ASTRID THE SHIELD-MAIDEN – Mutant Cheetah

Real Name: Astrid the Shield-Maiden						
Alignment: Srupulous						
Attributes: I.Q. 11, M.E. 9, M.A. 22, P.S. 17, P.P. 12, P.E. 17, P.B. 13, Spd. 37						
<u>Age</u> : 13	<u>Sex</u> : Female					
Size Level: 8 Weight: 1		135 lbs.	Height: 5' 7"			
Hit Points: 28	<u>t Points</u> : 28 <u>S.D.C.</u> : 54					
Chain Mail A.R.: 13	Chain Mail A.R.: 13 Chain Mail S.D.C.: 44					
Disposition: Independent, charismatic, cautious, and sometimes moody. She is worried that her master, Torsten						
Kvalheim will find her and enslave her once again.						
Human Features: Hands – Full		Speech – Full				
Biped – Full			Looks – None			
Powers: Nightvision						
Psionics: None						
Level of Experience: 3rd Level Mutant Animal						
Level of Education: Special Training						
Scholastic Bonus: None						
Occupation: Mage's Familiar						
Scholastic Skills:						
Detect Ambushes		50%		Language: Spanish	70%	
Language: Classical Greek		70%		Lore: Magic	35%	
Language: Latin		80%		Mathematics: Basic	84%	
Language: Norman French		70%		Recognize Weapon Quality	35%	
Language: Norse		95%				
Natural Weapons: 1D8 Teeth, 1D6 Claws						
Weapon Proficiencies:						
W.P. Battle Axe		+1 to Strike	+1 to Strike, +1 to Parry, +1 to Throw			
W.P. Crossbow +1 to Strike, F		e, RoF 3	RoF 3			
W.P. Knife +1 to Strike		, +1 to Parry, +2 to Throw				
W.P. Shield (1st level) +1 to F		+1 to Parry	У			
W.P. Spear +1 to Stri		+1 to Strike	e, +2 to Parry, +1 to Throw			
Secondary Skills:						
Athletics (General)				Running		
Climbing		66% / 40%		Swimming: Basic	66%	
Hand to Hand: Basic						
Prowl		54%				
Combat Skills:						

Attacks Per Melee: 5

- **Bonuses:** +3 to Roll with Punch or Fall, +3 to Parry/Dodge, +2 to Damage, +1 to Strike with a Body Block/Tackle
- Other Bonuses: 75% Trust/Intimidate, +6% to Save vs. Coma/Death, +1 to Save vs. Poisons/Magic, 15% Charm/Impress
- **Combat Info:** Claws 1D6 + 2, Bite 1D8 + 2, Punch 1D6 + 2, Kick Attack 2D4 + 2, Snap Kick 1D6 + 2, Body Block/Tackle 1D4 + 2, Knife 1D6 + 2, Battle Axe 2D6 + 2, Short Spear 1D6 + 2, Crossbow 1D8
- **Personal Profile:** She is originally from 863 C.E. on Earth-029. She was selected by the Norse wizard known as Torsten Kvalheim. He then made her his familiar. He used mutating and alteration incantations to transform her normal cheetah form into Astrid's current form. She gained nightvision as a side effect from the spells cast. As a result of the magics used, she was bonded to her master and had to obey all commands.



- While her master was busy entertaining some important guests, Astrid was able to steal a purple gemstone that had the power to transport its holder to any space or time. Astrid used it to escape her enslavement. The artifact brought her to the early 21st Century. There is still a faint glow of purple magical energy within the gemstone (it is dormant).
- She joined a motley crew of misfits, mutants, and the displaced. They have banded together to better protect themselves from their mutual enemies. They call themselves, the Outcasts.

Money: \$12,870 in gold, silver, jewels, and antique artifacts

Weapons: Knife, battle axe, spear, crossbow

Vehicles and Other Equipment: Chain mail armour, shield, and a mystical amulet.