

MADAME WINTERS

Owner of the Winterhaven Nightclub/Spymaster

Real Name: Alicia Elizabeth Winters, a.k.a. Madame Winters

Alignment: Aberrant

Attributes: I.Q. 21, M.E. 19, M.A. 22, P.S. 10, P.P. 11, P.E. 14, P.B. 18, Spd. 14.

Hit Points: 51

S.D.C.: 22

Age: 44

Sex: Female

Height: 5' 8" (1.73 m)

Weight: 118 lbs. (53.5 kg)

Disposition: Charming, agreeable, debonair, dignified, and disciplined. That's her public persona. She is also ambitious, suspicious, arrogant, ruthless, and cunning. She uses the girls at her club to gather information that she compiles for blackmailing purposes. She is very protective of her girls and she will reign fire down on anyone who harms them.

Level of Experience: 8th Level

Skills of Note:

Aerobic Exercise

Automobile 95%

Dance 89%

Detect Concealment 98%

Escape Artist 77%

First Aid 98%

Forgery 87%

Hand to Hand Combat: Martial Arts

Intelligence 97%

Interrogation 92%

Language: Chinese 98%

Language: English 98%

Language: German 98%

Language: Portuguese 98%

Language: Spanish 98%

Mathematics: Basic 98%

Pick Locks 87%

Prowl 92%

Radio: Basic 92%

Swimming 98%

W.P. Automatic Pistol: +5 to strike (aimed), +3 to strike (burst), +2 to strike (wild).

W.P. Energy Pistol: +5 to strike (aimed), +3 to strike (burst), +2 to strike (wild)

W.P. Revolver: +6 to strike (aimed), +3 to strike (burst), +2 to strike (wild).

W.P. Rifle/Shotgun: +5 to strike (aimed), +3 to strike (burst), +2 to strike (wild).

Combat Skills: HTH Martial Arts

Attacks per Melee: 3

Bonuses: +2 to strike, +3 to parry/dodge, +1 to disarm, +4 to pull punch, +3 to roll with punch, fall,

or impact.

Saving Throws: +2 to save vs psionic attack/insanity.

Other Combat Info: Punch 1D4, Kick 1D8+2, Jump Kick (Critical Strike), Critical Strike: 18 - 20, Paired Weapons, Leap Attack (Critical Strike).

Other Abilities: +7% I.Q. bonus, trust/intimidate 70%, charm/impress 40%, and sense of balance 85%.

Profile: Alicia Elizabeth Winters is known more formally as Madame Winters to all in her nightclub. She is the owner and Queen of the Winterhaven Nightclub. Her nightclub is the top attraction in Ascendance City. It is a gambling house, brother, and nightclub all rolled into one. It is popular among the wealthy of the city.

She's originally from Quebec Quadrant of the North American Sector, but the rest of her history before the (First) Robotech War is mostly a mystery. There are several rumours that people whisper about her. Naturally she's heard them all but she generally ignores them. They help build a mystique around her and her club. The latest rumours are:

- She has high end connections in several sectors, including the South American sector. (T)
- She was once a lover of a high ranking RDF flag officer. (F)
- She has the local Argentinian police paid off for security and protection. (T)
- She knows so much about everyone some believe she has psychic powers. (F)

Equipment:

- **Small Automatic Pistol:** Has extra magazines and pistols (including a RDF laser pistol) in her private office.

Feed: 8 round detachable box magazine

Effective Range: 135 ft (40 m)

Damage: 2D6

- **RDF Laser Pistol:** In her office along with a handful of extra e-clips.

Feed: 10 shot E-Clip

Effective Range: 200 ft (60 m)

Damage: 4D6 (does *not* inflict Mega-Damage)