

NAME: Viperia - Medium
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 |
| 8 | Speed | x10 | 3.6 | 44 |
| 20 | Recovery | x2 | 20 | 0 |
| 80 | Endurance | x1/2 | 80 | 0 |
| 70 | Stun | x1 | 70 | 0 |
| Characteristics Cost: | | | | 320 |

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

Experience: 675

| 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 + 675
Total Points = 1021

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 | |
| 285 | MP (285) | |
| 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 |
| 16u | 16" Tunneling, 16 DEF Increased Def, 1/2 END (+1/4) | 2 |
| 20 | N-Ray Vision, Substance: Lead | |
| 10 | 10 Power Defense | |
| 3 | Radio Hearing | |
| 120 | 60 STR, x5 Autofire (+1/2), 1/2 END (+1/4), Affects Desolid (+1/2), Indirect (+3/4), any location and direction | 4 |
| 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- | |

701 : **Powers Total**
 320 + **Characteristic Total**
 1021 = **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: 8 ECV: 7
 Phases - 2 3 - 5 6 - 8 9 - 11 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

