

Character Name: Diamondback

AKA: Alessandra Antonova

Player: Sarah Adams



CHARACTERISTICS

Char	Val	Cost	Roll	Notes
STR	40/60	30	17- / 21-	Lift: 6400.0kg/102.4tons
DEX	13	6	12-	Initiative: 13
CON	20/24	10	13- / 14-	Stun Threshold: 20/24
INT	15	5	12-	PER Roll: 12-
EGO	15	5	12-	
PRE	20	10	13-	PRE Attack: 4d6
OCV	6	15		
DCV	5	10		
OMCV	3	0		
DMCV	4	3		
SPD	4	20		Phases: 3, 6, 9, 12
PD	12/26	10		12/26 PD (0/10 rPD)
ED	12/26	10		12/26 ED (0/10 rED)
REC	13	9		
END	60	8		
BODY	16	6		
STUN	32/40	6		
Run	18m	6		
Swim	4m	0		
Leap	20m/28m	8		

Total Characteristic pts: 177

COMPLICATIONS

Complication

DNPC: Dominic Antonova (father), Lydia Antonova (mother), Victor "Vic" Antonova (younger brother) Inf (Normal; Useful Noncombat Position or Skills; Group DNPC: x2 DNPCs)

Phys Comp: Unusual Physiology (Inf; Barely Impairing)

Psych Comp: Cannot stand by and let evil occur. (Com; Strong)

Psych Comp: Gregarious and Outgoing (Com; Mod)

Psych Comp: Sucker for a sob story. (Uncom; Mod)

Psych Comp: Unintentional Snob (Com; Mod)

Soc Comp: Woman in 1930s U.S. Inf, Minor

Total Complication pts: 60

EXPERIENCE

Source

Earned

Spent

Unspent

Base pts

Complication pts

Total pts

pts

70

68

2

300

60

368

SKILLS

Skill

Skill	Cost
Businesswoman	
1) Acting 13-	3
2) Bribery 13-	3
3) Bureaucrats 13-	3
4) KS: Major Corporations 12-	3
5) PS: Businesswoman 13-	4
6) PS: International Business 12-	3
7) Trading 13-	3
Combat Training	
1) Pow: Strength Stunts 12-	3
2) Teamwork 12-	3
Everyhero	
1) CK: New York 8-	0
2) Climbing 8-	0
3) Concealment 8-	0
4) Deduction 8-	0
5) Language: English (idiomatic)	0
6) PS: Event Planner 10-	0
7) Paramedics 8-	0
8) Shadowing 8-	0
9) Stealth 8-	0
10) TF: CMGV	0
Socialite	
1) Charm 13-	3
2) Conversation 13-	3
3) High Society 13-	3
4) KS: Who's Who in New York 12-	3
5) Language: French (completely fluent)	2
6) Language: Italian (completely fluent)	3
7) Oratory 13-	3
8) Persuasion 13-	3

Total Skills Cost: 51

TALENTS

Talent

Talent	Cost
Everyhero	
1) Heroic Action pts: 2	0
Beautiful: +2/+2d6 Str Appear (vs. all characters)	6

Total Talents Cost: 6

PERKS

Perk

Perk	Cost
Base: Team Base Contribution	1
Passport: Fringe Bene: Passport	1
Philanthropist Positive Rep: Rich Philanthropist & Party Girl (A medium-sized group) 11-, +1/+1d6	1
Pilot Contact: Burt "Barnstormer" Barlow & Lucy LaMonte (Useful Skills & Resources) 11-	3
Police Detective & Order of Hermes Venandi (Hunter) Contact: Det. Beaumont (Significant Contacts, Very Useful Skills & Resources) 11-	5
Royal Navy Contact Contact: Capt. Brian Loganach (Significant Contacts, Useful Skills & Resources) 8-	3
Wealth Money: Wealthy	10

