

Sable

Artwork by Jeff Dee

Darcy Price's obsession with fur led her to her first break-in at age 14. She has been honing her skills ever since. She is the actual leader of the Crime Students, though it suits her purposes to let "the boys" think they run things.

Living Legends

PHYS 11, REFL 16, DEFT 16, INTL 11, COOL 16, VITL 11

Skill (Weapon): (DEFT) +1 level (2), all weapons (+11), d10 effect (DEFT/G) or d8 effect (DEFT/S) [9 CP]

Skill

(Unarmed):

(DEFT/G) +1 level (2), all forms (+5), d10 effect [3 CP]

Skill (Locksmith): (INTL/S) +1 level (2), d4 effect [2 CP]

Equipment (Shuriken): Natural Weaponry, +1 Sharp Kinetic [slashing] (4), Carried (-3), Small [0.1 meter](+3), 7 Duplicates (+10), Thrown [range: 30"] (+2), 1 Charge (-12), Fatigues (-1) [4 CP]

Equipment (Machine Pistol): d8 Sharp Kinetic [piercing], 12" range, 11 shot clip [13 CP]

Villains & Vigilantes

Str 15, End 15, Int 12, Agl 21, Cha 24, 130 lbs., level 1

Basic Hits 3; Hit Modifier (1.6) (1.8) (1.1) (1.9) = 6.0192; Hit Points 18; Power 63; Damage Modifier +2; Accuracy +4; Heal Rate 1.2; Carrying Capacity 317 lbs.; Basic HTH 1d6; Move 51" ground; Detect Hidden 10%; Detect Danger 14%

Heightened

Expertise: +4 to hit with all attacks

Equipment (Shuriken): HTH +3 to hit, HTH +1 damage, 21" range, carries 10

Equipment (Auto-Pistol):

HTH +3 to hit, 1d8 damage, 126" range, 11 shot clip



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