

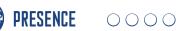


ATTRIBUTES













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3 > ATHLETICS	<2>MEDICII

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$\langle 1 \rangle$	CONVINCE	











(2)	SCIENCE
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TRANSPORT

TRAITS Story Points: 1

Armour (5), Brave, Climbing, Environmental (Minor-Extreme Heat), Keen Senses (Major). Quick Reflexes, Special - Tongue Attack (see pg.xx of the Gamemaster's Guide), Tough, Time Traveller (TL1-4),

Alien Appearance (Major), Code of Conduct (Major

Weakness (Minor-Cold) Obligation (Major) - Jenny Flint.

*After the events on Demons Run, remove this Trait.

Matched Katanas (Dmg STR+2)

Voluminous Cloak

Armor: Reduce damage by 5 points (Treat "L" as 8 levels of damage).

Brave: +2 Resolve rolls to show courage. Cimbing: +4 to rolls involving climbing.

Keen Senses: +2 bonus to awareness rolls to notice or spot something.

Quick Reflexes: Act before others acting in the same phase.

Time Traveller: Familiar with tech levels 1-4 as well

Tough: Reduce damage by 2 more points.

Alien Appearance: -4 penalty to social rolls if clearly

PERSONAL GOAL

Investigate and combat (and occasionally eat) crime in Victorian Era London.

PERSONALITY

Vastra is typical of her race in that she is a proud and fearless warrior. She is atypical in the fact that she not only accepts the right of humans to live on the Earth, but even lives among them, using her abilities to cull the darker examples of the species.

BACKGROUND

While building the London Underground, workers accidently uncovered a small sleeper colony of Silurian warriors. In the process of unearthing the colony, all but one of the hibernation units failed, and the occupant of the one surviving unit went on a killing spree to avenge her the death of her sisters.

Fortunately for her and for humanity, the Doctor appeared on the scene. He helped her realize that the humans were not 'invading,' that they were, in fact, completely unaware of the Silurian's existance, and convinced her that her one-lizard crusade would only end up with her and a lot of innocents being killed.

Vastra, with the Doctor's help, set up a life for herself in Victorian London, including a house and servants. From there she stalks evil during the night, her twin swords cutting out the criminal cancer that chokes the city.

