

BLACK-WIDOW

Val CharNotes 18 STR13- Lift 303.1kg; 3 ½d6 [2] 25 DEX14- OCV: 8/DCV: 8 18 CON13- 18 INT13- PER Roll 13- 25 EGO14- ECV: 8 25 PRE14- PRE Attack: 5d6 6 SPDPhases: 2, 4, 6, 8, 10, 12 8+8 PDTotal: 8/16 PD (0/8 rPD) 8+8 EDTotal: 8/16 ED (0/8 rED) 12 REC- 50 END- 13 BODY- 50 STUNTotal Characteristic Cost: 210 Movement:Running: 9"/18"Leaping: 5"/10"Swimming: 5"/10"Swinging: 8"/32"				Perks Avengers, SHIELD: Access Anonymity (zeroed out) Avengers Datapad: Computer Link SHEILD, Avengers, CIA, etc.: Contact 8- Various Aliases: Deep Cover Various Aliases: False Identity Fringe Benefit: International Police Powers Notes: Fringe Benefit: Federal/National Police Powers, International Driver's License, License to Kill, Passport, Security Clearance Talents Combat Luck (9 PD/9 ED)			
Skills +3 with HTH Combat +3 with all non-combat Skills ← ← ← ←←←← CSI: Science Skill: Forensics 13- Espionage, Marvel Universe, NYC, Russia, Europe, SHIELD: Know: 11- Intel Agencies, Rival Nations and Agencies: Know: 11- Acrobatics 14- Acting 14- Breakfall 14- Bribery 14- Bugging 13- Climbing 14- Combat Driving 14- Computer Programming (Computer Networks) 13- Notes: (Hacking and Computer Security, Personal Computers, Mainframes and Supercomputers, Military Computers) 13- Concealment 13- Contortionist 14- Conversation 17- Cramming (temp learn any one skill) Criminology 13- Cryptography 13- Deduction 13- Defense Maneuver I-IVNotes: A character with this Combat Skill is an expert at moving while in combat. He never allows an attacker a clear shot at his back. This Skill requires a Half-Phase Action to use. When performed, Defense Maneuver offers several benefits. Demolitions 13- Disguise 13- Electronics 13- Fast Draw 14- Feint 14- Forgery (Documents, Credit Cards, Other (General)) 13- Gambling 13- Total Powers & Skill Cost: 365				More Skills High Society 14- Interrogation 14- Jack of All Trades 1) Ballerina: Prof: Appraise (2 AP) 11- 2) Spy: Prof: Appraise (2 AP) 11- Linguist: 1) Language: Russian, French, German, English, Spanish, Arabic, Chinese (completely fluent) (3 AP) Lipreading 13- Lockpicking 14- Mimicry 13- Navigation (Air, Land, Marine) 13- Parachuting 14- Paramedics 13- Persuasion 19- ← ←←← manipulator (22 or less w/levels !) Poisoning 13- Research 13- Security Systems 13- Seduction 14- Shadowing 13- Sleight Of Hand 14- Stealth 14- Streetwise 14- Survival (Urban) 13-Notes: Survival (Temprt/Subtropical, Mountain, Underground,) 13- Systems Operation (Sensor Jamming Equipment) 13- Notes: Systems (Communications Systems, Air/Space Traffic Control Systems, Life Support Systems, TranspFam: Common Motorized Ground Vehicles, Copters, Large Planes Tactics 13- Teamwork 14- Tracking 13- Ventriloquism 13- WpnFam: Small Arms Total Cost: 575			
Powers Equipment, all slots In-dependent, O-IF, Only In Heroic-Identity 1) Armor (8 PD/8 ED) (24 AP); 0 2) Darts: Killing Attack Ranged 3d6 (45 AP); 4 Charges, [4ch] 3) Taser: Energy Blast 7d6, No Normal Defense ([Extraordinarily Common Defense]; Insulated, Non-Humanoid, etc) (52 AP); Real Weapon, Limited Range (Swing Line), 5 4) Widow's Bites: Energy Blast 8d6, Armor Piercing, Reduced Endurance (0 END) (80 AP); Real Weapon, 5) Smoke Bombs: (Total: 93 Active Cost, 19 Real Cost) Change Environment 2" radius (-7 to Smell/Taste Group PER Rolls, Long-Lasting 20 Minutes, Varying Combat Effects) (43 AP); 4 Charges, (Real Cost: 9) plus Sight, Hearing and Smell/Taste Groups Flash 8d6 (50 AP); 4 Charges, (Real Cost: 10) [4ch] 6) Contact Lenses: Sight Group Flash Defense (7 points) (7 AP); 7) Ear Buds: Hearing Group Flash Defense (7 points) (7 AP); 0 8) Gloves & Pads: Clinging (normal STR) (10 AP); 0 9) Widow's Web-line: Swinging 8", x4 Noncombat (13 AP); 1 10) Communicard: Radio Listen/Transmit, IIF (Avengers Comm.Card) (3 AP);				Martial Arts ocv/dcv effects - Martial Block +2 +2 Block, Abort Martial Dodge -- +5 Dodge, Affects All Attacks, Abort Martial Strike +0 +2 6 ½d6 Strike Martial Disarm -1 +1 Disarm; 33 STR to Disarm Reversal -1 -2 38 STR to Escape; Grab Two Limbs Martial Escape +0 +0 38 STR vs. Grabs Legsweep +2 -1 5 ½d6 Strike, Target Falls Defen. Strike +1 +3 4 ½d6 Strike (Spin Kick) +1 HTH Damage Class(es) (included) Ranged Disarm (Widow-Bite to wrist) +0 +0 Disarm, +3 DC to Disarm			

