

NAME: Stealth				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
20	Strength	x1	10	10
26	Dexterity	x3	10	48
28	Constitution	x2	10	36
10	Body	x2	10	0
13	Intelligence	x1	10	3
14	Ego	x2	10	8
15	Presence	x1	10	5
10	Comeliness	x1/2	10	0
15	Physical Defex	x1	4	11
15	Energy Defens	x1	6	9
5	Speed	x10	3.6	14
11	Recovery	x2	10	2
56	Endurance	x1/2	56	0
34	Stun	x1	34	0
Characteristics Cost:				146
STR Roll: 13-	Run			6"
DEX Roll: 14-	Swim			2"
INT Roll: 12-	Jump			4"
EGO Roll: 12-	Flight			15"
PER Roll: 18-				
Experience: 67				
DISADVANTAGES BASE: 200+PTS				
Distinctive, "Wings", not concealable, major				20
Hunted, "Super hero", more powerful, harsh, appear 8-				15
Hunted, "UNTIL", more powerful, harsh, appear 8-				15
Physical Lim, "Bulky wings", frequently, slightly				10
Psych Lim, "Always obeys orders", very common, moderate				15
Psych Lim, "No sense of humor", very common, moderate				15
Public ID, "Steven Gahan" Rep, "VIPER agent", occur 8-, extreme reputation				10
Watched, "VIPER", more powerful, non-combat influence, harsh, appear 14-				15
Disadvantages Total :				125
Experience Spent +				67
Total Points =				392

VIPER

PTS	POWERS	END
5	Discriminatory, Smell	
18	+6 Enhanced PER, with all senses	
40	15" Flight, x8 Non-Combat, Restrainable(-1/2), 0 END(+1/2)	0
5	2" Stretching, Only with wings(-1)	1
20	Targeting Sense, Smell ==Skills==	
24	Damage Class +6DC	
8	2 Levels: DCV, related group, Only in flight (-1/4)	
10	1 Levels, all skills	
4	Martial Block	
4	Martial Disarm	
4	Martial Dodge	
4	M Strike	
0	PS: VIPER Agent 8-	
6	4 Rng Levels: Blaster	
3	Stealth 14-	
3	Tactics 12- ==Talents==	
3	Bump Of Direction	
15	11- Danger Sense, able to sense	
5	Defense Maneuver	
3	Lightsleep ==Equipment==	
20	10/10 Armor, OIF(-1/2)	
30	12D6 EB, "Blaster", OAF(-1), 9-12 Charges (+1/4), recoverable, No Knockback(-1/4), 15-Activation(-1/4)	0
3	5 Flash Defense, Sight Group, OIF(-1/2)	
3	IR Vision, OIF(-1/2)	
3	8 Mental Defense, OIF(-1/2)	
3	Radio XMIT/REC, OIF(-1/2)	

246 : Powers Total
146 + Characteristic Total
392 = Total Cost

Base OCV: 9		Base DCV: 9				
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 Block	1/2	+2	+2			
Martial Disarm	1/2	-1	+1	60 STR		
Martial Dodge	1/2	+0	+5			
M Strike	1/2	+0	+2	12D6		
Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10
DEX: 26 SPD: 5 ECV: 5						
Phases - - 3 - 5 - - 8 - 10 - 12						
PD/rPD 25/ 10 ED/rED 25/ 10						
END: 56 STUN: 34 BODY: 10						
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						
0 VIPER (425) p105						
Name: Steven Gahan						
Species: Human mutate						
Gender: Male						
Height: 6 feet						
Hair: Black						
Eyes: Blue						
Team: VIPER						