



Name Hell's Harlot
 Ht 6'1" Wt 146 Size Modifier 0 Age 23
 Appearance Very tall and beautiful with black hair and eyes. Red leathery wings and tail

Player NPC Super Hero Point Total 811
 Unspent Points 189

		CURRENT	
ST	16 [0]	HP	16 [0]
DX	15 [0]	Will	15 [0]
IQ	15 [100]	Per	15 [0]
HT	15 [0]	FP	15 [0]
		CURRENT	

Languages	Spoken	Written	
English (Native Speaker)	(Native)	(Native)	[0]

BASIC LIFT 51 DAMAGE Thr 1d+1 Sw 2d+2
 BASIC SPEED 8 [0] BASIC MOVE 8 [0]

DR	TL: 8	[0]
Eyes 0 +5	Cultural Familiarities	
Neck 0 +5	Western (Native)	[0]
Skull 2 +5		
Face 0 +5		
Torso 0 +5		
Groin 0 +5		
Arms 0 +5		
Hands 0 +5		
Legs 0 +5		
Feet 0 +5		

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	51	BM x 1	8	Dodge	11
Light (1) = 2 x BL	102	BM x 0.8	6	Dodge - 1	10
Medium (2) = 3 x BL	153	BM x 0.6	4	Dodge - 2	9
Heavy (3) = 6 x BL	306	BM x 0.4	3	Dodge - 3	8
X-Heavy (4) = 10 x BL	510	BM x 0.2	1	Dodge - 4	7
MOVEMENT	None	Light	Medium	Heavy	X-Heavy
Air Move	16	12	9	6	3
Ground Move	8	6	4	3	1
Water Move	1	0	0	0	0

PARRY	Reaction Modifiers
10	Appearance: +4/+4 <i>Unappealing Includes:</i> +4 from 'Appearance' <i>Appealing Includes:</i> +4 from 'Appearance'
DX	Status: +0
BLOCK	Other: +4; <i>Includes:</i> +2 from 'Fast-Talk', +2 from 'Diplomacy'
8	Conditional: -3 from 'Social Stigma (Monster)', +4 from 'Allure' when Anyone attracted to your specific combination of race and sex; people who might employ you as an actress courtesan or model, +4 from 'Close to Hell' when Demons!, +4 from 'Smooth Operator' when Con artists, politicians, salesmen, etc., +1 from 'High-Heeled Heroine' when best left to the imagination, +2 from 'Voice' when your voice can be heard
DX	

