NAME: Black Scorpion
PLAYER:

VALUE	CHAR	COST	BASE	PTS
20	Strength	x1	10	10
20	Dexterity	x3	10	30
15	Constitution	x2	10	10
8	Body	x2	10	-4
13	Intelligence	x1	10	3
15	Ego	x2	10	10
19	Presence	x1	10	9
24	Comeliness	x1/2	10	7
5	Physical Def	ex1	4	1
4	Energy Defens	x1	3	1
4	Speed	x10	3.0	10
8	Recovery	x2	7	2
34	Endurance	x1/2	30	2
28	Stun	x1	26	2
	Characteristics Cost:			93

STR Roll: 13-   Run   6"
DEX Roll: 13-   Swim   2"
INT Roll: 12-   Jump   4"
EGO Roll: 12-
PER Roll: 12-

Experience: 0

DISADVANTAGES   BASE: 100+PTS
Distinctive,"Dashing   10
 blonde guy",concealable,
 minor
Distinctive,"Detects as a   10
 mutant",easily
 concealable,major
Hunted,"Law enforcement",   25
 as powerful,non-combat
 influence,harsh,appear
 14-
Psych Lim,"Loner, dislikes   15
 working with others",very
 common,moderate
Psych Lim,"Vengeful",   15
 common,strong
Psych Lim,"Always keeps a   20
 contract",common,total
Rep,"International super   20
 spy",occur 14-,extreme
 reputation
Rivalry,"Other super   5
 spies",professional
Secret ID   15
Watched,"Employer",more   15
 powerful,non-combat
 influence,harsh,appear
 14-

Disadvantages Total :   150
Experience Spent +   0
Total Points =   250

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PTS	POWERS	END
10	+0 STR Clinging	
30	Invisibility (Light),0	
	END(+1/2)	0
20	MP (25),No Knockback	
	(-1/4)	
2u	4D6 HA,"Claws",0 END	
	(+1/2)	0
2u	1D6+1 RKA (Light),	
	"Sting",1/2 END(+1/4)	1

==Perks==
15 Money,filthy rich
==Skills==
 3 Climbing 13-
 9 Computer Programming
   15-
 3 Electronics 11-
 3 Lang: Spanish,fluent
   w/accent
16 2 Levels,all combat
 3 Lockpicking 13-
 4 Martial Dodge
 4 M Strike
 7 Mechanics 13-
 3 Persuasion 13-
 3 Stealth 13-
 1 TF,Small (Cars)
 2 WF,Swords,Pistols
==Talents==
 5 1D6 Luck
==Equipment==
12 6/6 Armor,OIF(-1/2)

157 : **Powers Total**
 93 + **Characteristic Total**
250 = **Total Cost**

Base OCV: 7   Base DCV: 7
Adjustment +   Adjustment +
Final OCV =   Final DCV =

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	
Martial Dodge	1/2	+0	+5	
M Strike	1/2	+0	+2	6D6

Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10

DEX: 20   SPD: 4   ECV: 5

Phases - - 3 - - 6 - - 9 - - 12

PD/rPD 11/ 6 ED/rED 10/ 6

END: 34   STUN: 28   BODY: 8

3D6	Loc	StunX	NStun	BodyX	CV	Armor
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x1/2	x1/2	-6	
7-8	Arms	x2	x1/2	x1/2	-5	
9	Shoulders	x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1 1/2	x1	-7	
13	Vitals	x4	x1 1/2	x2	-8	
14	Thighs	x2	x1	x1	-4	
15-16	Legs	x2	x1/2	x1/2	-6	
17-18	Feet	x1	x1/2	x1/2	-8	

NOTES
Last updated November 23rd,
2016 by Mathew R. Ignash.
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Villains Unlimited (501) p134
Name: Sean O'Donnel
Gender: Male
Species: Human mutant