

NAME: Kufi - High
PLAYER:

VALUE	CHAR	COST	BASE	PTS
55/60	Strength	x1	10	45
18	Dexterity	x3	10	24
23	Constitution	x2	10	26
15/16	Body	x2	10	10
5	Intelligence	x1	10	-5
8	Ego	x2	10	-4
20	Presence	x1	10	10
6	Comeliness	x1/2	10	-2
25	Physical Defex	x1	11	14
20	Energy Defens	x1	5	15
4	Speed	x10	2.8	12
18	Recovery	x2	16	4
46	Endurance	x1/2	46	0
54/55	Stun	x1	55	-1
Characteristics Cost:				148

STR Roll: 21-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 10-	Jump	12"
EGO Roll: 11-		
PER Roll: 10-		

Experience: 44

DISADVANTAGES	BASE:	100+PTS
Berserk, "Sight of own blood", uncommon, occur 11-, recover 14-		10
Distinctive, "Snake woman", concealable, extreme		20
Enraged, "Pack Master attacked", uncommon, occur 14-, recover 11-		10
Enraged, "In combat", very common, occur 11-, recover 14-		10
Hunted, "Police", as powerful, non-combat influence, harsh, appear 8-		15
Psych Lim, "Loves taste of blood", uncommon, strong		10
Psych Lim, "Protective of Pack Master", common, moderate		10
Psych Lim, "Animal tendencies", common, moderate		10
Watched, "Supreme Serpent", more powerful, non-combat influence, harsh, appear 8-		10

Disadvantages Total : 105
Experience Spent + 44
Total Points = 249

ENEMIES

PTS	POWERS	END
5	5/5 Damage Resistance	
7	1 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
30	1 1/2D6 HKA, Reduced Penetration(-1/4), Penetrating(+1/2)	4
10	5" KB Resist ==Skills==	
3	Climbing 13-	
3	KS: Sign Language 12-	
10	2 Levels: Hand-to-hand combat, related group	
0	PS: VIPER Agent 8-	
3	Stealth 13- ==Talents==	
9	13- Combat Sense	
3	Double Jointed	
2	Immunity, fairly common, Desc: Snake Venom ==Equipment==	
10	5/5 Armor, OIF(-1/2)	
3	5 Flash Defense, Sight Group, OIF(-1/2)	
3	Radio XMIT/REC, OIF(-1/2)	

101 : Powers Total
148 + Characteristic Total
249 = Total Cost

Base OCV: 6 Base DCV: 6
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: 18 SPD: 4 ECV: 3
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 30/ 10 ED/rED 25/ 10
END: 46 STUN: 55 BODY: 16

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) p94
Name: April Runningwater
Species: Human mutate
Gender: Female
Height 7 feet 5 inches
Weight: 350 pounds
Hair: None
Eyes: Yellow
Team: VIPER/Snake Pack