

NAME: Viper Elite Air-Cavalry
PLAYER:

VALUE	CHAR	COST	BASE	PTS
15	Strength	x1	10	5
18	Dexterity	x3	10	24
18	Constitution	x2	10	16
11	Body	x2	10	2
13	Intelligence	x1	10	3
11	Ego	x2	10	2
15	Presence	x1	10	5
10	Comeliness	x1/2	10	0
5	Physical Defex	x1	3	2
5	Energy Defens	x1	4	1
4	Speed	x10	2.8	12
7	Recovery	x2	7	0
36	Endurance	x1/2	36	0
28	Stun	x1	28	0
Characteristics Cost:				72

STR Roll: 12-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 12-	Jump	3"
EGO Roll: 11-	Flight	15"
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE:	109+PTS
Distinctive, "VIPER uniform", easily concealable, major Hunted, "PRIMUS", as powerful, non-combat influence, harsh, appear 8-		10
Hunted, "UNTIL", as powerful, non-combat influence, harsh, appear 8-		15
Psych Lim, "Loves combat", common, strong		15
Psych Lim, "Always obeys superiors", common, strong		15
Psych Lim, "Loyal to VIPER", uncommon, moderate Rep, "Ruthless", occur 8-, extreme reputation		5
Secret ID		10
		15

Disadvantages Total : 100
Experience Spent + 0
Total Points = 209

VIPER

PTS POWERS END

- ==Skills==
- 3 Breakfall 13-
- 8 Damage Class +2DC
- 4 Martial Block, "Kung-Fu Block"
- 4 Martial Disarm, "Judo Disarm"
- 4 M Strike, "Boxing Cross"
- 3 Martial Throw, "Aikido Throw"
- 3 2 Rng Levels: Gun
- 15 Skills
- ==Talents==
- 3 12- Combat Sense
- ==Equipment==
- 20 10/10 Armor, OIF(-1/2)
- 3 5 Flash Defense, Sight Group, OIF(-1/2)
- 30 15" Flight, OIF(-1/2), 0 END(+1/2)
- 7 HR Radio, OIF(-1/2)
- 30 PKG, "Weapon of choice"
- (30) 6D6 EB, "VR-10 Fat Lady", OAF(-1), AVL(+1/2), Defense: Flash Defense, 5-6 Charges (-1/2), 2 Clips
- (30) 4 1/2D6 Entangle, "TC-01 Slimer", 3 Charges(-1), 2 Clips, OAF(-1), Area Effect (+1/2), Sticky(+1/2)
- (30) 3D6 RKA, "U-500 Hellfire", 14-Activation(-1/4), burnout, OAF(-1), 5-6 Charges(-3/4), Area Effect(+1), radius
- (30) 2D6 RKA, "VR-110 Stitcher", 14-Activation(-1), jammed, 17-32 Charges(+1/4), x10 Autofire(+3/4)

137 : **Powers Total**
72 + **Characteristic Total**
209 = **Total Cost**

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	
Martial Block	1/2	+2	+2	
Martial Disarm	1/2	-1	+1	35 STR
M Strike	1/2	+0	+2	7D6
Martial Throw	1/2	+0	+1	5D6 + v/5

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

DEX: 18 SPD: 4 ECV: 4
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 15/ 10 ED/rED 15/ 10
END: 36 STUN: 28 BODY: 11

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 October 7th, 2016
by Mathew R. Ignash
-
VIPER (425) p72
Species: Human
Team: VIPER

