

## Queen Guzeem of Golotha

Value	Characteristic	Points
8	<b>STR</b>	-2
18	<b>DEX</b>	24
14	<b>CON</b>	8
10	<b>BODY</b>	0
23	<b>INT</b>	16
14	<b>EGO</b>	8
18	<b>PRE</b>	8
20	<b>COM</b>	5
6	<b>PD</b>	4
6	<b>ED</b>	3
4	<b>SPD</b>	12
5	<b>REC</b>	0
28	<b>END</b>	0
21	<b>STUN</b>	0
	<b>Total</b>	<b>86</b>

Points	Powers	END
6	1d6 Transform To Loathed Creature (Transform / Major); Active Points: 26; Cumulative: +1/2; Reduced END: Half, 1/4; Extra Time: full phase, -1/2; Enchanted Frosted Glass (Focus): Obvious Accessible, -1; Focus Breakability: Breakable; Focus Expendability: Hard to Acquire, -1/4; Fragile Focus: -1/4; Gestures: Instant Power, -1/4; Incantation: Instant Power, -1/4; Must Be Good Faith With Halea: Slightly, -1/4; Requires Magic Skill Roll: -1/2	2
5	1d6 Transform To Loathed Creature - Pain (RKA); Range: 130; Active Points: 26; Penetrating: +1/2; Reduced END: Half, 1/4; Active Points: 26; Extra Time: full phase, -1/2; Enchanted Frosted Glass (Focus): Obvious Accessible, -1; Focus Breakability: Breakable; Focus Expendability: Hard to Acquire, -1/4; Fragile Focus: -1/4; Gestures: Instant Power, -1/4; Incantation: Instant Power, -1/4; Must Be Good Faith With Halea: Slightly, -1/4; Requires Magic Skill Roll: -1/2; Linked to Tranform: -1/2	2
9	6d6 Mend Ones Flesh (Aid) (Fade/turn, Max. 36); Range: 0; Affects: Single Power, +0; Active Points: 37; Reduced END: Half, 1/4; Extra Time: full phase, -1/2; Enchanted Diamond Ring (Focus): Obvious Inaccessible, -1/2; Focus Expendability: Hard to Acquire, -1/4; Fragile Focus: -1/4; Gestures: Instant	2

	Power, -1/4; Incantation: Instant Power, -1/4; Must Be Good Faith With Halea: Slightly, -1/4; Requires Magic Skill Roll: -1/2; Only Heal Self: Seriously, -1/2	
11	Astral Travel (Desolidification); Leaves Physical Body Behind: -1; Active Points: 60; Reduced END: Zero, 1/2; Concentrate: 0 DCV, -1/2; Enchanted Crystals (Focus): Obvious Accessible, -1; Focus Breakability: Breakable; Focus Expendability: Extremely Hard to Acquire, -1/2; Fragile Focus: -1/4; Gestures: Instant Power, -1/4; Incantation: Instant Power, -1/4; Requires Magic Skill Roll: -1/2; Must Be Good Faith With Halea: Slightly, -1/4; Immune to Mental Powers: No, +0	0
2	5" Astral Travel Flight (NC: 10"); Non-Combat Multiplier: ×2, +0; Active Points: 10; Concentrate: 0 DCV, -1/2; Enchanted Crystals (Focus): Obvious Accessible, -1; Focus Breakability: Breakable; Focus Expendability: Extremely Hard to Acquire, -1/2; Fragile Focus: -1/4; Gestures: Instant Power, -1/4; Incantation: Instant Power, -1/4; Must Be Good Faith With Halea: Slightly, -1/4; Requires Magic Skill Roll: -1/2	2
9	Astral Travel Invisibility (Normal Sight, No Fringe); Active Points: 45; Reduced END: Zero, 1/2; Concentrate: 0 DCV, -1/2; Enchanted Crystals (Focus): Obvious Accessible, -1; Focus Breakability: Breakable; Focus Expendability: Extremely Hard to Acquire, -1/2; Fragile Focus: -1/4; Gestures: Instant Power, -1/4; Incantation: Instant Power, -1/4; Must Be Good Faith With Halea: Slightly, -1/4; Linked to Disolidification: -1/2; Requires Magic Skill Roll: -1/2	0
9	Detect Blood Flow (Range, Target, Sense, Mental Awareness); Active Points: 57; Reduced END: Zero, 1/2; Concentrate: 0 DCV, -1/2; Extra Time: 1 min., -1 1/2; Enchanted Glass Shards (Focus): Obvious Accessible, -1; Focus Breakability: Breakable; Focus Expendability: Hard to Acquire, -1/4; Fragile Focus: -1/4; Gestures: Instant Power, -1/4; Incantation: Instant Power, -1/4; Costs END: -1/2; Must Be Good Faith With Halea: Slightly, -1/4; Requires Magic Skill Roll: -1/2	
6	Running (+3", 9", NC: 18"); Non-Combat Multiplier: ×2, +0; Has Turn Mode: No, +0	2
<b>57</b>	<b>Total Powers</b>	

Points	Skills, Talents, Perks	Roll
1	Bribery	8-
3	Concealment	14-
3	Conversation	13-
6	+2 level w/Conversation/Seduction/Streetwise	
3	CS: Golotha	14-

3	Deduction	14-
3	First Aid	14-
5	High Priestess Of Halea In Golotha	
3	High Society	13-
3	Interrogation	13-
3	KS: Hlean Religion	14-
3	KS: Poison	14-
11	Magic Skill	18-
3	PS: Lady Of The Evening	13-
3	Seduction	13-
3	Shadowing	11-
3	Stealth	13-
3	Streetwise	13-
1	Swords/Knives	
1	Trading	8-
<b>67</b>	<b>Total Skills, Talents, Perks</b>	

<b>Cost</b>	<b>Equipment</b>
0	Cloth (Coverage: Full, PD 1, ED 1); Weight: 3½
0	Stiletto (½d6K AP, OCV: +1); DC: 2; STUNx: 0; STR Min: 8; Weight: 0 ; Can Be Thrown
<b>0</b>	<b>Total Equipment (3½ kg)</b>

<b>75+</b>	<b>Disadvantages</b>
20	DNPC - Ladies Of Night (Incompetent, 11-); Skills: Normal, +0
15	Hunted by Those That Seek Throne (14-); Capabilities: Less Powerful, 5; Non-combat Influence: Extensive, +5; Geographical Area: Limited, -5; Actions: Hunting, ×1; Punishment: Harsh, 0
15	Power Hungry (Common, Strong)
10	Public Identity
10	Reputation as True Power Of Throne (8-, Extreme)
10	Sadistic and Cruel (Common, Moderate)
10	Vengeful (Uncommon, Strong)
5	Very Beautiful; Concealability: Easily, 5; Reaction: Noticed and Recognizable, +0
20	Villain Bonus
10	Watched by Lia Kaviar (14-); Capabilities: As Powerful, 10; Non-combat Influence: Extensive, +5; Geographical Area: Limited, -5;

	Only Watching: $\times \frac{1}{2}$ ; Punishment: Harsh, 0
<b>125</b>	<b>Total Disadvantages</b>

**COSTS:**    **Char.**    **Powers**    **Total**    **Total**    **Disadv.**    **Base**    **Exp.**  
                  86    +    124    =    210    210    =    125    +    75    +    10

<b>OCV</b>	<b>DCV</b>	<b>ECV</b>	<b>Mental Def.</b>	<b>PD/rPD</b>	<b>ED/rED</b>	<b>Phases</b>
6	6	5	0	7/1	7/1	3, 6, 9, 12