

**Character Name:** Shard

AKA: Lilah Antonova

Player: Jennifer Griffin



## CHARACTERISTICS

Char	Val	Cost	Roll	Notes
STR	10	0	11-	Lift: 100.0kg
DEX	13	6	12-	Initiative: 15
CON	15	5	12-	Stun Threshold: 15
INT	18	8	13-	PER Roll: 13-
EGO	13	3	12-	
PRE	10	0	11-	PRE Attack: 2d6
OCV	6	15		
DCV	6/9*	15		
OMCV	3	0		
DMCV	3	0		
SPD	4	20		Phases: 3, 6, 9, 12
PD	11/21	9		11/21 PD (0/10 rPD)
ED	11/21	9		11/21 ED (0/10 rED)
REC	10	6		
END	65	9		
BODY	13	3		
STUN	38	9		
Run	14m	2		
Swim	4m	0		
Leap	4m	0		

**Total Characteristic Points: 119**

\* Includes +3 from Crystal Halo power.

## COMPLICATIONS

Complication	Points
Dependence: Incompetence: -1 to Skill Rolls and related rolls per time increment (Common; 1 Day; Addiction)	5
Dependent NPC: Dominic Antonova (Father), Lydia Antonova (mother), Victor "Vic" Antonova (younger brother) Infrequently (Normal; Useful Noncombat Position or Skills; Group DNPC: x2 DNPCs)	10
Physical Complication: Unusual Physiology (Infrequently; Barely Impairing)	5
Psychological Complication: Unintentional Snob (Common; Moderate)	10
Psychological Complication: Work Obsessed and Introverted (Common; Moderate)	10
Social Complication: Secret Identity Frequently, Major	15
Social Complication: Woman in 1930s U.S. Infrequently, Minor	5
<b>Total Complication Points: 60</b>	

## EXPERIENCE

Source	Points
Earned	71
Spent	69
Unspent	2
Base Points	300
Complication Points	60
<b>Total Points</b>	<b>369</b>

## SKILLS

Skill	Cost
Costumed Crimefighter	
1) +3 with Crystal Creation powers	9
2) Language: French (completely fluent) (3 AP)	2
3) Paramedics 13-	3
4) Power: Crystal Powers 10-	2
5) Fam: Tactics 8-	2
6) Teamwork 12-	3
Crystallographer	
1) Electronics 13-	3
2) Inventor 13-	3
3) KS: Crystals 13-	3
4) KS: Who's Who in International Science 13-	3
5) Mechanics 13-	3
6) PS: Scientist 13-	3
Everyhero	
1) Acting 8-	0
2) CK: New York City 8-	0
3) Climbing 8-	0
4) Concealment 8-	0
5) Conversation 8-	0
6) Deduction 8-	0
7) Language: English (idiomatic) (4 AP)	0
8) PS: Engineer 10-	0
9) Paramedics 8-	0
10) Persuasion 8-	0
11) Shadowing 8-	0
12) Stealth 8-	0
13) TF: Common Motorized Ground Vehicles	0

Scientist	3
1) <i>Biology</i> : Science Skill: Biology 10- (2 AP)	1
2) <i>Chemistry</i> : Science Skill: Chemistry 13- (3 AP)	2
3) <i>Crystals</i> : Science Skill: Crystals 13- (3 AP)	2
4) <i>Geology</i> : Science Skill: Geology 13- (3 AP)	2
5) <i>Optics</i> : Science Skill: Optics 13- (3 AP)	2
6) <i>Physics</i> : Science Skill: Physics 13- (3 AP)	2

**Total Skills Cost: 54**

## TALENTS

Talent	Cost
Eidetic Memory	5
Heroic Action Points: 2	0
Lightning Calculator	3
Lightning Reflexes (+2 DEX to act first with All Actions)	2
Speed Reading (x10)	4

**Total Talents Cost: 14**

## PERKS

Perk	Cost
Lab: Base	11
<i>Professional acquaintance</i> : Contact: Dr. Alan Kripke (Contact has significant Contacts of his own, Contact has useful Skills or resources, Contact limited by identity, Good relationship with Contact) 11-	4
Fringe Benefit: Passport	1
Money: Wealthy	10
Positive Reputation: Renowned Scientist (A small to medium sized group) 11-, +1/+1d6	1
Team Base Contribution	1

