



HIT POINTS

44



NAME

**Damnette** 

TYPE Humanoid



M STR

MENTAL STRENGTH

9

MOD:

NOTES:



INT

INTELLEGENCE

13

1,

DEX

EXTERITY

16\*

MOD:

NOTES:



CHA

11

MOD:

NOTES: Max 4 Followers



MOD:

MOD:

CON

15

NOTES:

NOTES:

P STR

12

D: NOTES:



#### PHYSICAL MUTATIONS

Radiated Eyes (3d6 Damage)

**Heat Generation (4d6 Searing Damage)** 

**Oversized Body Parts** 

# **MENTAL MUTATIONS**

Weather Manipulation

Intuition

Poor Dual Brain (D)

Complete Mental Block - Technology

CRYPTIC ALLIANCE

### **WEAPONS**

Barbwire Bola (1d4/H Damage)

Steel Plate Codpiece (Acts as Steel Plate, AC 4)

## RELICS

Laser Tiara (Acts as Stun Rifle, Max Rage 200 Meters)

#### BIO

Damnette is a post-apocalyptic "90s Bad Girl" on an End-of-the-World mission! With heat-generating and weather-manipulating mutant powers, she also shoots white-hot laserbeams from her multiple sets of eyeballs.

While Damnette is a totally bad ass like all the best 90s
Bad Girls always are, a poor dual brain mutation leads to
some preposterous dialogue choices. And she is also
often prone to debilitating wardrobe malfunctions.
But Damnette doesn't care!

### **JAMES' NOTES**

Ken totally loves trashy comics like TAROT and Danzig's VEROTIK books, as well as the giant boob wearing Jimbo The Drag Queen, so when he rolled "Enlarged Body Part" I knew exactly what he was going to have me draw! Her look is inspired by Wendy O. Williams, Marshal Law, and me asking "Okay, who would Danzig really want to fuck?"

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