

Estella Brandun

Countess of Steel Hill

The Mutant Epoch RPG Crossroads Region Gazetteer NPC

Type: **Mutant**
 Caste: **Ruler of The Lower Freehold**
 Gender: **Female**
 Personality: **Ambitious and Unshakable**
 Sexual Orientation: **Heterosexual**
 Handed: **Right**
 Religion: **Believes in reincarnation**
 Languages Spoken: **English and Spanish**
 Endurance: **92** /
 Strength: **59** (+6 dmg/+30% throw range)
 Agility: **87** (-12 DV/+1.5 meters movement)
 Accuracy: **109** (+16 SV)
 Intelligence: **83**
 Willpower: **69**
 Perception: **122** (+4 initiative)
 Appearance: **98**

EF: **948** Rank: **8**
 Faction: **Lower Freehold**
 Age: **31**
 Do Math?: **Yes**
 Read/ Write?: **Yes**
 Swim Ability: **Excellent**
 Height: **182cm**
 Weight: **83kg**



Defense Value: -77* **Armor worn:** Dodge skill 7 pts -23/combat armor -35+combat helmet -7/ Agility -12
**Estella has a -14 DMG per round force field*

Movement: 7.5m or 6.25m armored

Initiative: +4 Base Strike Value: 01-87

Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
Martial Arts	01-100	2	melee	2d6+11 ea.	-	5pt
Assault Rifle	01-109	3	900m	d20+8 each	30*/ <i>*plus d3 spare 30 md mags</i>	4pt
Mind Crush	Type B INT based HC	1	207m	d20 END + d6 INT	three times per day per rank 24/	-
Devastator Pulse from hand	01-178	1 but takes 4 rounds to charge up	69m	3d20 or d100+40 to cyborgs and machines	Once per day per rank 8/	-

Mutations: **Advanced Mind** (no.3)/ **Body Regeneration** (no.18) 6 trait points healed per hour./ **Mind Crush** (no.56)/**Force Field** (no.38) -14 DMG per round, 16 uses per day, lasts 69 rounds per use./**Devastator Pulse** (no.25)/**Reserve Mind** (no.70)/**Heal Touch** (no.43)/**Image Projection** (no.48)/**Time-Space Portal Generation** (unique, see text)

Skills: **Weapon Expert rifles** 5pts/ **Stealth** 6pts/ **Climb** 4pts/ **Martial Arts** 5pts/ **Dodge** 7pts (-23 DV)/**Disguise Artist** 3pts/**Erotic Arts/Negotiate** 7pts/**Relic Knowledge/Medic** 3pts/**Stealth** 6pts/**Computer technician** 3pts

Valuables: Royal Jewels of Steel Hill, worn 4000+4d1000sp

Clothing and Equipment: d3 spare full 30 round magazines for assault rifle, d6 advanced frag grenades, anti toxin injectors (4), advanced communicator, d6 cure tabs, switchblade in boot, fur and jewel embroidered royal robes worth 2000+d1000sp.

Description: The beautiful, ink black skinned deviant Countess of Steel Hill, Estella Brandun, fourth in her family line to rule the swamp city, is said to be a demon. Of course, the neighboring purists of the Holy Purist Empire are the only ones who proclaim the young woman as a hell spawned succubus. To her people, however, she is a much loved, almost worshipped goddess-queen. Estella, like her forbearers, is a mutant of impressive gifts, both physical and mental. It is said that one of her mutations is the ability to open portals in time and space, allowing her to go back to earlier times in history. It is this potent mutational power, so claim the purists, that allow Steel Hill and the Lower Freehold to acquire so many excellent relic weapons with which to fend off the HPE.

In truth, the rumors are not far off, in that she can open portals in time, and travel to other worlds. The cost to her health, regrettably, limits this activity (one portal can be opened per 48 hours, but she suffers 3d6 damage to each trait per use, healing normally). As for the relics, her government's warm welcome to all excavators and relic dealers is what brings Steel Hill the firepower of the oldsters.

Estella is a private, passionate and imaginative person. While proud of her family name, aware of her responsibilities to her small city, and devoted to the cause of maintaining the The Lower Freehold's territorial integrity, in her heart, she craves to be an excavator. Whenever possible, she will covertly invite well-known and well favored dig teams to her palace. Herein, she will coax them to feast, drink, and enjoy the concubines and luxurious facilities so long as they tell her of their adventurous exploits among the ruins. She has resisted marriage, frustrated her personal advisors who play matchmaker, and snubbed the eligible sons of Overpass' premier families. She embraces her independence and amble libido, choosing her lovers from among the finest diggers to visit her citadel, the race and gender of her mates of little matter so long as they are heroic and easy on the eye.

If able, Estella would gladly join an expedition to any regional ruin site, so long as the team she accompanied were very powerful, would protect her, and keep the adventure secret. Given her martial arts and mutational gifts, relics and armor, Estella would be a remarkable digger, if only she were given the opportunity. Among her many day dreams of daring-do, is the idea of using her special dimensional portal mutation to undertake an expedition to the age of dinosaurs, to a world of sword and sorcery, far off planet, or pre-devastation LA. Learn More on page 95