VALUE	CHAR	COST	BASE	PTS
20	Strength	x1	10	10
17	Dexterity	x3	10	21
20	Constitution	x2	10	20
12	Body	x2	10	4
13	Intelligence	x1	10	3
11	Ego	x2	10	2
13	Presence	x1	10	3
4	Comeliness	x1/2	10	-3
33	Physical Defe	x1	4	29
27	Energy Defens	x1	4	23
4	Speed	x10	2.7	13
16	Recovery	x2	8	16
40	Endurance	x1/2	40	0
32	Stun	x1	32	0
	Characteristics Cost:			141

NAME: Brother Basilisk
PLAYER: (GSVC p26)

STR Roll: 13-	Run	6"
DEX Roll: 12-	Swim	2"
INT Roll: 12-	Jump	4"
EGO Roll: 11-		
PER Roll: 12-		

Experience: 0

DISADVANTAGES   BASE: 86+PTS

Distinctive,"Detects as a mutant",easily concealable,major	10
Distinctive,"Inhuman looks",easily concealable,major	10
Hunted,"Burbank based hero group",more powerful, non-combat influence, harsh,appear 8-	20
Hunted,"Mutant villian group",more powerful, non-combat influence, harsh,appear 8-	20
Physical Lim,"Hunchback", infrequently,slightly	5
Psych Lim,"Code vs. killing",uncommon,strong	10
Psych Lim,"Hates normal people",very common, strong	20
Psych Lim,"Likes to keep his victims around",very common,strong	20
Susc,"Takes STUN from all Flash attacks",common, effect is instant,3D6	20
Unluck,3D6	15
Vuln,"Sonic attacks", uncommon,x2 stun	10
Vuln,"Sonic attacks", uncommon,x2 body	10

PTS	POWERS	END
15	15/15 Damage Resistance	
48	12D6 EB,14- Activation(-1/2), Cannot use if blinded (-1/4),5-6 Charges (-3/4),NND(+1), Defense: Force Field	0
40	12D6 Entangle,5-6 Charges(-3/4),14- Activation(-1/2), Cannot use if blinded (-1/4),Linked(-1/2), "to Energy Blast" ==Skills==	0
12	4 Levels: EB/Entangle power,tight group	

Base OCV: 6   Base DCV: 6
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	

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

DEX: 17   SPD: 4   ECV: 4

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

PD/rPD 33/ 15 ED/rED 27/ 15

END: 40   STUN: 32   BODY: 12

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

Disadvantages Total :	170	
Experience Spent +	0	
Total Points =	256	

115 : Powers Total	
141 + Characteristic Total	
256 = Total Cost	