

Shrew

Origin & Background: Sheila Brewster was expelled from NAFBA (the North American Female Boxing Association) upon discovery of her dealings with a group of mobsters who had paid her to throw an important bout. Hitting the skids, she managed to employ herself as a thug for a Chicago syndicate leader...eventually working her way up to a position of great fear and respect in the underworld. Yet, she remained despondent over her ruined boxing career and turned to drugs in order to cope.

It is likely, though impossible to prove, that the Shrew is a mutant to some degree, though a large part of her powers are certainly due to intensive daily training.

Combat Tactics: Shrew generally singles out one opponent in any combat, usually another hand-to-hand fighter, and ignores other opponents as much as possible until her chosen target is defeated. Her first objective will be to size up her opponent by use of Weakness Detection.

She then uses fancy footwork (evasion) on her first action of each turn, using all remaining actions to jab away with her fists. Whenever possible, she always runs around behind her opponent before attacking, forcing him to spend extra power to remain facing her. She, on the other hand, always tries to keep her back to a wall.

Sheila is a loyal follower of Mocker (+2 to morale rolls), but finds illusions of all kinds to be particularly unnerving.

Living Legends

PHYS 16, REFL 16, DEFT 16, INTL 11, COOL 7
(WILL 11), VITL 16



Speed Bonus: Multiplied by 8 (9), acceleration and top speed (+3) [13 CP]

Weakness Detection: d6 effect (11), either Protection or Personal Weakness (+3) [16 CP]

Pain Resistance: Basic [8 CP]

Skill (Unarmed): +2 levels (5), jab (punch) and roundhouse (kick) (+3), d12 effect [7 CP]

Weakness (Physical Handicap): Drug addict, needs a “fix” every 12 hours or becomes unable to perform effectively. [+10 CP]

Weakness (Persecuted): Hunted by law-enforcement [+10 CP]

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Villains & Vigilantes

Str 18, End 26, Int 16, Agl 24, Cha 12, 120 lbs., level 2

Basic Hits 3; Hit Modifier (1.9) (3.0) (1.2) (2.0) = 13.68; Hit Points 41; Power 84; Damage Modifier +4; Accuracy +4; Heal Rate 2.1; Carrying Capacity 506 lbs.; Basic HTH 1d8; Move 128” ground; Detect Hidden 12%; Detect Danger 16%

Speed Bonus: +60” per turn

Willpower: Variable usage is PR = 1/turn. Permanent benefits include (no PR):

- Heightened Agility +12
- Heightened Endurance +16
- Heightened Strength +8

Weakness Detection: Determines one weakness and gains a +6 modifier to hit after spending one action within 1” of opponent.

Special Requirement: Drug addict, need a “fix” every 12 hours or is unable to perform effectively.