Character Name _	Heavy Venomist
Alternate Identities	
Player Name	



	CHAR/	CTERIS	TICS
Val	Char	Points	Roll
18	STR	8	<u>13-</u>
_14	DEX	8	12-
_13	CON	3	12-
10	INT	0	<u>11-</u>
10	EG0	0	<u>11-</u>
_13	PRE	3	12-
5	OCV	10	
_ 5	DCV	10	
_ 3	OMCV	0	
3	DMCV	0	
3	SPD	10	
5/17	PD	3	
4/16	ED	2	
_ 7	REC	3	
_26	END	2	
12	BODY	2	Total Cost
<u>31</u>	STUN	6	70

	CURRENT	STATUS
	Maximum	Current
END	<u> 26</u>	
BODY	12	
STUN	31	

VITAL INFORMATION
HTH damage (STR/5)d6 3 ½d6
Lift 303.1kg STR END Cost 2
Phases 1 2 3 4 5 6 7 8 9 10 11 1
Base OCV <u>5</u> Base DCV <u>5</u>
Base OMCV <u>3</u> Base DMCV <u>3</u>
Combat Skill Levels
+2 with VIPER Blasters
Presence Attack (PRE/5)d6 <u>2 ½d6</u>

SIXIMEDI	
EXPERIENCE PO	DINTS
Total Points	274
Total Experience Earned	224
Experience Spent	224
Experience Unspent	0

	HIT LO	CA	ΓΙΟΝ	I CH	AF	₹T
3d6 Roll	Location	STUN X	N STUN	BODY x	To Hit	
3-5	Head	х5	x2	x2	-8	_/_
6	Hands	x1	X½	X½	-6	/
7-8	Arms	x2	X½	X1/2	-5	/
9	Shoulders	хЗ	x1	x1	-5	/
10-11	Chest	хЗ	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	/
l ,			Avei	age D	ef_	
DCV N	/lodifier		Tota	l Weig	jht .	
Armo	r Notes					

ATT	ACK	(S &	& IV	IANEUVERS
Maneuver	Phase	OCV	DCV	Effects
Block	1/2	+0	+0	Block, abort
Brace	0	+2	1/2	+2 OCV vs R. Mod.
Disarm	1/2	-2	+0	Disarm, STR v. STR
Dodge	1/2	_	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab 2 limbs
Grab By	1/2†	-3	-4	Move & Grab; +(v/10) to STR
Haymaker	1/2*	+0	-5	+4 DCs to attack
Move By	1/2†	-2	-2	STR/2 + v/10; you take $1/3$
Move Through	1/2†	-v/10	-3	STR + v/6; you take ½ or full
Multiple Attack	1	var	1/2	Attack multiple times
Set	1	+1	+0	Ranged attacks only
Shove	1/2	-1	-1	Push 1m per 5 STR
Strike	1/2	+0	+0	STR or weapon
Throw	1/2	+0	+0	Throw w/ STR dmg
Trip	1/2	-1	-2	Knock target Prone
Block	1/2	+2	+2	Block, Abort
Dodge	1/2		+5	Dodge, Affects All Attacks, Abort
Punch	1/2	+0	+2	5 ½d6 Strike
Throw	1/2	+0	+1	3 ½d6 +v/5, Target Falls

DEF	ENSES
Туре	Amount/Effect
Normal PD	5/17
Resistant PD	0/12
Normal ED	4/16
Resistant ED	0/12
Mental Defense	0
Power Defense	0
Flash Defense	
SE	NSES

SENSES
Perception Roll (9+INT/5)
Enhanced and Unusual Senses
HRRP (Radio Group); OIF (-1/2), Affec
Nightvision; OIF (-½)

