

# MOTHER SUPERIOR

HARD AS NAILS BATTLE-NUN

8

**STRENGTH**

0

**AGILITY**

4

**FIGHTING**

3

**AWARENESS**

3

**STAMINA**

0

**DEXTERITY**

0

**INTELLECT**

3

**PRESENCE**

**INITIATIVE:** +0

## DEFENSE

DODGE.....6

PARRY.....10

TOUGHNESS.....10

FORTITUDE.....7

WILL.....13

## DAMAGE

- BRUISES  
 DAZED  
 STAGGERED  
 INCAPACITATED

## FATIGUE

- FATIGUED  
 EXHAUSTED

**Base Movement Speed:** 2 mph, 30 ft/rd (run 4 mph, 60 ft/rd; swim .5 mph, 6 ft/rd)

**Jump Distance:** running jump 18 ft; standing jump 9 ft; vertical 3.6 ft; standing vertical 1.8 ft

**Throwing Distance:** throw 25 tons 6 ft; throw 6 tons 30 ft; throw 3,200 lbs 120 ft.

## OFFENSE

	Attack	Damage	Notes
Unarmed	+4	DC 23	
Throw	+0	DC 23	
Crucifix	+9	DC 26	
Tongues of Flame	-	DC 25	Dodge save for ½; penetrating 10

## POWERS

**Armor of Righteousness:** You have a +7 bonus to your Toughness save.

**Aura of Authority:** Anyone within 30 feet of you can literally *feel* the authority invested in you, regardless of their personal beliefs. This has no game-mechanical effect.

**Fire of Faith:** The power of your faith is all-consuming. You can manifest the following effects (though only one at any given time):

**Tongues of Flame:** You can project flames in a 60-foot cone. Targets may make a DC 20 Dodge save to take half damage.

**Radiant Countenance:** You emit a brilliant light. Any enemies that can see you must make a DC 20 Fortitude save or be dazed/stunned/paralyzed. The effect lasts for as long as you concentrate.

**Touch of Truth:** You touch someone's brow. They must make a DC 25 Will save or be entranced/compelled/controlled, limited to answering any questions truthfully.

**Strength of Conviction:** You have a +8 bonus to Strength.

**The Light and the Way:** You can shed bright light to a radius of 30 feet.

**The Wages of Sin:** You can detect and accurately pinpoint "sin" anywhere around you with a Perception check. Your concept of what is "sinful" is largely shaped by Catholic orthodoxy and your own prejudices.

## HERO POINTS

## ADVANTAGES

**Connected:** You can make a Persuasion check to call in favors from local church authorities.

**Favored Foe (Demons):** You gain a +2 bonus to Deception, Insight, Intimidation, and Perception checks against demons and other infernal beings.

**Fearless:** You are immune to fear effects of all sorts.

**Improved Power Attack:** When you make a power attack, you can take a -5 penalty to your attack roll to gain a +5 bonus to your damage DC.

**Inspire:** Once per scene, you can spend a hero point to grant all of your allies (though not yourself) a +5 bonus to all checks until the start of your next turn.

**Leadership:** You can spend a hero point to remove the dazed, stunned, or fatigued condition from one of your allies.

## EQUIPMENT

**Crucifix:** Your crucifix counts as a warhammer for melee purposes, granting a +3 to damage DCs.

## SKILLS

ACROBATICS.....	-
ATHLETICS.....	+8
CLOSE COMBAT (CRUCIFIX).....	+9
DECEPTION.....	+7
EXPERTISE (THEOLOGY).....	+10
INSIGHT.....	+13
INTIMIDATION.....	+9
INVESTIGATION.....	-
PERCEPTION.....	+10
PERSUASION.....	+3
RANGED COMBAT.....	+0
SLEIGHT OF HAND.....	-
STEALTH.....	+0
TECHNOLOGY.....	-
TREATMENT.....	+6
VEHICLES.....	+0

## COMPLICATIONS

**Motivation (Faith):** You are motivated by your unswerving faith in the righteousness of your cause.

**Moral Code:** You adhere strictly to the edicts of your faith, as determined by (in order of precedence) your personal rapport with God, the tenets of the Catholic Church, and the will of your superiors in the Vatican. This often puts you at odds with colleagues of liberal or pragmatic bent.

**Secret:** Your powers are not in fact granted by the Christian God at all, but by an entity an entirely different nature. Whether you are truly ignorant of this fact or whether you simply choose not to consciously acknowledge it, confronting it directly would be a devastating blow to your faith.