

NAME: Citadel				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
40/60	Strength	x1	10	30
29	Dexterity	x3	10	57
40	Constitution	x2	10	60
20/24	Body	x2	10	20
10	Intelligence	x1	10	0
10	Ego	x2	10	0
20	Presence	x1	10	10
20	Comeliness	x1/2	10	5
35	Physical Defex	x1	8	27
35	Energy Defens	x1	8	27
6	Speed	x10	3.9	21
16	Recovery	x2	16	0
80	Endurance	x1/2	80	0
63/67	Stun	x1	60	3
Characteristics Cost:				260
STR Roll: 21-	Run			6"
DEX Roll: 15-	Swim			2"
INT Roll: 11-	Jump			12"
EGO Roll: 11-	Flight			10"
PER Roll: 11-				
Experience: 124				
DISADVANTAGES		BASE: 200+PTS		
DNPC, "Sister", normal, appear 8-				10
Distinctive, "Handsome", easily concealable, minor				5
Distinctive, "Detects as a mutant", easily concealable, major				10
Enraged, "Reminded of past scandals", uncommon, occur 11-, recover 8-				10
Hunted, "UNTIL", as powerful, non-combat influence, harsh, appear 11-				20
Hunted, "Superhero team", as powerful, harsh, appear 8-				10
Psych Lim, "Hates press", common, strong				15
Psych Lim, "Wants to humiliate all superheroes", common, strong				15
Psych Lim, "Overconfident", common, moderate				10
Public ID, "Robin Farnol"				10
Rep, "Fallen superhero", occur 11-				10
Unluck, 1D6				5
Watched, "Alien genetic manipulators", as powerful, harsh, appear 8-				5
Watched, "VIPER", as powerful, non-combat influence, harsh, appear 11-				10
Disadvantages Total :		145		
Experience Spent +		124		
Total Points =		469		

VIPER

PTS	POWERS	END
15	15/15 Damage Resistance	
25	10" Flight, 1/2 END (+1/4)	
5	5 Lack Of Weakness	1
40	MP (40)	
4u	8D6 Absorption, "STUN"	
3u	4 LVLS Growth (stats already included), 0 END(+1/2)	
4u	Invisibility, Sight Group, no fringe	0
4u	20 OCV Missile Deflection, deflect all attacks	4
4u	20" Teleport	4
13	Life Support, doesn't breathe, safe in vacuum/pressure	
6	6 Power Defense	
10	+20 PRE, Linked(-1/2), "Growth", Only to attack(-1/2)	
15	60 STR, 1/2 END(+1/4) ==Skills==	0
3	Combat Driving 15-	
3	Conversation 13-	
8	Damage Class +2DC	
3	KS: Kung-Fu 12-	
3	1 Levels: Kung-Fu, tight group	
6	3 Levels: Punch	
2	1 Levels: Flight	
4	Martial Block	
4	Martial Disarm	
4	Martial Dodge	
4	M Strike, "Punch"	
3	Martial Throw	
5	Off Strike, "Leaping Kick"	
3	Seduction 13- ==Equipment==	
3	IR Vision, "Goggles", OIF(-1/2)	
3	Radio XMIT/REC, "Helmet", OIF(-1/2)	
209 : Powers Total		
260 + Characteristic Total		
469 = Total Cost		

Base OCV:10		Base DCV:10				
Adjustment +	Final OCV =	Adjustment +	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	80 STR		
Martial Dodge	1/2	+0	+5			
M Strike	1/2	+0	+2	16D6		
Martial Throw	1/2	+0	+1	14D6 + v/5		
Off Strike	1/2	-2	+1	18D6		
Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10
DEX: 29	SPD: 6	ECV: 3				
Phases - 2 - 4 - 6 - 8 - 10 - 12						
PD/rPD 35/ 15		ED/rED 35/ 15				
END: 80		STUN: 67		BODY: 24		
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) p119						
Name: Robin Farnol						
Species: Human mutant						
Gender: Male						
Height 6 foot 3 inches						
Weight: 230 pounds						
Hair: Light brown						
Eyes: Blue						
Team: VIPER						