ADVANTAGES AND PERKS	
Allure 4 (Pact (Mephistopheles) (+25))	[15]
Burning Attack (Hellfire) 5 (Area Effect (2 yd); Inaccurate (-2); Magic; Moral; Pact (Mephistopheles) (+25); Partial Dice (per die) (+2/die); Persistent; Reduced Range (x1/5))	[46]
Close to Hell 4 (Pact (Mephistopheles) (+25))	[18]
Demon Allies	[31]
Ally (Demon Prince) (125% of starting points) (Conjured; Minion; Moral; Pact (Mephistopheles) (+25))	[21]
Ally (Demonlings) (25% of starting points) (Conjured; Minion; Moral; Pact (Mephistopheles) (+25))	[3]
Ally (Hellfire Demons) (75% of starting points) (Conjured; Minion; Moral; Pact (Mephistopheles) (+25))	[7]
Demon Form	[382]
Appearance (Very Beautiful) (Moral; Pact (Mephistopheles) (+25); Universal)	[13]
Claws (Sharp Claws) (Magic; Moral; Pact (Mephistopheles) (+25))	[3]
Damage Resistance 5 (Magic; Moral; Pact (Mephistopheles) (+25); Tough Skin)	[5]
Dark Vision (Color Vision; Moral; Pact (Mephistopheles) (+25))	[19]
Demon Tail (Cutting) (Demon tail) (Cannot Parry; Long (+1); Moral; Pact (Mephistopheles) (+25))	[9]
Extra Basic Speed (+0.5) (Affects Speed; Magic; Moral; Pact (Mephistopheles) (+25))	[6]
Extra DX 5 (Affects DX; Magic; Moral; Pact (Mephistopheles) (+25))	[55]
Extra HT 5 (Affects HT; Magic; Moral; Pact (Mephistopheles) (+25))	[28]
Extra ST 6 (Affects ST; Magic; Moral; Pact (Mephistopheles) (+25))	[33]
Flight (Magic; Moral; Pact (Mephistopheles) (+25); Winged)	[12]
Supernatural Durability (Moral; Pact (Mephistopheles) (+25))	[83]
Terror (Will-0) (Active; Cosmic; Irresistible attack; Moral; Pact (Mephistopheles) (+25))	[107]
Unaging (Moral; Pact (Mephistopheles) (+25))	[9]
Demonic Talent 4 (Erotic Art); Affliction, Burning Attack, Constriction Attack, Corrosion Attack, Crushing Attack, Cutting Attack, Detect, Fatigue Attack, Impaling Attack, Piercing Attack, Possession, Striker (Crushing), Striker (Cutting), Striker (Impaling), Striker (Large Piercing), Striker (Piercing), Toxic Attack; Pact (Mephistopheles) (+25))	[15]
Detect (Damned Souls) (Occasional) (Analyzing; Moral; Pact (Mephistopheles) (+25); Precise)	[26]
Hell Whip	[140]
Crushing Attack (Whip) 3 (Armor Divisor (0.5); Gadget/Can Be Stolen: Thief must win a Quick Contest of DX or ST; Gadget/Unique; Melee Attack: Reach 1-7 (like a whip); ST-Based; Moral; Pact (Mephistopheles) (+25); Side Effect (Agony) (+100))	[140]
Binding (Whip) 30 (Follow-Up (Crushing Attack (Whip)) (+19); Gadget/Breakable: Size -3 or -4; Gadget/Can Be Stolen: Thief must win a Quick Contest of DX or ST; Gadget/Unique; Moral; Pact (Mephistopheles) (+25); Retractable)	[108]
Constriction Attack (Armor Divisor (0.5); Follow-Up (Binding (Whip)) (+1); Gadget/Breakable: Size -3 or -4; Gadget/Can Be Stolen: Thief must win a Quick Contest of DX or ST; Moral; Pact (Mephistopheles) (+25))	[3]
Leech (Soul Stealing Kiss) (5HP/sec) (Accelerated Healing; Accessibility (Must Kiss Victim) (+1); Contact Agent; Disadvantage (+1) (Incapacitating, Totally addictive, Legal, Secondary); Ecstasy; Moral; Pact (Mephistopheles) (+25); Steal FP (drains HP when FP is 0))	[77]
Magic Resistance 15 (Moral; Pact (Mephistopheles) (+25))	[17]
Mind Shield 3 (Moral; Pact (Mephistopheles) (+25))	[7]
Patrons (Mephistopheles) (9 or less; Special Abilities: grants special powers; Special Abilities: unusual reach in time or space)	[60]
Smooth Operator 4 (Moral; Pact (Mephistopheles) (+25))	[29]
Unholy Darkness (Visible spectrum) 10 (Area Effect (16 yd); Defensive; Dissipation; Moral; Pact (Mephistopheles) (+25))	[41]
Voice (Moral; Pact (Mephistopheles) (+25))	[6]
High-Heeled Heroine	[1]
High-Heeled Hurt	[1]
Penetrating Voice	[1]

SKILLS			
Name	Level	Relative Level	
Acrobatics	13	DX-2	[1]
Acting	18	IQ+3	[1]
Includes: +4 from 'Flight' when body lightening would help			
Aerobatics	13	DX-2	[1]
Body Language (Human)	14	Per-1	[1]
Carousing	19	HT+4	[1]
Includes: +4 from 'Smooth Operator'			
Dancing	18	DX+3	[1]
Includes: +4 from 'Allure'			
Detect Lies	17	Per+2	[1]
Includes: +4 from 'Smooth Operator'			
Diplomacy	20	IQ+5	[2]
Includes: +4 from 'Smooth Operator', +2 from 'Voice'			
Erotic Art (Human)	18	DX+3	[1]
Includes: +4 from 'Allure'			
Conditional: +4 from 'Demonic Talent'			
Fast-Draw (Whip)	15	DX+0	[1]
Fast-Talk	20	IQ+5	[1]
Includes: +4 from 'Smooth Operator', +2 from 'Voice'			
Hidden Lore (Demons)	18	IQ+3	[1]
Includes: +4 from 'Close to Hell'			
Innate Attack (Projectile)	15	DX+0	[1]
Interrogation	14	IQ-1	[1]
Intimidation	18	Will+3	[1]
Includes: +4 from 'Smooth Operator'			
Makeup/TL8	19	IQ+4	[1]
Includes: +4 from 'Allure'			
Occultism	18	IQ+3	[1]
Includes: +4 from 'Close to Hell'			
Philosophy (Agnosticism)	13	IQ-2	[1]
Public Speaking	20	IQ+5	[1]
Includes: +4 from 'Smooth Operator', +2 from 'Voice'			
Research/TL8	14	IQ-1	[1]
Sex Appeal (Human)	28	HT+13	[1]
Includes: +4 from 'Appearance', +4 from 'Allure', +4 from 'Smooth Operator', +2 from 'Voice'			
Conditional: +1 from 'High-Heeled Heroine' when best left to the imagination			
Shadowing	14	IQ-1	[1]
Streetwise	18	IQ+3	[1]
Includes: +4 from 'Smooth Operator'			
Whip	18	DX+3	[12]
Techniques			