Total Perks Cost: 24

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POWERS

Power	Cost	END
Crystal Physiology		
1) <i>Crystal Hardened Skin</i> : RProt (6 PD/6 ED), Hardened (+¼), Impenetrable (+¼) (27 AP)	27	0
2) <i>Heavy Knockback Resistance</i> -6m	6	0
3) <i>Living Battering Ram</i> : +15 PD (15 AP); Only to Resist Damage From Own Move Through (-1)	7	0
Crystal Transformation, all UniPow (-¼)		
1) Density Increase (900 kg mass, +20 STR, +4 PD/ED, -8m KB) (16 AP); Increased Endurance Cost (x2 END; -½)	9	4
2) +8 STUN (4 AP); Lnk (Density Increase; Greater Power is Constant or in use most or all of the time; -¼)	3	
3) +4 CON (4 AP); Lnk (Density Increase; Greater Power is Constant or in use most or all of the time; -¼), UniPow (-¼)	3	
4) Leaping +8m (20m/28m forward, 10m/14m upward) (4 AP); Lnk (Density Increase; Greater Power is Constant or in use most or all of the time; -¼), UniPow (-¼)	3	1
5) RProt (4 PD/4 ED), Hardened (+¼), Impenetrable (+¼) (18 AP); UniPow (-¼), Lnk (Density Increase; Greater Power is Constant or in use most or all of the time; -0)	14	0
Gear		
1) <i>Radio, Handheld</i> : Radio P/T (Radio Group) (10 AP); OAF (-1), Sense Affected as Hearing as well as Radio (-½)	4	0
Strength Stunts: Multipower, 60-point reserve, (60 AP); Full Phase (-1/2), Requires A 12- Roll (-1/2), Proportional to STR (-1/4)	27	
1) <i>Earthquake Stomp</i> : Blast 8d6, 16m Radius Expl; +1/4, Hole In The Middle (+1/4) (60 AP); No Range (-1/2), Side Effects: automatically Damages Environment (-1/2), Only vs Targets on ground (-1/4)	2f	6
Notes: 1d6 per 7½ STR		
2) <i>Freight Train</i> : (Total: 58 Active Cost, 25 Real Cost) Running +14m (Real Cost: 14) plus Blast 7d6, Area Of Effect (16m Line; +1/4) (44 AP) (Real Cost: 19)	2f	5
Notes: Diamondback runs in a straight line for 16m, hitting everyone in her path for 7 dice. This requires a to-hit roll against the first hex of the line.		
3) <i>Wrap in Object</i> : Entangle 6d6, 6 PD/6 ED (60 AP); OIF (Object of Opportunity; -1/2), DEF and BOD Depend on Object Used (-1/2), Side Effects: automatically damages object (-1/2)	2f	6
Notes: 1d6 & 1PD/1ED per 10 STR		
4) <i>Thunder Clap</i> : Hearing Group Flash 12d6, 26m Cone Expl (+1/4), Does KB (+1/4) (58 AP); No Range (-1/2)	2f	6
Notes: 1d6 per 5 STR		

Total Power pts: 109

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COMBAT SHEET

CURRENT STATUS

STAT	MAXIMUM	CURRENT
END	60	
BODY	16	
STUN	32/40	
RECOVERY	13	
STUN THRESHOLD	20/24	

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block Attacks, Abort
Brace	0	+0	½	+2 vs RMod
Choke	½	-2	-2	NND 1d6, Grab Neck, Prevent speaking
Cover	½	-2	+0	Target held at "gunpoint"
Disarm	½	-2	+0	Disarm, STR vs STR
Dive for Cover	½	+0	+0	Move, Abort, Fall Prone
Dodge	½	+0	+3	Dodge Attacks, Abort
Grab	½	-1	-2	Grab 2 limbs, can Squeeze, Slam or Throw
Grab By	½*	-3	-4	Move & Grab, +v/10 to STR
Haymaker	½#	+0	-5	+4 Damage Classes, +1 Segment to perform
Hipshot	½	-1	+0	+1 Initiative
Hurry	½	-2	-2	+1d6 to Initiative
Move By	½*	-2	-2	(STR/2) + (v/10)d6, attacker takes 1/3
Move Through	½*	-v/10	-3	STR + (v/6)d6, attacker takes ½
Multiple Attack	1	var	½	Attack multiple times
Pulling a Punch	½	-1/5d6	+0	Strike, normal STUN damage, ½ Body damage
Roll With a Punch	½	-2	-2	"Block" after being hit, take ½ damage, Abort
Set	1	+1	+0	Ranged attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Snapshot	1	-1	+0	Strike then duck behind cover
Strafe	½	-v/6	+2	Make Ranged attack while moving
Strike	½	+0	+0	STR or weapon
Suppress	½	-2	+0	Continuous fire through area, must use Autofire
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Target falls

* - May be performed after a Full Move.

- Attack lands at end of following Segment.

COMBAT VALUES

Combat Value	Full [Roll]	½ [Roll]	Zero [Roll]
Physical OCV	6 [17-]	3 [14-]	0 [11-]
Physical DCV	5	3	0
Mental OCV	4 [15-]	2 [13-]	0 [11-]
Mental DCV	4	2	0

MOVEMENT

Movement	Combat [Non-Combat]
Run	18m [36m]
Swim	4m [8m]
H. Leap	20m/28m [40m/56m]
V. Leap	10m/14m [0m]

