Character Name _COATL Sky Operator_

Alternate Identities _____

Player Name _____

CHARACTERISTICS

Val	Char	Points	Roll
15	STR	5	12-
14	DEX	8	12-
13	CON	3	12-
10	INT	0	11-
10	EGO	0	11-
13	PRE	3	12-
5	OCV	10	
5	DCV	10	
3	OMCV	0	
3	DMCV	0	
3	SPD	10	
4/16	PD	2	
4/16	ED	2	
6	REC	2	
26	END	2	
12	BODY	2	
30	STUN	5	**Total Cost**
			65

CURRENT STATUS

	Maximum	Current
END	26	
BODY	12	
STUN	30	

VITAL INFORMATION

HTH damage (STR/5)d6 ____ **3d6**

Lift ____ **200kg** ____ STR END Cost _**1**_

Phases 1 2 3 ④ 5 6 7 ⑧ 9 10 11 ⑫

Base OCV _5_ **Base DCV** _5_

Base OMCV _3_ **Base DMCV** _3_

Combat Skill Levels _____

+2 with VIPER Blasters

+2 with any single attack; Only While Using Jetpack (-½)

_____

_____

_____

Presence Attack (PRE/5)d6 _**2 ½d6**_

EXPERIENCE POINTS

Total Points	274
Total Experience Earned	224
Experience Spent	224
Experience Unspent	0

HIT LOCATION CHART

3d6 Roll	Location	STUN x	N STUN	BODY x	To Hit	Defense/ Weight
3-5	Head	x5	x2	x2	-8	___/___
6	Hands	x1	x½	x½	-6	___/___
7-8	Arms	x2	x½	x½	-5	___/___
9	Shoulders	x3	x1	x1	-5	___/___
10-11	Chest	x3	x1	x1	-3	___/___
12	Stomach	x4	x1½	x1	-7	___/___
13	Vitals	x4	x1½	x2	-8	___/___
14	Thighs	x2	x1	x1	-4	___/___
15-16	Legs	x2	x½	x½	-6	___/___
17-18	Feet	x1	x½	x½	-8	___/___

Average Def _____

DCV Modifier _____ **Total Weight** _____

Armor Notes

ATTACKS & MANEUVERS

Maneuver	Phase	OCV	DCV	Effects
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 OCV vs. R. Mod.
Disarm	½	-2	+0	Disarm, STR v. STR
Dodge	½	—	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab 2 limbs
Grab By	½†	-3	-4	Move & Grab; +(v/10) to STR
Haymaker	½*	+0	-5	+4 DCs to attack
Move By	½†	-2	-2	STR/2 + v/10; you take 1/3
Move Through	½†	-v/10	-3	STR + v/6; you take ½ or full
Multiple Attack	1	var	½	Attack multiple times
Set	1	+1	+0	Ranged attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	STR or weapon
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Knock target Prone
Block	_½_	_+2_	_+2_	_Block, Abort_
Dodge	_½_	_–_	_+5_	_Dodge, Affects All Attacks, Abort_
Punch	_½_	_+0_	_+2_	_5d6 Strike_
Throw	_½_	_+0_	_+1_	_3d6 +v/5, Target Falls_

DEFENSES

Type	Amount/Effect
Normal PD	4/16
Resistant PD	0/12
Normal ED	4/16
Resistant ED	0/12
Mental Defense	0
Power Defense	0
Flash Defense	

COMBAT MODIFIERS

Range (m)	0-8	9-16	17-32	33-64	65-125	126-250
OCV mod	-0	-2	-4	-6	-8	-10

Targeting Shot	OCV	Hit Location
Head Shot (Head to Shoulders)	-4	1d6+3
High Shot (Head to Vitals)	-2	2d6+1
Body Shot (Hands to Legs)	-1	2d6+4
Low Shot (Shoulders to Feet)	-2	2d6+7*
Leg Shot (Vitals to Feet)	-4	1d6+12

* Treat a 19 as the Feet location

SENSES

Perception Roll (9+INT/5) ____ **11-**

Enhanced and Unusual Senses

HRRP (Radio Group); OIF (-½), Affec...

Nightvision; OIF (-½)

+4 versus Range Modifier for Sight...

