NAME: Kufi PLAYER:

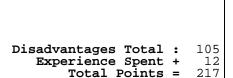
VALUE	CHAR	COST	BASE	PTS		
40/45	Strength	x1	10	30		
18			10	24		
23	Constitut	tion x2	10	26		
15/16	Body	x2	10	10		
5	Intellige	ence x1	10	-5		
8	Ego	x2	10	-4		
20	Presence	x1	10	10		
6	Comelines	ss x1/2	2 10	-2		
20	Physical	Defex1	8	12		
15		efensx1	5	10		
4				12		
15	Recovery	x2	13	4		
	Endurance			0		
46/47	Stun	x1	47	-1		
Characteristics Cost: 126						
amp p	-11. 10	D		<u></u>		
	<b>oll:</b> 18-	Run		6"		
	oll: 13-	Swim		2"		
INT R	oll: 10-	Jump		9 "		

## Experience: 12

EGO Roll: 11-

PER Roll: 10-

DISADVANTAGES BASE: 100+ Berserk, "Sight of own blood", uncommon, occur 11-, recover 14-	<b>PTS</b> 10
Distinctive, "Snake woman",	20
concealable,extreme Enraged,"Pack Master attacked",uncommon,occur 14-,recover 11-	10
Enraged, "In combat", very common, occur 11-, recover 14-	10
Hunted, "Police", as powerful, non-combat	15
influence, harsh, appear 8- Psych Lim, "Loves taste of blood", uncommon, strong	10
Psych Lim, "Protective of Pack Master", common, moderate	10
Psych Lim, "Animal tendencies", common, moderate	10
Watched, "Supreme Serpent", more powerful, non-combat influence, harsh, appear 8-	10



Total Points =



PTS	S POWERS	END
5	5/5 Damage Resi	stance
7	1 LVLS Growth (	stats

already included),
Always On(-1/2),0 END Persistent(+1)

30 1 1/2D6 HKA, Reduced Penetration(-1/4), Penetrating(+1/2)

10 5" KB Resist ==Skills==

3 Climbing 13-3 KS: Sign Language 12-0 PS: VIPER Agent 8-

3 Stealth 13-

==Talents== 9 13- Combat Sense

3 Double Jointed

2 Immunity, fairly common, Desc: Snake Venom

==Equipment==

10 5/5 Armor, OIF(-1/2) 3 5 Flash Defense, Sight Group,OIF(-1/2)

3 Radio XMIT/REC,OIF (-1/2)

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
D	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
0	Move Through	1/2	-v/5	-3	STR + v/3
	Set	1	+1	+0	

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

DEX: 18 SPD: 4 ECV: 3 Phases - - 3 - - 6 - - 9 - - 12 PD/rPD 25/ 10 ED/rED 20/ 10 END: 46 STUN: 47 BODY: 16

Loc	StunX	NStun	BodyX	CV	Armor
Head	x5	x2	x2	-8	
Hands	x1	x1/2	x1/2	-6	
Arms	x2	x1/2	x1/2	-5	
Shoulder	s x3	x1	x1	-5	
Chest	x3	x1	x1	-3	
Stomach	x4	x1 1/2	x1	-7	
Vitals	x4	x1 1/2	x2	-8	
Thighs	x2	x1	x1	-4	
Legs	x2	x1/2	x1/2	-6	
Feet	x1	x1/2	x1/2	-8	
	Head Hands Arms Shoulder Chest Stomach Vitals Thighs Legs	Head         x5           Hands         x1           Arms         x2           Shoulders         x3           Chest         x3           Stomach         x4           Vitals         x4           Thighs         x2           Legs         x2	Head         x5         x2           Hands         x1         x1/2           Arms         x2         x1/2           Shoulders         x3         x1           Chest         x3         x1           Stomach         x4         x1 1/2           Vitals         x4         x1 1/2           Thighs         x2         x1           Legs         x2         x1/2	Head         x5         x2         x2           Hands         x1         x1/2         x1/2           Arms         x2         x1/2         x1/2           Shoulders         x3         x1         x1           Chest         x3         x1         x1           Stomach         x4         x1 1/2         x1           Vitals         x4         x1 1/2         x2           Thighs         x2         x1         x1           Legs         x2         x1/2         x1/2	Head         x5         x2         x2         -8           Hands         x1         x1/2         x1/2         -6           Arms         x2         x1/2         x1/2         -5           Shoulders         x3         x1         x1         -5           Chest         x3         x1         x1         -3           Stomach         x4         x1 1/2         x1         -7           Vitals         x4         x1 1/2         x2         -8           Thighs         x2         x1         x1         -4           Legs         x2         x1/2         x1/2         -6

## NOTES

VIPER (425) p94 Name: April Runningwater Species: Human mutate

Gender: Female Height 7 feet 5 inches Weight: 350 pounds

Hair: None Eyes: Yellow

Team: VIPER/Snake Pack



91 : Powers Total

126 + Characteristic Total 217 = Total Cost