

NAME: Viperia - high
PLAYER:

VALUE	CHAR	COST	BASE	PTS
80	Strength	x1	10	70
26	Dexterity	x3	10	48
40	Constitution	x2	10	60
20	Body	x2	10	20
23	Intelligence	x1	10	13
20	Ego	x2	10	20
30	Presence	x1	10	20
20	Comeliness	x1/2	10	5
34	Physical Defex	x1	16	18
30	Energy Defens	x1	8	22
9	Speed	x10	3.6	54
24	Recovery	x2	24	0
120	Endurance	x1/2	80	20
120	Stun	x1	80	40
Characteristics Cost:				410

STR Roll: 25-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 14-	Jump	16"
EGO Roll: 13-		
PER Roll: 18-		

Experience: 875

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Hunted, "DEMON", as powerful, harsh, appear 8-		10
Psych Lim, "Hatred of magicians", common, total		20
Psych Lim, "Overconfident", common, total		20
Public ID, "Lily King"		10
Vuln, "Magic attacks", common, x1 1/2 stun		10
Vuln, "Magical attacks", common, x2 body		20
Vuln, "Magical Drains and Transfers", common, x2 effect		20
Watched, "VIPER", as powerful, non-combat influence, harsh, appear 14-		13
Watched, "Malachite", as powerful, non-combat influence, harsh, appear 14-		13
Disadvantages Total : 146		
Experience Spent + 875		
Total Points = 1221		

VIPER

PTS	POWERS	END
60	50% Damage Reduction (ED & PD), resistant	
20	20/20 Damage Resistance	
7	30 ED, x1 Hardened (+1/4)	
12	+4 Enhanced PER, with all senses	
16	8 Flash Defense, Sight & Hearing Group	
5	IR Vision	
20	10" KB Resist	
30	Life Support - Full	
3	Mental Awareness	
21	25 Mental Defense	
305	MP (305)	
4u	Desolid, cannot pass thru solids, 0 END (+1/2)	0
11u	12D6 Dispel, "Freeze Breath - dispels fire", vs SFX (all powers)	11
8u	10D6 EB, No Range (-1/2), Double Knockback(+3/4), 1/2 END(+1/4), Explosion (+1/2)	6
10u	30" Flight, x8 Non-Combat, 0 END(+1/2)	0
12u	PKG, 4D6 EB, NND(+1), Defense: Flash Defense vs. hearing, Area Effect(+1), radius, 3D6 Flash, Hearing, Area Effect(+1), radius	12
9u	5D6 RKA, "Heat Vision", No Knockback(-1/4), 0 END(+1/2)	0
10u	+30" Running, x8 Non-Combat, 0 END(+1/2)	0
6u	+30" Swimming, x8 Non-Combat, 0 END(+1/2)	0
10u	13" Tunneling, 13 DEF Increased Def	3
20	N-Ray Vision, Substance: Lead	
8	34 PD, x1 Hardened (+1/4)	
20	Power Defense	
3	Radio Hearing	
120	80 STR, x5 Autofire (+1/2), 1/2 END(+1/4), Affects Desolid(+1/2), Indirect(+1/4)	4
20	Targeting Sense, Hearing	
3	Ultra Hearing	
5	UV Vision	
	==Skills==	
3	KS: VIPER 14-, (INT based)	
30	3 Levels, all skills	

811 : Powers Total
410 + Characteristic Total
1221 = 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	

Rang	<4	<8	<16	<32	<64	<128
RMod	-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	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
VIPER (425) p131
Name: Lily King
Species: Human mutant
Gender: Female
Hair: Auburn
Eyes: Green
Team: VIPER