ADVANTAGES AND PERKS (continued)

Sexy Feints	[1]
Sexy Pose	[1]

DISADVANTAGES AND QUIRKS

Addiction (Souls) (Expensive) (Highly addictive; Stimulating; Illegal)	[-15]
Dependency (Damned Souls) (Rare) (Daily)	[-90]
Dread (A circle made of iron) (Rare)	[-5]
Dread (Pentagrams) (Rare)	[-5]
Dread (Salt) (Occasional)	[-10]
Duty (Collect Souls for Mephistophles) (15 or less (almost always)) (Extremely Hazardous; Involuntary)	[-25]
Social Stigma (Monster)	[-15]
Supernatural Feature (Demon Horns, Wings, and Tail)	[-5]
Vulnerability (Blessed Weapons) (Rare) (x2)	[-10]
Vulnerability (Iron) (Occasional) (x2)	[-20]
Vulnerability (Salt) (Occasional) (x2)	[-20]
Wealth (Dead Broke)	[-25]
Likes Skimpy clothes	[-1]

SKILLS (continued)

Name	Level	Relative Level
Techniques		
Retain Weapon (Whip)	19	[2]
Targeted Attack/TL8 (Whip/Hands or Feet)	15	[2]
Targeted Attack/TL8 (Whip/Neck)	14	[2]



CHARACTER SHEET
Hell's Harlot

HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	Notes		
	Binding (Whip)						
	bind	ST 30 spcl.	Fol-Up	18 (No)			
	Primary	0d	Fol-Up	18 (No)			
	Bite	1d cr	C	15 (No)			
	Constriction Attack						
	attack	ST vs. ST/HT (.5)	Fol-Up	20 (No)			
	Primary	0d (.5)	Fol-Up	19 (No)			
	Crushing Attack (Whip)						
	attack	5d+2 (.5) cr	1-7	22 (14)			

RANGED WEAPONS												Cost	Weight	
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
	Burning Attack (Hellfire)	5d+10 bu	1	2 / 20	1		19			1				

SPEED/RANGE TABLE
For complete table, see p. 550.

Speed/Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

Imp or Pi attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS			Cost	Weight
Qty	Item	Location		

CHARACTER NOTES
History: Hell's Harlot is the kind of person you don't want after you. Her job is to collect souls for the devil. How did she get that job you ask? Like most people she made a deal. Her son Nicholas was dying of cancer, she said to herself she would do anything to save her boy's life. One person was listening and in exchange she was to serve the lord of darkness for 1000 years collecting the souls of the damned. In order to live for that long she was

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POINTS SUMMARY

Attributes/Secondary Characteristics	[100]
Advantages/Perks/TL/Languages/Cultural Familiarity	[915]
Disadvantages/Quirks	[-246]
Skills/Techniques	[42]
Other	[]

HAND WEAPONS (continued)

Qty	Weapon	Damage	Reach	Lvl(Pry)Notes	Cost	Weight
	Crushing Attack (Whip)					
	attack	5d+2 (.5) cr	1-7	22 (14)		
	Primary	2d+2 (.5)	1-7	22 (14)		
	Demon Tail (Cutting)	1d+2 cut	C,1	15 (No)		
	High-Heeled Hurt	1d pi+	C,1	13 (No)		
	Kick	1d+1 cut	C,1	13 (No)		
	Leech (Soul Stealing Kiss)	5 FP HP	C	()		
	Punch	1d cut	C	15 (10)		

demons.



DESCRIPTION

Other distinguishing features: In demon form Donna has large red demonic wings that allow her to fly as well as horns and a demon tail.

Uniform: None, but usually wears revealing clothing.

Strength Level: In human form Donna possess the strength of a normal female that engages in minimal exercise. As a demon she is capable of pressing 408 lbs.

Known Superhuman Powers: When Donna changes form she becomes Hell's Harlot and can summon demons that will do her bidding. She is able to control darkness and wields a whip to great effect.

Other Abilities: Soul taking, with a kiss she can take the soul of the recipient.

NOTES

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