



Diana, Warrior Princess

Status:40 (star) **Success:**5+ **Armour:** -1 **Hit Points:**8

Bonus Points:

Attributes:

Animal Handler (3)	Luck (2)	Speed (4)
Athlete (4)	Marksmanship (4)	Strength (3)
Charisma (4)	Martial Arts (7)	Thinking (1)
Driving (3)	Mystic Power (5)	

Weapons: Longbow (+3), Sword (+3)

Quote: "I'll bring peace to this land if it kills us all..."

Back Story: Diana was an "ordinary" Princess until she began to suspect that her husband, Bonnie Prince Charlie, was unfaithful. While seeking evidence she discovered his involvement in a hideous black-market trade in arms and the deadly drug "tobacco", both sold to children in third-world countries, and responsibility for the deaths of thousands of innocents.

Diana immediately denounced and divorced him. Somehow she retained the Mystic Powers of Royalty after the divorce, despite being Royal by marriage, not birth, while Prince Charlie lost them. She has since dedicated her life to Peace, fighting war (and the war-god Landmines) whenever she encounters it. Somehow this dedication gives her superhuman strength and speed. This behaviour has earned her the enmity of Queen Elizabeth, who wishes to silence her permanently. She has since escaped from kidnapping and assassination attempts, but must be wary whenever she is in England. Landmines also wants to stop her, but hopes that he might be able to "turn" her to his side.

Her best friends are Fergie, her constant companion, and Red Ken, a barbarian hero. Ken is a little too ready to use violence but his heart is definitely in the right place. She is also reasonably friendly with Wild Bill Gates, a riverboat gambler and occasional con-man who has helped her on several occasions. Prince Charlie occasionally turns up to make a nuisance of himself. Another occasional nuisance is Ron L. Hubble, a slimy fraudster.

Possessions: A powerful motorbike which behaves much like a horse; for example, if Diana leaps off to fight someone it will slow, circle back, and stop (with the engine running) somewhere convenient for Diana to leap back on. White low-cut motorcycle leathers which are always spotlessly clean, even if she has just waded through mud or a bloodbath. Camping and cooking gear and some changes of clothing in the motorcycle panniers (which seem to have implausibly huge capacity). She always has plenty of money, usually in gold coins. A cell-phone.

Diana's Motorbike: 10 Hits, Armour -2, Speed (6), Thinking (1). Unlike most vehicles it doesn't explode if it crashes.

Weapons: Diana's main weapons are her incredibly accurate longbow (+3 when used by Diana only), and her magic sword (+3, returns to her hands when thrown, appears to deflect or disrupt some forms of magic) which may possibly be Excalibur, nobody is entirely sure. Needless to say her hands and feet are lethal weapons, and she can use her Mystic Powers to boost her martial arts and marksmanship (see notes). Nevertheless Diana will always try to disarm or knock out her opponents, to do this simply tell the referee that you are fighting to disarm or stun, not kill. Diana's leathers act as armour, absorbing the first hit of any attack.

Notes: Diana's Mystic Powers of Royalty protect her clothing from dirt ("How do you know she's a princess?" "She isn't covered in shit...") and allow her to heal some diseases by laying on her hands (replacing the Healing attribute), but their main effect is to boost her combat and athletic capabilities, speed, and strength, but only in unusually difficult situations. She needs at least one round without combat to meditate and achieve this heightened mystical state, once she has done so she can combine the attributes. Her Mystic Powers can also boost her charisma.

