

NAME: Sir Pythanore
PLAYER:

VALUE	CHAR	COST	BASE	PTS
20/25	Strength	x1	10	10
18	Dexterity	x3	10	24
15	Constitution	x2	10	10
13	Body	x2	10	6
13	Intelligence	x1	10	3
15	Ego	x2	10	10
18	Presence	x1	10	8
8	Comeliness	x1/2	10	-1
8/9	Physical Defex	x1	4	4
8/9	Energy Defens	x1	3	5
4	Speed	x10	2.8	12
9	Recovery	x2	7	4
30	Endurance	x1/2	30	0
31	Stun	x1	31	0
Characteristics Cost:				95

STR Roll: 14-	Run	12"
DEX Roll: 13-	Swim	2"
INT Roll: 12-	Jump	5"
EGO Roll: 12-	Gliding	5"
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE:	150+PTS
DNPC, "Viperkind",		15
incompetent, appear 8-		
Distinctive, "Snakeman", not		20
concealable, major		
Hunted, "Vampires", as		15
powerful, harsh, appear 11-		
Hunted, "Grand Protector		15
Armada", as powerful,		
harsh, appear 11-		
Psych Lim, "Honorable",		15
common, strong		
Psych Lim, "Doesn't trust		15
outsiders", common, strong		
Psych Lim, "Hates		15
vampires", common, strong		
Rep, "Minion of King		10
Adder", occur 11-		
Unluck, 1D6		5
Vuln, "Cold", common, x1 1/2		10
stun		
Watched, "King Adder", more		15
powerful, non-combat		
influence, harsh, appear		
14-		

Disadvantages Total : 150
Experience Spent + 0
Total Points = 300



PLAY WITH THIS TOO

PTS	POWERS	END
7	1 LVLS Density Increase (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
7	EC (7), "Serpent Powers"	
14a)	7/7 Armor	
6b)	5D6 HA, "Bite", No Knockback(-1/4)	1
15c)	Invisibility, IR, Always On(-1/2), 0 END(+1/2)	0
18	12" Running, 1/2 END (+1/4)	1
	==Skills==	
3	Breakfall 13-	
5	Choke Hold	
3	Conversation 13-	
2	KS: Vampires 11-	
2	KS: Humans 11-	
15	5 Levels: Sythe-Winder, Choke Hold and Bite, tight group	
0	PS: Knight 8-	
3	Survival 11-	
2	WF, Common Melee	
	==Equipment==	
10	5/5 Armor, OIF(-1/2)	
3	5" Gliding, "Glider Wings", OIF(-1/2)	
90	6D6 HKA, "Sythe-Winder", vs physical defense, OAF (-1), 0 END(+1/2), x1 Armor Piercing(+1/2)	0

205 : Powers Total
95 + Characteristic Total
300 = 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	
Choke Hold	1/2	-2	+0	2D6

Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10

DEX: 18 SPD: 4 ECV: 5
 Phases - - 3 - - 6 - - 9 - - 12
 PD/rPD 21/ 12 ED/rED 21/ 12
 END: 30 STUN: 31 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
 Last updated October 24th, 2015 by Mathew R. Ignash.
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 Code name: Sir Pythanore
 Motto: "May the blood of my king be the strength that flows through me."
 Team: Serpents of the Coiled Throne
 Partner: None
 Species: Aspalonian
 Gender: Male
 Age: Unknown

