

SUCCUBUS (EVIL) Japanese: CRIME, Accounting/Finance

HP PP  
10 64  
53  
39

Sex: F Weight: 90 lbs Basic Hits: 2

LVL: 9 Age: 28

STR	HTH	HP: 1	POWER: 38 <sup>35 32</sup>	To hit: +1	Dam: +1
0-3	1d2	STR: 0"	Carry Cap: 59 lbs	HTH: 1d2	
4-11	1d3	END: 13	Heal: 0.6 hp/day		
12-15	1d4	AGILE: 12	Move: 25"		
16-21	1d6	INT: 13	DET HID/DANGER: 10/14	INV. POINTS: 17.9	
22-27	1d8	CHR: 41	± 8/8		
28-34	1d10				

35-43: 1d12 DEVICES - Built into kimono type costume.

44-55: 2d8 1) <sup>DESTROYED</sup> SPECIAL WEAPON - (Necklace) ABSORPTION - ~~POWER~~ STRENGTH

56-69: 2d10 a) FIELD: Range=3" PR=0 Drains 5 pnt/Turn/Character and adds to GEISHA'S STR. Effect lasts 1 hour and then ends.

70-87: 3d10 2) LIFE SUPPORT

88-110: 4d10 3) ARMOR: 114<sup>38</sup> pnts. with a) Paralysis Ray (R=26", 12 Charges)

111-139: 5d10 b) Light Control (R=24", blind or 2d8, PR=19 uses) c) Telepathy (multi-use; see p.17)

140-176: 6d10 SKILLS uses normal PR.

177-221: 7d10 Heightened Charisma (GM's option)

222+ : 8d10 WEAKNESSES Reduced STR (-11)

NOTE: Knows Whirlwind's and Neutrono's Secret ID's.

STR	HP
0	1
1-2	2
3-5	3
6-8	4
9-11	5
12-14	5
15-17	6
18-20	7
21-23	8
24-26	9
27-29	9
30-32	10
33-35	11
36-38	12
39-41	13
42-44	13
45-47	14
48-50	15
51-53	16
54-56	17

An ex-geisha girl, who rose up through the ranks of the Japanese mafia. She now runs her own mafia and has moved it to Metro City. Now has a large prostitution/loan shark/drug/white slavery/assassin ring working for her. For stats of thugs see back.

Annual Personal Income = \$17,462,000

Cash = \$97,000

INCIDENT  
CHIEFS (3) 25% @ of being with GEISHA

All Attributes 16

Level: 6 Hits: 20 Power: 64 Move: 48"

To Hit: +2 DAM: +2 HTH: 1d8 Weapon: Pistol +3, 1d8, 96"

DET. HID/DANGER: 12/16

HIT MEN (12) 1-3 near a chief at all times.

All Attributes: 13

Level: 4 Hits: 10<sup>10</sup> Power: 52<sup>32</sup> Move: 39"

To Hit: +1 DAM: +1 HTH: 1d6 Weapon: Rifle (+4, 1d10, 130")

DET. HID/DAN: 10/14

SMG/Auto Rifle (+1 To Hit -1 Dam/round)

Shotgun (+2, 2d6, 13")

THUGS (?)

All Attributes: 10

Level: 2 Hits: 4 Power: 40 Move: 30"

To Hit: +0 Dam: +0 HTH: 1d4 Weapon: Any

DET. HID/DAN: 8/12