350+ **Complications**
Hunted-: all other Intel Agencies & Nations, KGB, Stazi, MI5-
Distinctive Features: gorgeous
Psychological Limitation: manipulative
Social Limitation: secret IDs Natasha, Natalia, etc.
Reputation: destroyer of men, KGB honey-trap, double-agent
Rivalry: other detectives & spies
Social Limitation: Rep: Heartless Assassin
Heavily Trained & Experienced: Old School
Watched: by everyone else
75 Experience Points

Total Complications Points: 575



Natasha was born in [Stalingrad](#) (now Volgograd), [Russia](#). The first and best-known Black Widow is a [Soviet](#) agent trained as a [spy](#), [martial artist](#), and [sniper](#), and outfitted with an arsenal of high-tech weaponry, including a pair of wrist-mounted energy weapons dubbed her "Widow's Bite". She wears no costume during her first few appearances but simply [evening wear](#) and a veil. Romanova eventually defects to the U.S. for reasons that include her love for the reluctant-criminal turned superhero [archer](#), [Hawkeye](#). Romanova's parents were killed in a fire when Romanova was a child. She was saved from death herself by **Ivan Petrovitch**, who raised her as a surrogate father.

Later still, she begins freelancing as an agent of the international espionage group [S.H.I.E.L.D.](#) She is sent on a secret S.H.I.E.L.D. mission to China by [Nick Fury](#). There, with the Avengers, she battles Col. Ling, Gen. Brushov, and her ex-husband the [Red Guardian](#).[\[16\]](#) For a time, as writer [Les Daniels](#) noted in a contemporaneous study in 1971, ...her left-wing upbringing was put to better use, and she has lately taken to fighting realistic oppressor-of-the-people types. She helps young [Puerto Ricans](#) clean up police corruption and saves young [hippies](#) from [organized crime](#). [...] [The splash page of [Amazing Adventures](#) No. 3 (Nov. 1970)] reflects the recent trend toward involving fantastic characters in contemporary social problems, a move which has gained widespread publicity for Marvel and its competitor, [DC](#).[\[17\]](#) During her romantic involvement with Matt Murdock in San Francisco, she operates as an independent superhero alongside Murdock's alter ego, [Daredevil](#).[\[18\]](#) There she tries unsuccessfully to find a new career for herself as a fashion designer. Eventually, her relationship with Murdock stagnates, and after briefly working with Avengers finally breaks up with Murdock.[\[19\]](#) During a HYDRA attempt to take over S.H.I.E.L.D., she is tortured to such an extent that she regresses back to an old cover identity of schoolteacher Nancy Rushman, but she is recovered by [Spider-Man](#) in time to help Nick Fury and [Shang-Chi](#) work out what had happened and restore her memory,

The Avengers

Romanova grows up to serve as a femme fatale. She was assigned to assist [Boris Turgenov](#) in the assassination of [Professor Anton Vanko](#) for defecting from the Soviet Union, which served as her first mission in the United States. Natasha and Turgenov infiltrated [Stark Industries](#) as part of the plan.[\[7\]](#) She attempted to manipulate information from American [defense contractor](#) Tony Stark, and inevitably confronted his superhero alter ego, [Iron Man](#). The pair then battled Iron Man, and Turgenev steals and wears the Crimson Dynamo suit. Vanko sacrificed himself to save Iron Man, killing Turgenev in the process, using an unstable experimental laser light pistol.[\[8\]](#) Romanova later meets the criminal archer [Hawkeye](#) and sets him against Iron Man,[\[9\]](#) and later helped Hawkeye battle Iron Man.[\[10\]](#)

Natasha once more attempted to get Hawkeye to help her destroy Iron Man. The pair almost succeeded, but when Black Widow was injured, Hawkeye retreated to get her to safety.[\[11\]](#) During this period, Romanova was attempting to defect from the Soviet Union and began falling in love with Hawkeye, weakening her loyalty to her country. When her employers learned the truth, the [KGB](#) had her gunned down, sending her to a hospital, convincing Hawkeye to go straight and seek membership in the [Avengers](#).[\[12\]](#)[\[13\]](#)

The Red Room kidnaps and [brainwashes](#) her again, and with the [Swordsman](#) and the first [Power Man](#), she battles the Avengers.[\[14\]](#) She eventually breaks free from her psychological conditioning (with the help of Hawkeye), and does successfully defect, having further adventures with Spider-Man, with Hawkeye and with Daredevil.[\[volume & issue needed\]](#) She ultimately joins the Avengers as a costumed heroine herself.[\[15\]](#)