



"Sometimes I wonder myself,
whether I use the
Witchblade or it uses me".



Power Level: 13 **Concept:** Ancient Weapon **Occupation:** NYPD Homicide Detective

Str	Dex	Con	Int	Wis	Cha	Melee
14	14	12	14	16	18	+6
+2	+2	+1	+2	+3	+4	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+3	+1	+4	+5	30	+6
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Acrobatics (Dex) +3, Bluff (Cha) +11, Computers (Int) +3, Diplomacy (Cha) +10, Drive (Dex) +4, Gather Information (Cha) +10, Hide (Dex) +5, Innuendo (Cha) +6, Intimidate (Cha) +8, Knowledge—Geography (Int) +4, Listen (Wis) +5, Open Lock (Dex) +4, Profession—Police Officer (Wis) +7, Search (Int) +6, Sense Motive (Wis) +6, Spot (Wis) +5

Initiative

+6

DEX

Dma Bonus

+2/+12 S/L

Fist/Witchblade

DEFENSE

14/17

Flat Footed

CHARACTERISTICS

Real Name: Sarah Pezzini
Height: 5' 9"
Weight: 134 lb.
Eyes: Brown
Hair: Brown
Birthplace: New York City (November 18th 1970)
Group Affiliation: New York Police Department
Headquarters: New York City
Relatives: Unknown
Other Aliases: None
Marital Status: Single
First Appeared: Witchblade #0

FEATS

All Out Attack, Assessment, Attractive, Connected, Dodge, Improved Initiative, Iron Will, Indomitable Will, Lightning Reflexes, Move By Attack, Point Blank Shot, Precise Shot, Rapid Shot, Startle, Toughness

POWERS

Armour +8: Sarah can as a free action invoke the Witchblade, which then covers parts of her body (or indeed the whole of it if needs be) with an organic look barbed metal. This armour reduces all damage received by power rank before making a Damage saving throw. [*Power Stunt:* Identity Chance; *Source:* Mystical; *Cost:* 1 pp].

Snare +8: Sarah may cause the Witchblade to extend tendril like pseudo-pods from any part of her at foes in order to snare them via a ranged attack, if successful the victim makes a Ref save (DC10+PR) or become entangled, suffering -2 attack, -4 Dex. If the cable is anchored to an

HISTORY

For thousands of years it has existed. An intelligent, symbiotic weapon of incredible power. A living gauntlet that becomes one with its wearer. The Witchblade: Only women of unmatched strength of mind, body and will have ever successfully worn it. Its legacy has created a warrior bloodline back through time and forward into the future. Joan of Arc wielded the blade as did other great warrior women throughout the ages. But to wear the Witchblade is to be both its master and its servant, as this mysterious weapon draws to it what it needs and casts aside what it does not. Stirring to life at times of crisis -- during wars, famines, pestilence -- the Witchblade has been used to cut a swath of blood and viscera through the ranks of previously insurmountable evil. For decades it has lain dormant, but now in the early days of the 21st century, the Witchblade has chosen a new bearer of its power.... and its curse.

The origins of the Witchblade are shrouded in myth and speculation, obscured further by the veil of prehistory. Where did the Blade come from? No one has examined the Witchblade in its extended, deadly form and lived to tell about it, but those who have had the opportunity to examine the bracelet, say that it is made of a synthesized metal, some elements of which are unidentifiable as Earthly materials. Others say that the Blade was undoubtedly hammered from a type of iron found in the weapons of ancient Iran. In Avesta, the prayer book of the ancient Persian Zoroastrians, a kind of iron-alloy, similar to that of the Blade, is mentioned.

WEAKNESSES

Living Weapon: The Witchblade is more than a weapon, it is a sentient thing, with aims and goals of its own. The Witchblade is dedicated to destroying evil, though does so on its own terms, such that when danger threatens it will attack all in a swathe of bloodletting, and then when perhaps most sought by its wielder remain inactive. In effect for the bearer to use any of the above powers she must call upon the Witchblade, requiring a Will save DC15, if successful the powers work, if the save fails then the Witchblade refuses and a battle of wills in future rounds can commence between bearer and Witchblade in order to get the desired result. Note however a GM can rule at any time that the Witchblades powers do not function if the situation pertaining to their use is contrary to the Ancient Weapons goals. Otherwise in all other situations the hero may expend a Hero point in order to forgo the Will save and have the power work automatically.

PERSONALITY

New York police detective Sara Pezzini was just doing her job: saving her partner's life. Too bad in doing so she was forced to bond with the Witchblade: an ancient weapon of immense power. Now even as Sara possesses the Witchblade, the Witchblade possesses her. So she continues solving New York's strangest crimes. All of which seem to lead somehow to the Witchblade.

