

NAME: Stalwart - Low
PLAYER:

VALUE	CHAR	COST	BASE	PTS
55	Strength	x1	10	45
18	Dexterity	x3	10	24
33	Constitution	x2	10	46
13	Body	x2	10	6
13	Intelligence	x1	10	3
11	Ego	x2	10	2
18	Presence	x1	10	8
22	Comeliness	x1/2	10	6
15	Physical Defex	x1	11	4
15	Energy Defens	x1	7	8
4	Speed	x10	2.8	12
18	Recovery	x2	18	0
66	Endurance	x1/2	66	0
58	Stun	x1	58	0
Characteristics Cost:				164

STR Roll: 20-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 12-	Jump	11"
EGO Roll: 11-	Flight	15"
PER Roll: 12-		

Experience: 37

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Hunted, "Renegade", more powerful, harsh, appear	8-	15
Hunted, "Genocide", more powerful, harsh, appear	8-	15
Psych Lim, "Recovering alcoholic", common, moderate		10
Psych Lim, "Likes to vandalize", common, strong		15
Psych Lim, "Loves to fight", common, strong		15
Secret ID, "Scott Peterson"		15
Vuln, "Heat/fire", common, x2 stun		20
Watched, "VIPER", more powerful, non-combat influence, harsh, appear		15
14-		

Disadvantages Total : 130
Experience Spent + 37
Total Points = 267

ENEMIES

PTS	POWERS	END
==Perks==		
19	Vehicle: Motorcycle (97pt)	
==Skills==		
3	Acrobatics 13-	
3	Breakfall 13-	
3	Combat Driving 13-	
3	KS: Heavy Metal Bands 12-, (INT based)	
5	1 Levels: Hand-to-hand combat, related group	
7	Mechanics 13-	
1	TF, Small (Cars)	
==Equipment==		
20	10/10 Armor, OIF(-1/2)	
3	5 Flash Defense, Sight Group, OIF(-1/2)	
3	5 Flash Defense, Hearing Group, OIF(-1/2)	
30	15" Flight, OIF(-1/2), 0 END(+1/2)	0
3	Radio XMIT/REC, OIF(-1/2)	

103 : Powers Total
164 + Characteristic Total
267 = 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:** 4
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 25/ 10 **ED/rED** 25/ 10
END: 66 **STUN:** 58 **BODY:** 13

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) p116
Name: Scott Peterson
Species: Human mutant
Gender: Male
Height: 6 feet 5 inches
Weight: 300 pounds
Hair: Black
Eyes: Brown
Team: VIPER Force-2