

JADE SPIDER

Identity: Unknown Sex: Female Age: 30 in appearance

Powers:

Side: Evil Level: 12 Training: +2 to hit using any bladed weapon, -2 to be hit, +7 Charisma

1. Body Power: Mirrored Multiform: Jade Spider has a special power that allows her to project independent duplicate forms of herself within a certain area radius. These multiple projections will be perceived as completely real complete with shadows and faint scent, however only one form of herself may enact with the real world at a given time, the rest are transitory and intangible possibilities of where she could be. Each may move with different motions and mannerisms, and may choose to project speech although Jade Spider may only speak through one at any given time (her opponents will not hear a 'stereophonic' effect). At the beginning of each phase she may shift her 'real world' form by 'jumping' to a location which in the previous phase was a mere 'duplicate.'

She may project 1d4+4 forms each turn at a cost of 1 PR per form projected. The perimeter of her projected forms is no more than 30" at distance between furthest projections and each projection must be within line of sight of another; likewise she may only 'jump' to a form that is in line of sight of her previous position. She will never have less than 5 forms active at any one time. If a successful attack is made versus Non-Corporealness against a duplicate, there is a 30% chance it will 'pop' and disappear as its entry into real dimensional space has been interrupted. 2. Teleport: As per normal teleport, except that Jade Spider may not use this power in the same turn as she is displaying her Mirrored Multiform. Her maximum teleport distance is 9500" at a cost of 3 PR.

3. Heightened Senses: For each form Jade Spider has deployed, in addition to obvious advantages such as being able to see and hear in many possible directions, Jade Spider gains +3% Detect Hidden and +4% Detect Danger.

4. Heightened Endurance A: +15.

5. Heightened Agility A: +15.

organized crime activities.

had him struck down.

6. Special Weapon: Phase Sword. This sword is synchronized with Jade Spider's dimensional ability and nullifies Non-Corporealness as a defense and also increases increases her to hit probability versus Vibratory Powers by +3.

Weight: 145	Basic Hits: 3
Agility Mod: —	Strength: 18
Endurance: 30	Agility: 31
Intelligence: 16	Charisma: 23
Hit Mod: 22.6176	Hit Points: 68
Reactions from Good: -4	Evil: +4
Damage Mod. : +5	Healing Rate: 2.7
Accuracy: +5	Power: 95
Carrying Capacity: 640 lbs.	Basic HTH Damage: 1d8
Movement Rates: 79" ground,	-
Detect Hidden*: 12%	Detect Danger*: 16%
Inventing Points: 5	Inventing: 48%
Legal Status: Record, Wanted by various international authorities for	

Origin and Background: The woman who would become known as Jade Spider has a past that is truly shrouded in mystery. It is possible that at least part of her origin is that of a girl with gifted powers taken under the wing of a martial mystic in the hills of Siam. At some point, this mystic was killed, but not before imparting such considerable skill in his pupil as to give her the ability to use her power to great effect. his philosophical teachings were well-ingrained into her personality as well and it was not too long before she avenged her master's memory on the clan lords who

Using fearsome and brutal methods on her early prey produced considerable reputation in many crime circles and before long she was taking on contract assassinations throughout southeast Asia. It was very easy for her ascend to infamy and obtain 'professional' respect. Truly she was more than happy to eliminate many high ranking figures of the Asian underworlds since she viewed them as competitors to an empire she was soon to carve.

After a few years of working as an assassin, a new assassin named Tyung and his band of mercenaries began operating on the Singapore drug scene. Cashing in on local bounties saw this young man begin a similar ascent to that of the mysterious Jade Spider herself. Unfortunately for Tyung, there was not room for two master assassins in this area of the world. At first using subtle hints to entice Tyung and then after several months of open flirtation and 'cooperation', Jade Spider used her feminine wiles to weaken Tyungs resolve. Thinking to subjugate her, but not realizing he was being played, he began trying to renegotiate some of her contracts. Soon after, Tyung seemed to disappear and fade from memory as the underworld machine rumbled on. After four months, an anonymous satellite image was sent to a local news station that revealed Tyung's grisly fate: His head had been affixed the top of the radio spire to the Miasin Corporate Tower in downtown Singapore. No one was quite sure across the local news channels exactly how his killers ascended the tower, let alone climbed the 32 foot needle at it top.

After this 'demonstration', Jade Spider soon became the de facto influence over the areas' shipping, drugs, gambling and other illicit enterprises. Employing hundreds of assassins herself, and even a few super-powered agents, Jade Spider has become a legendary figure who strikes fear for those who enter the shadows nearby.

Jade Spider was recently one of the crimelords recruited by the mysterious 'N' to participate in the Spiral Sanctuary, a virtual meeting of overlords from around the world. The Spiral's goals are at this time unknown and its influence has yet to be seen.

Combat Tactics: When Jade Spider must engage in combat, she will use her mirrors to overwhelm her target with sensory information and doubt. If successful in gaining this psychological edge, she will then attempt to place a duplicate in an advantage flanking area to either side her prey for an attempted coup de grace.

Personality/Character Traits: Jade is cold and calculated and trusts no one. Her henchmen seem to serve out of a sense of respect, but how she gains that is an unknown quantity. Jade Spider prefers not to speak much, as she feels she shouldn't have to.



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