Eyes</b> : Nightvision	5
<b>Total Powers Cost</b>		<b>91</b>

### MARTIAL ARTS

Description	Cost
<b>+2 HTH Damage Class(es)</b> +2 HTH Damage Class(es)	8
<b>Armado da Costa (Jumping Spinning Kick)</b> 1/2 Phase, -2 OCV, +1 DCV, 8d6 Strike	5
<b>Bencaio (Front Thrust)</b> 1/2 Phase, +0 OCV, +2 DCV, 6d6 Strike	4
<b>Defensive Block</b> 1/2 Phase, +1 OCV, +3 DCV, Block, Abort	5
<b>Head Butt</b> 1/2 Phase, +1 OCV, +0 DCV, 6d6 Strike	3
<b>Martial Dodge</b> 1/2 Phase, -- OCV, +5 DCV, Dodge, Affects All Attacks, Abort	4
<b>Dedeira (Eye Gouge)</b> 1/2 Phase, -1 OCV, -1 DCV, Flash 6d6	4
<b>Queixada (Crescent Kick)</b> 1/2 Phase, +2 OCV, +0 DCV, 6d6 Strike	4
<b>Rasteira (Legsweep)</b> 1/2 Phase, +2 OCV, -1 DCV, 5d6 Strike, Target Falls	3
<b>Voo-do-morcego (Flying Kick)</b> 1/2 Phase, +1 OCV, -2 DCV, 8d6, Strike	5
<b>Total Martial Arts Cost</b>	<b>45</b>

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### SKILLS

Roll	Description	Cost
12-	Acrobatics	3
12-	Breakfall	3
12-	<b>Narcotics:</b> KS	3
12-	<b>Biochemistry:</b> Science Skill	3
12-	<b>Pharmacology:</b> Science Skill	3
13-	Shadowing	3
12-	Sleight Of Hand	3
13- (17-)	Streetwise	3
Total Skills Cost		24

### COMPLICATIONS

Description	Points
Psychological Complication: Wants to be Feared & Respected (Common; Moderate)	10
Psychological Complication: Casual Killer (Common; Strong)	15
<b>Macabre Drug template</b>	
1) Dependence: Must take superpowers drug 1/day or suffer Incompetance: Superpowers drug Weakness: -3 To Characteristic Rolls and related rolls per time increment (Uncommon; 6 Hours)	10
2) Physical Complication: Night Person (Suffers -1 to all Skill & Characteristic rolls in Daylight) (Frequently; Slightly Impairing)	15
3) Psychological Complication: addicted to Superpowers Drug (Common; Moderate)	10
4) Psychological Complication: Shuns Bright Light (Common; Moderate)	10
5) Vulnerability: 1 1/2 x STUN Light based (Common)	10
Total Complications Points	80