NAME: Viperia - high PLAYER:		
VALUECHARCOSTBASE80Strengthx11026Dexterityx31040Constitutionx21020Bodyx21023Intelligencex110	PTS 70 48 60 20 13	VIP
20 Ego x2 10	20	PTS POWER
30 Presence x1 10 20 Comeliness x1/2 10	20 5	60 50% Damage R (ED & PD), r
34 Physical Defex1 16	18	20 20/20 Damage
30 Energy Defensx1 8 9 Speed x10 3.6	22 54	Resistance 7 30 ED,x1 Hard
24 Recovery x2 24	0	(+1/4)
120 Endurance x1/2 80 120 Stun x1 80	20 40	12 +4 Enhanced 1 all senses
Characteristics Cost:	410	16 8 Flash Defe & Hearing Gr
STR Roll: 25- Run	б"	5 IR Vision
DEX Roll: 14- Swim INT Roll: 14- Jump	2" 16"	20 10" KB Resis 30 Life Support
EGO Roll: 13-	ΞŪ	3 Mental Aware
PER Roll: 18-		21 25 Mental De: 305 MP (305)
Experience: 875		4u Desolid,cann
DISADVANTAGES BASE: 200-	+PTS	thru solids, (+1/2)
Distinctive,"Detects as a mutant",easily concealable,major	10	11u 12D6 Dispel, Breath - dis fire",vs SFX
Hunted, "DEMON", as	10	powers)
powerful,harsh,appear 8- Psych Lim,"Hatred of	20	8u 10D6 EB,No Ra (-1/2),Double
magicians",common,total	20	Knockback(+3
Psych Lim,"Overconfident", common,total	20	END(+1/4),Ex] (+1/2)
Public ID,"Lily King" Vuln,"Magic attacks",	10 10	10u 30" Flight,x Non-Combat,0
common,x1 1/2 stun		12u PKG,4D6 EB,N
Vuln,"Magical attacks", common,x2 body	20	Defense: Flag vs. hearing,
Vuln,"Magical Drains and	20	Effect(+1),r
Transfers",common,x2 effect		Flash,Hearing Effect(+1),r
Watched,"VIPER",as	13	9u 5D6 RKA,"Hea
powerful,non-combat influence,harsh,appear		No Knockback END(+1/2)
14-	13	10u +30" Running Non-Combat,0
Watched,"Malachite",as powerful,non-combat	т 3	6u +30" Swimming
influence,harsh,appear 14-		Non-Combat,0 10u 13" Tunnelin
		Increased De
		20 N-Ray Vision Substance: L
		8 34 PD,x1 Har
		(+1/4) 20 20 Power Def
		3 Radio Hearing
		120 80 STR,x5 Au (+1/2),1/2 E
		Affects Deso
		Indirect(+1/- 20 Targeting Se
		Hearing 3 Ultra Hearing
		5 UV Vision
		==Skills== 3 KS: VIPER 14
		based)
		30 3 Levels,all
Digadwantagag matal	116	211 · Doword Wet
Disadvantages Total : Experience Spent +	146 875	
Total Points = 1	1221	1221 = Total Cost

VIPFR		Adju Fin
S POWERS 50% Damage Reduction (ED & PD), resistant 20/20 Damage Resistance 30 ED,x1 Hardened (+1/4) +4 Enhanced PER,with	END	Maneuvo Block Brace Disarm Dodge Grab Haymake Move By Move Th Set
all senses 8 Flash Defense, Sight		Rang RMod
& Hearing Group IR Vision 10" KB Resist Life Support - Full Mental Awareness 25 Mental Defense MP (305)		DEX: Phas PD/r END:
Desolid,cannot pass thru solids,0 END (+1/2)	0	
12D6 Dispel,"Freeze Breath - dispels fire",vs SFX (all powers)	11	3D6 3-5 6 7-8
10D6 EB,No Range (-1/2),Double Knockback(+3/4),1/2 END(+1/4),Explosion		9 10-11 12 13
(+1/2) 30" Flight,x8 Non-Combat,0 END(+1/2) PKG,4D6 EB,NND(+1), Defense: Flash Defense	6 0	14 15-16 17-18
Defense: Flash Defense vs. hearing,Area Effect(+1),radius,3D6 Flash,Hearing,Area Effect(+1),radius	12	VIPE Name Spec Gend
5D6 RKA, "Heat Vision", No Knockback(-1/4),0 END(+1/2) +30" Running,x8	0	Hair Eyes Team
Non-Combat,0 END(+1/2) +30" Swimming,x8	0 0	
Non-Combat,0 END(+1/2) 13" Tunneling,13 DEF Increased Def N-Ray Vision,	3	
Substance: Lead 34 PD,x1 Hardened (+1/4) 20 Power Defense		
Radio Hearing 80 STR,x5 Autofire (+1/2),1/2 END(+1/4), Affects Desolid(+1/2),	٨	
Indirect(+1/4) Targeting Sense, Hearing Ultra Hearing UV Vision	4	
UV Vision ==Skills== KS: VIPER 14-,(INT based) 3 Levels,all skills		
: Powers Total + Characteristic Total = 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 $/2$ Move Through $1/2$ $-v/5$ -3 STR $+ v/3$ Set 1 $+1$ $+0$
Rang<4<8<16<32<64<128RMod-0-2-4-6-8-10
DEX: 26 SPD: 9 ECV: 7 Phases - 2 3 4 - 6 7 8 - 10 11 12 PD/rPD 34/ 20 ED/rED 30/ 20 END: 120 STUN: 120 BODY: 20
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 x11/2 x1 -7 13 Vitals x4 x11/2 x1 -7 14 Thighs x2 x1 x1 -4 15-16 Legs x2 x1/2 x1/2 -6 17-18 Feet x1 x1/2 x1/2 -8 VIPER (425) p131 Species: Human mutant<