

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.

