

NAME: Frostburn
PLAYER:

VALUE	CHAR	COST	BASE	PTS
40	Strength	x1	10	30
20	Dexterity	x3	10	30
20	Constitution	x2	10	20
10	Body	x2	10	0
13	Intelligence	x1	10	3
11	Ego	x2	10	2
20	Presence	x1	10	10
10	Comeliness	x1/2	10	0
10	Physical Defex	x1	8	2
8	Energy Defens	x1	4	4
4	Speed	x10	3.0	10
12	Recovery	x2	12	0
40	Endurance	x1/2	40	0
41	Stun	x1	40	1
Characteristics Cost:				112

STR Roll: 17-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 12-	Jump	8"
EGO Roll: 11-		
PER Roll: 12-		

Experience: 23

DISADVANTAGES	BASE:	200+PTS
Distinctive, "VIPER uniform", easily concealable, major		10
Distinctive, "Robotic arms", concealable, major		15
Hunted, "PRIMUS", as powerful, non-combat influence, harsh, appear	8-	15
Psych Lim, "Greedy", common, strong		15
Watched, "VIPER", more powerful, harsh, appear	11-	10

Disadvantages Total : 65
Experience Spent + 23
Total Points = 288

VIPER

PTS	POWERS	END
60	4D6 RKA (Cold), No Range(-1/2), 0 END (+1/2)	0
	==Skills==	
2	KS: VIPER 11-	
3	1 Levels: Guns, tight group	
35	PKG, "Martial Arts - Aikido"	
	(5) Choke Hold	
(12)	Damage Class +3DC	
(5)	Def Strike	
(2)	KS: Aikido 11-	
(4)	Martial Dodge	
(4)	Martial Escape	
(3)	Martial Throw	
3	Streetwise 13-	
3	Tactics 12-	
	==Talents==	
10	11- Find Weakness, Desc: Viper Weapon	
	==Equipment==	
12	8/4 Armor, OIF(-1/2)	
7	2D6 Flash, Sight, 1 Charges(-2), OAF(-1), Explosion(+1/2)	0
3	5 Flash Defense, Sight Group, OIF(-1/2)	
5	7/5 Force Field, OAF(-1), 3 Charges(-1/4), continuing, duration: 5 minutes	0
30	PKG, "Viper Weapon"	
(30)	10D6 EB, "MB-2 Magnetic Blaster Carbine", OAF(-1), 7-8 Charges(0), 4 Clips, 14- Activation(-1/2), Affects Desolid(+1/2)	0
3	Radio XMIT/REC, OIF(-1/2)	

176 : **Powers Total**
112 + **Characteristic Total**
288 = **Total Cost**

Base OCV: 7 Base DCV: 7
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	
Choke Hold	1/2	-2	+0	3 1/2D6
Def Strike	1/2	+1	+3	11D6
Martial Dodge	1/2	+0	+5	
Martial Escape	1/2	+0	+0	70 STR
Martial Throw	1/2	+0	+1	11D6 + v/5

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

DEX: 20 SPD: 4 ECV: 4
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 25/ 15 ED/rED 17/ 9
END: 40 STUN: 41 BODY: 10

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) p35
Species: Human (Cyborg)
Gender: Male
Team: VIPER