MORE HISTORY

*"Blend on's edge with the sun of gold.
Could gold alloyed or admixt be...
Fired-white and chilled in wine-dark blood,
Thus is born the thirsty Blade, never dulled."*

But this theory was questioned by Vatican scholars in the 30s, who found that design work on the bracelet predated the use of iron in the Persian region by nearly 1000 years. Tales of weaponry endowed with supernatural powers have cropped up throughout history. Some of the oldest known Celtic writings tell of an army of Witchblade Wielders, men and women, chosen in ancient times while in their mother's womb for their warrior destiny. The legend goes on to say that a Wielder Banrighinn, known only as Mistress of the Blade, who taught the ancient ways of battle to this chosen army, grew angry with her lover, one of the Wielder Knights, and henceforth, men were prohibited from handling the Blade. According to this ancient tale, from which sections are missing, a great darkness visited the Earth, from which the Wielders disappeared, and their line was seen no more. A similar legend appeared in the ruins of Troy, where Queen Myrene, the first known Wielder was buried. In it, this same army of warriors is said to have been from the city of Atlantis, and that they disappeared at the time that fabled city met its uncertain end.

Although the origins of the Witchblade remain under speculation, Witchblade Watchers have traced its use back through ancient history. Most certainly its first great wielder was the Gorgon Amazons' mightiest queen, Myrene. Myrene succeeded in raising a cavalry of 30,000 women and conquered a stupendous amount of territory, including parts of Syria and Egypt. Depending upon the source, she is described as a benevolent conqueror or an incredibly vicious warlord -- which is consistent with a Wielder who may not be able to control the Witchblade's penchant for blood lust. When Myrene died, she was buried near Troy with the Witchblade still on her wrist.

80 B.C. Artemisia

It is believed that the Witchblade was later exhumed by Artemisia I, the female advisor to Xerxes, ruler of the Persian empire. With the help of the Witchblade, Artemisia lead successful naval attacks on the Greeks in 480 B.C.

45 B.C. Cleopatra

The Witchblade was next attained by the Romans, where it resided until Caesar deigned to present it to the Egyptian Queen Cleopatra VII around 45 B.C. And though she wore the Witchblade with great success, making her irresistible to men and invincible as Queen, the fickle weapon betrayed Cleopatra in the end and fell from her wrist in her greatest time of need, just as Octavian demanded her surrender. For the next 100 years, the Witchblade was most likely on display in Rome along the many of Cleopatra's treasures. But as the Roman Empire expanded under Claudius, surely the Witchblade played its part, though no "true" wielders have been identified during this period. It is thought that Claudius himself may have tried to wield the Blade, and we know that it traveled in his possession on his conquests in Britain.

61 A.D. Boudicca

It was in ancient London where the Celtic warrior Queen Boudicca acquired the Witchblade when she sacked the city in 61 A.D. Queen Boudicca tried and failed to wield the Witchblade, but understanding its powers -- at least in part -- she resolved to keep the strange gauntlet in her possession until the time when the rightful wearer would appear.

1959 A.D. Dominique Boucher

By the early '50s, Kenneth Irons was in possession of the Witchblade and searching for a Wielder whom he could control. While living in France, Irons moved in the upper echelon of Parisian society and consorted with the crème of money, power and beauty. One member of this desirable pack, an ambitious former model named Dominique Boucher, was especially intriguing to him. Irons promised her wealth and power beyond her wildest dreams if she would wear a piece of jewelry for him. Dominique put the bracelet on and tasted its mystical gifts and - because she was chosen by Irons as a Wielder and not the Blade itself - its horrors. She wore it anyway, addicted to the power it gave her and believing that Irons would love her as long as it was on her arm. It is no secret that Irons amassed tremendous wealth during the period Boucher wore the Blade, and they traveled the world together, tasting its rarest riches. But Boucher suffered unknown torment while she and the Blade were one. At last, the Witchblade discarded her as a pretender - in Irons' words, "like a damaged doll." By then, she and Irons were through, and he took the Blade back from her, determined to find and control a "real" Wielder.

VEHICLE

Vehicle Type:	Size:	Movement:	Hardness:
Armour Bonus:	Cost:	Features:	

MORE POWERS

immobile object the trapped victim cannot move, otherwise speed is reduced to half and can't run or charge. A second successful cable hit against an entangled being renders the victim helpless and totally unable to move and all are +4 to attack them, target loses Dodge and Dex bonus to defence. Targets may escape the tendrils by damaging them, they have hardness equal to power rank. Alternatively a victim may make an Escape Artist check to slip free DC (10+PR), Sarah may release all victims trapped with a free action. [Extras: Removable; Source: Mystical; Cost: 3 pp].

Natural Weapon +10: The Witchblade in its base form is a clawed gauntlet with jewelled stones set into it, however it can extend spines and barbs and spear-like knife edge tendrils in all directions. Sarah can on a successful melee attack do power rank lethal damage. The Witchblade can also attack foes at range with these barbs instead requiring a Ranged attack roll. When Sarah is severely pressed or many targets present themselves the Witchblade is capable of extending as many barbs as necessary within a 5 ft per power rank area, doing power rank damage on all she chooses only unless they make a successful Reflex saving throw (DC10 +PR). The Witchblades claws and tendrils can be used to help climb, providing a bonus to climb equal to the power rank. [Extras: Area, Climbing, Selective; Source: Mystical; Cost: 5 pp].

DEVICES

HEADQUARTERS