

NAME: Viperia - Low
PLAYER:

VALUE	CHAR	COST	BASE	PTS
60	Strength	x1	10	50
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
30	Physical Defex	x1	12	18
30	Energy Defens	x1	8	22
6	Speed	x10	3.6	24
20	Recovery	x2	20	0
80	Endurance	x1/2	80	0
70	Stun	x1	70	0
Characteristics Cost:				300

STR Roll: 21-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 14-	Jump	12"
EGO Roll: 13-		
PER Roll: 18-		

Experience: 534

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 + 534
Total Points = 880

VIPER

PTS	POWERS	END
20	20/20 Damage Resistance	
12	+4 Enhanced PER, with all senses	
8	8 Flash Defense, Sight Group	
8	8 Flash Defense, Hearing Group	
5	IR Vision	
20	10" KB Resist	
30	Life Support - Full	
3	Mental Awareness	
10	14 Mental Defense	
230	MP (230)	
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, 3D6 EB, NND (+1), Defense: Flash Defense vs. hearing, Area Effect (+1), radius, 4D6 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	
10	10 Power Defense	
3	Radio Hearing	
60	60 STR, x5 Autofire (+1/2), Affects Desolid (+1/2)	3
20	Targeting Sense, Hearing	
3	Ultra Hearing	
5	UV Vision	
==Skills==		
3	KS: VIPER 14-, (INT based)	
30	3 Levels, all skills	
0	PS: VIPER Agent 8-	

580 : Powers Total
300 + Characteristic Total
880 = 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: 6 ECV: 7
 Phases - 2 - 4 - 6 - 8 - 10 - 12
 PD/rPD 30/ 20 ED/rED 30/ 20
 END: 80 STUN: 70 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