RANGE MODIFIERS

Range (m)	0-8	9-16	17-32	33-64	65-128	129-256
RMOD	0	-2	-4	-6	-8	-10

ATTACKS

Attack	Damage	Stun X	Range	OCV	DCV	END	Notes
Melee	8d6/12d6	+0	0m	+0	+0	4/6	HtH
Earthquake Stomp	5d6/8d6	+0	0m	+0	+0	4/6	Blast, 16m Radius Expl, HitM, Dmg environment, only vs grounded, Act 12-
Freight Train	6d6	+0	0m	+0	+0	5	Blast, 16m Line
Wrap in Object	4d6/6d6 Ent	+0	0m	+0	+0	4/6	Entangle (4PD/4ED)/(6PD/6ED); DEF & Body by object; dmg object, Act 12-
Thunder Clap	8d6/12d6 Fls	+0	0m	+0	+0	4/6	Flash vs Hearing, 26m cone expl, does KB, Act 12-

DEFENCES

Totals		PD 12/26	rPD 0/10	ED 12/26	rED 0/10	MD 0	PowD 0
Defence	Description						
Crystal Hardened Skin	RProt (6 PD/6 ED), Hardened (+¼), Impenetrable (+¼) (27 AP)						
Density Boost	RProt (4 PD/4 ED), Hardened (+¼), Impenetrable (+¼) (18 AP); UniPow (-¼), Lnk (Density Increase; Greater Power is Constant or in use most or all of the time; -0)						
Heavy	Knockback Resistance -6m						
Living Battering Ram	+15 PD; Only to Resist Damage From Own Move Through						

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BACKGROUND

APPEARANCE

Hair Color: Blonde **Eye Color:** Green **Height:** 5' 7" **Weight:** 126 lbs

Description:

PERSONALITY

Charming, outgoing, and socially graceful, Alessandra is everyone's sweetheart. She loves the social interaction of talking to business partners and attending charity balls or socials almost as much as she loves children and gorgeous jewelry. She's accustomed to high society and so can be an unintentional snob at times, but makes up for it w/ generosity, empathy, and a genuine desire to help others. She loves her family dearly, especially her little brother, Vic.

ORIGIN

The Antonova Family.

Dominic Antonova is the heir to Antonova Industrial, a New York company built by his father to supply metals and minerals for industrial purposes. He married Lydia Williamson, the daughter of a respected jeweler, in 1912 and they had their first daughter, Lilly, in 1913. Soon after that, news of war in Europe started to draw the nation's attention. Hopeful that the United States would remain neutral and stay out of the war, Dominic and Lydia continued to build their business and Alessandra joined the family in 1915. Dominic was drafted for the war in 1917 and left Lydia w/ their two young daughters, but returned safely in 1919. The third Antonova child, Victor, was born in 1923. After his father's death in 1930, Dominic inherited full ctrl of Antonova Industrial. The Antonovas combined their families' lines of business and Antonova Industrial became the Antonova Corporation, a supplier of both industrial metals and materials as well as precious stones for jewelers. Now, the Antonovas are wealthy and respected members of society who use their company to engage in philanthropy and pioneer new uses for minerals and metals.

The Arizona Crystal.

In 1937, a large and mysterious crystal is discovered in an Antonova Corporation copper mine in Arizona. The crystal is similar to a white diamond in appearance, but has a different structure that doesn't match any other known material. Antonova Corporation scientists are also puzzled by the fact that the crystal came out of the earth looking completely unlike a normal rough gem, instead having an appearance that appraisers say they could swear looks professionally cut. The crystal also seems to have an odd "glow" to it in the light rather than the typical sparkle of a diamond. The Arizona Crystal is ultimately determined not to be useful for any practical purpose, but given its beauty and uniqueness, the Antonovas decide to auction it off for charity.

The Origin Incident.

Just before the start of the campaign, the Antonovas host a charity gala to auction off a number of precious stones and pieces of jewelry, the most highly publicized of which is the Arizona Crystal. During the party prior to the auction, the crystal is on display in the main ballroom in the Antonovas' home. Alessandra is (of course) delighted to spend time in the thick of the party, talking, dancing, and making sure guests are happy and willing to spend lots of money in the auction. Her sister, Lilly, is less fond of social events and prefers to stay upstairs in her study w/ her scientific research (what kind of science is up to Jennifer, but it will obviously be something that goes BOOM). The party is in full swing when something goes terribly wrong w/ Lilly's experiments and an explosion takes place. The shockwave causes the Arizona Crystal and its display case to shatter and Alessandra catches the shrapnel full force to her back. Several guests at the party are injured, but nobody is killed. The worst of the injuries are Lilly and Alessandra, and they are rushed to receive emergency medical treatment. The doctors are shocked to find that, rather than destroying muscle and bone, the shattered pieces of crystal seem to have fused themselves seamlessly into Alessandra's back. She is treated for bruising and a concussion from the force of the blast, but the doctors are unsure how to remove the crystal or if it can even be done at all.

POWERS

After being hit w/ the shattered Arizona Crystal, Alessandra discovered that she had gained superhuman strength and durability. She can deal heavy hits, lift heavy objects, and endure heavy damage. Through experimentation w/ her powers, she found that the crystal embedded in her back can spread to cover her whole body for a brief time and temporarily boost her defenses even higher.