СОМВАТ МО	DIF	IERS	•
Range (m) 0-8 9-16 17-32 OCV mod -0 -2 -4	33-64 -6	65-125 -8	126-250 -10
Targeting Shot	OCV	Hit Lo	cation
Head Shot (Head to Shoulders)) -4	1d	6+3
High Shot (Head to Vitals)	-2	2d	6+1
Body Shot (Hands to Legs)	-1	2d	6+4
Low Shot (Shoulders to Feet)	-2	2d	6+7*
Leg Shot (Vitals to Feet)	-4	1d6	5+12
* Treat a 19 as the	Feet lo	cation	

M	OVEMEN	IT
Туре	Combat	Noncombat
Run (12m)	12m	24m
Swim (4m)	4m	8m
H. Leap (4m)	6m	12m
V. Leap (2m)	3m	6m
Movement SFX		

CHARACTER INFORMATION

Character Name <u>Heavy Venomist</u>

Height <u>2.00 m</u> Weight <u>100.00 kg</u>

Hair color <u>Brown</u> Eye color <u>Brown</u>



CAMPAIGN INFORMATION

Campaign Name <u>VIPER</u>
Genre <u>Superheroic</u>
Gamemaster

SKILLS, PERKS, & TALENTS				
Cost	Name	Roll		
6	+2 with VIPER Blasters			
3	Combat Driving	12-		
3	Concealment	11-		
3	Fast Draw (Small Arms)	12-		
3	Interrogation	12-		
2	KS: The Local Underworld	11-		
2	KS: Military Technology	11-		
1	KS: The Superhuman World	8-		
2	KS: VIPER	11-		
_ 2	PS: VIPER Agent	11-		
_ 3	Paramedics	11-		
_ 3	Persuasion	12-		
_ 3	Shadowing	11-		
3	Stealth	12-		
3	Streetwise	12-		
3	Tactics	11-		
3	Teamwork	12-		
9	WF: Emplaced Weapons, Small Arms, Blades	<u></u>		
	Flamethrowers, Grenade Launchers, Heav			
	Machine Guns, Shoulder-Fired Weapons			
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))			
	- · · · · · · · · · · · · · · · · · · ·			
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74	Total Skills, Perks, & Talents	Cost		

ost	Name	Power/Equipment	ENI
47	VB-A4 "Jackhammer" B	EB 12d6, Autofire (5 shots; +½); OAF (-1), Limited Range (250"; -¼), 30 Charges (+¼)	[30]
6	Rifle-Butt Club	HA +3d6; OAF (-1), Hand-To-Hand Attack (-½)	_1
15	VL-S1 "Redeye" Laser	RKA 2d6; OAF (-1), 10 Charges (-14) plus +1 with any single attack; OAF (-1) plus Penalty	
	Pistol	Skill Levels: +1 vs. Range Modifier with VL-SI; OAF (-1)	[10]
16	VG-1 Frag Grenade	RKA 2d6+1, Explosion (+½); OAF (-1), 4 Charges (-1), Range Based On STR (-¼)	[4]
13	VIPER Fang	$\underline{\text{HKA 1d6 (2d6 w/STR), Reduced Endurance (0 END; +1/2); OAF (-1) plus Range Based On }\underline{\text{STR}}$	
		(+14) for up to 30 APs of HKA; I Recoverable Charge (-1 1/4), OAF (-1), Lockout (cannot use	
		HKA until Charge is recovered; -1/2)	[1 rc]
24	VIPER Armor	Resistant Protection (12 PD/12 ED) (36 APs); OIF (-1/2)	
6	VIPER Helmet (Elite)	HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Groups As Well As Radio	
	Communications Syste	m Group (-½)	
3	VIPER Helmet (Elite) Ni	Nightvision; OIF (-½)	
			_

	MATCHING COMPLICATIONS (150)	
ost	Complication	
_	Distinctive Features: VIPER Uniform (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used	
	Senses)	
	Hunted: VIPER 8- (Mo Pow; NCI; Watching)	8-
_	Psychological Limitation: Amoral And Greedy (Common; Strong)	
	Social Limitation: Subject To Orders (Very Frequently; Major)	
_		
_		
_		
	Total Complications Points	