**Total Perks Cost: 28**

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## POWERS

Power	Cost	END
Crystal Creation: MP, 66-point reserve, (66 AP); Gestures (-¼); all slots Unified Power (Crystal Powers; -¼)	44	
1) Crystal Engulf: Entangle <b>5d6, 5 PD/5 ED</b> (50 AP)	4f	5
2) Crystal Healing Cocoon: (50 Active Cost, 20 Real Cost) Healing BODY <b>1d6</b> , Damage Over Time (cannot be applied multiple times, <b>3 increments, every Phase</b> , negated by leaving the cocoon; +1 1/2) (25 Active Points); x2 END (-1/2), Linked (Entangle; -1/2) (Real Cost: 12) <b>plus</b> Entangle <b>3d6, 2 PD/2 ED</b> (25 Active Points); Does Not Prevent The Use Of Accessible Foci (-1), No Range (-1/2), Linked (Healing; -1/2) (Real Cost: 8)	2f	6
3) Crystal Shard Blast: Blast 10d6 (50 AP)	4f	5
4) Crystal Shard Explosion: Blast 8d6, AoE (16m Expl; +¼) (50 AP)	4f	5
5) Crystal Shard, Piercing: Blast 8d6, Armor Piercing (+814;) (50 AP)	4f	5
6) Crystal Wall: Barrier <b>7 PD/7 ED/2 FD (Hearing)/2 FD (Sight), 5 BODY</b> (up to 12m long, 2m tall, and ½m thick), Dismissable, Non-Anchored (66 AP)	5f	7
Crystal Transformation, all slots Unified Power (Crystal Powers; -¼)		
1) Crystal Communication: Radio Perception/Transmission (Radio Group), Invisible Power Effects (Inobvious to Hearing; +¼) (12 AP)	10	0
2) Crystal Energy Levitation: Flight 25m (25 AP) <b>Notes:</b> 30 (60) kph / 18.5 (37) mph	20	2
3) Crystal Halo: +3 DCV (15 AP); Perceivable (-½)	8	
4) Crystal Hardened Skin: Resistant Protection (10 PD/10 ED) (30 AP)	24	0
5) Crystal Reformation: Regeneration (1 BODY per Turn), Can Heal Limbs (21 AP)	17	0
6) Crystal Sight: Nightvision (5 AP)	4	0
7) Crystal Sight: Sight Group Flash Defense (5 points) (5 AP)	4	0
<b>Total Power Points: 154</b>		

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## COMBAT SHEET

### CURRENT STATUS

STAT	MAXIMUM	CURRENT
END	55	
BODY	13	
STUN	38	
RECOVERY	10	
STUN THRESHOLD	13	

### 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]	Half [Roll]	Zero [Roll]
Physical OCV	6 [17-]	3 [14-]	0 [11-]
Physical DCV	8	4	0
Mental OCV	3 [14-]	2 [13-]	0 [11-]
Mental DCV	3	2	0

#### Combat Skill Levels

+3 with Crystal Creation powers

### MOVEMENT

Movement	Combat [Non-Combat]
Run	14m [28m]
Swim	4m [8m]
H. Leap	4m [8m]
V. Leap	2m [4m]
Flight	25m [50m]

### 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	2d6	+0	0m	+0	+0	1	HtH
Crystal Engulf	5d6	+0	500m	+0	+0	5	Entangle; 5 PD/5 ED
Crystal Shard Blast	10d6	+0	500m	+0	+0	5	Blast
Crystal Shard, Piercing	8d6	+0	400m	+0	+0	5	Blast; Armor Piercing
Crystal Shard Explosion	8d6	+0	400m	+0	+0	5	Blast; Expl (16m)

### DEFENCES

Totals					
PD 11/21	rPD 0/10	ED 11/21	rED 0/10	MD 0	PowD 0
Defence	Description				
Crystal Wall	Barrier 7 PD/7 ED/2 Flash Defense: Hearing Group/2 Flash Defense: Sight Group, 5 BODY (up to 10m long, 2m tall, and ½m thick)				
Crystal Hardened Skin	Resistant Protection (10 PD/10 ED)				
Crystal Sight	Sight Group Flash Defense (5 points)				

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## BACKGROUND

### APPEARANCE

**Hair Color:** Black **Eye Color:** Green **Height:** 1.73 m **Weight:** 58.00 kg

### Description:

### PERSONALITY

Impatient, arrogant, insular. Worried about Family business and Family situation. Fiercely protective and loyal. Class-sensitive.

### ORIGIN

Chemist

#### 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, Lilah, 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 with 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 control 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, Lilah, is less fond of social events and prefers to stay upstairs in her study with her scientific research of chemistry. The party is in full swing when something goes terribly wrong with Lilah'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. Later investigation suggests some sort of Harmonic resonance was created between the Crystal on display and the experiment upstairs, shattering the intervening floor then, as the experimental machinery (and Lilah) fell closer, exploding with amazingly limited violence mainly centered on the two sisters as they are just feet away from the crystal and machinery at the center of the explosion.

Several guests at the party are injured, but nobody is killed. The worst of the injuries are Lilah 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. As for Lilah, her skin was virtually shredded over her entire body. While some fragments also struck her, what was attracted to her appeared to be an intense vapor or cloud of what may have been vaporized, nearly microscopic shards of crystal. These crystal fragments seeped into her blood stream and became a part of her, causing her skin to rapidly seal back up, healing her wounds.

### POWERS

Slight Regen. Tougher than normal. Throws Crystal Shards that can explode.