_____

_____

_____

MOVEMENT

Type	Combat	Noncombat
Run (12m)	12m	24m
Swim (4m)	4m	8m
H. Leap (4m)	6m	12m
V. Leap (2m)	3m	6m
Flight	20m	40m

Movement SFX _____

CHARACTER INFORMATION

Character Name _COATL Sky Operator_
Height _2.00 m_ Weight _100.00 kg_
Hair color _Brown_ Eye color _Brown_

CAMPAIGN INFORMATION

Campaign Name _VIPER_
Genre _Superheroic_
Gamemaster _____

SKILLS, PERKS, & TALENTS

Cost	Name	Roll
6	+2 with VIPER Blasters	
3	+2 with any single attack; Only While Using Jetpack (-½)	
3	Breakfall	12-
3	Combat Piloting	12-
3	Concealment	11-
3	Fast Draw (Small Arms)	12-
3	Interrogation	12-
2	KS: The Local Underworld	11-
1	KS: The Pilot World	8-
1	KS: The Superhuman World	8-
2	KS: VIPER	11-
2	Navigation (Air)	11-
2	PS: VIPER Agent	11-
3	Paramedics	11-
3	Persuasion	12-
3	Shadowing	11-
3	Stealth	12-
3	Streetwise	12-
1	TF: VFL-4 VIPER Jetpack	
3	WF: Small Arms, Blades	
0	Martial Arts: VIPER Brawling	
4	1) Block (Martial Block)	
4	2) Dodge (Martial Dodge)	
4	3) Punch (Martial Strike)	
3	4) Throw (Martial Throw)	
2	Fringe Benefit (Membership (VIPER Elite Agent))	
0	VIPER Wrist Computer	
2	Chronometer: Absolute Time Sense; OIF (-½)	
2	Compass/GPS Tracker: Bump Of Direction; OIF (-½)	
2	Digital Voice Recorder: Eidetic Memory; Audio Only (-1), OIF (-½)	
2	Calculator: Lightning Calculator; OIF (-½)	

78 Total Skills, Perks, & Talents Cost

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
32	VL-A1 "Redline" Laser Ri...	Multipower, 52-point reserve, all slots 24 Charges (+¼); all slots OAF (-1)	
2f	Single-Shot Setting	1) RKA 3d6; OAF (-1)	
2f	Autofire Setting	2) RKA 2d6+1, Autofire (5 shots; +½); OAF (-1), Limited Range (225"; -¼)	
6	Rifle-Butt Club	HA +3d6; OAF (-1), Hand-To-Hand Attack (-½)	1
4	Aiming Laser	+1 with any single attack; OAF (-1) plus Penalty Skill Levels: +2 vs. Range Modifier with VL-A1; OAF (-1)	
15	VL-S1 "Redeye" Laser Pistol	RKA 2d6; OAF (-1), 10 Charges (-¼) plus +1 with any single attack; OAF (-1) plus Penalty Skill Levels: +1 vs. Range Modifier with VL-S1; OAF (-1)	[10]
16	VG-1 Frag Grenade	RKA 2d6+1, Explosion (+½); OAF (-1), 4 Charges (-1), Range Based On STR (-¼)	[4]
24	Viper Armor	Resistant Protection (12 PD/12 ED) (36 APs); OIF (-½)	
6	VIPER Helmet (Elite)	HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Communications System Group (-½)	
3	VIPER Helmet (Elite) Ni...	Nightvision; OIF (-½)	
4	VIPER Helmet (Elite) Tel...	+4 versus Range Modifier for Sight Group; OIF (-½)	
17	VFL-4 Jetpack	Flight 20m, Reduced Endurance (½ END; +¼) (25 APs); OIF (-½)	1

131 Total Powers/Equipment Cost

MATCHING COMPLICATIONS (150)

Cost	Complication	
5	Distinctive Features: VIPER Uniform (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)	
10	Hunted: VIPER 8- (Mo Pow; NCI; Watching)	8-
15	Psychological Limitation: Amoral And Greedy (Common; Strong)	
20	Social Limitation: Subject To Orders (Very Frequently; Major)	

50 Total Complications Points