

**NAME:** Viper Squire  
**PLAYER:**

| VALUE                        | CHAR           | COST | BASE | PTS       |
|------------------------------|----------------|------|------|-----------|
| 18/23                        | Strength       | x1   | 10   | 8         |
| 14                           | Dexterity      | x3   | 10   | 12        |
| 15                           | Constitution   | x2   | 10   | 10        |
| 12                           | Body           | x2   | 10   | 4         |
| 10                           | Intelligence   | x1   | 10   | 0         |
| 13                           | Ego            | x2   | 10   | 6         |
| 15                           | Presence       | x1   | 10   | 5         |
| 8                            | Comeliness     | x1/2 | 10   | -1        |
| 8/9                          | Physical Defex | x1   | 4    | 4         |
| 7/8                          | Energy Defens  | x1   | 3    | 4         |
| 4                            | Speed          | x10  | 2.4  | 16        |
| 9                            | Recovery       | x2   | 7    | 4         |
| 30                           | Endurance      | x1/2 | 30   | 0         |
| 29                           | Stun           | x1   | 29   | 0         |
| <b>Characteristics Cost:</b> |                |      |      | <b>72</b> |

|                      |      |     |
|----------------------|------|-----|
| <b>STR Roll:</b> 14- | Run  | 10" |
| <b>DEX Roll:</b> 12- | Swim | 2"  |
| <b>INT Roll:</b> 11- | Jump | 5"  |
| <b>EGO Roll:</b> 12- |      |     |
| <b>PER Roll:</b> 11- |      |     |

**Experience:** 0

| DISADVANTAGES   | BASE: | 100+PTS |
|---|-------|---------|
| DNPC, "Viperkind", incompetent, appear 8-                                     |       | 15      |
| Distinctive, "Snakeman", not concealable, major                               |       | 20      |
| Hunted, "Grand Protector Armada", as powerful, harsh, appear 11-              |       | 15      |
| Hunted, "Vampires", as powerful, harsh, appear 14-                            |       | 20      |
| Psych Lim, "Honorable", common, strong  |       | 15      |
| Psych Lim, "Doesn't trust outsiders", common, strong                          |       | 15      |
| Psych Lim, "Hates vampires", common, strong                                   |       | 15      |
| Rep, "Minions of King Adder", occur 11-                                       |       | 10      |
| Vuln, "Cold", common, x1 1/2 stun   |       | 10      |
| Watched, "King Adder", more powerful, non-combat influence, harsh, appear 14- |       | 15      |

**Disadvantages Total :** 150  
**Experience Spent +** 0  
**Total Points =** 250



**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   |
| 13   | 10" Running, 1/2 END (+1/4)  | 1   |
|      | ==Skills==   |     |
| 3    | Breakfall 12-  |     |
| 5    | Choke Hold   |     |
| 3    | 1 Levels: Sword, Bite, Choke Hold, tight group   |     |
| 0    | PS: Knight 8-  |     |
| 3    | Survival 11-   |     |
| 2    | WF, Common Melee   |     |
|      | ==Equipment==  |     |
| 10   | 5/5 Armor, OIF(-1/2)   |     |
| 90   | 6D6 HKA, "Viper's Fang", vs physical defense, OAF(-1), 0 END (+1/2), x1 Armor Piercing(+1/2) | 0   |

178 : **Powers Total**  
72 + **Characteristic Total**  
250 = **Total Cost**

Base OCV: 5      Base DCV: 5  
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          |

|             |    |    |     |     |     |      |
|-------------|----|----|-----|-----|-----|------|
| <b>Rang</b> | <4 | <8 | <16 | <32 | <64 | <128 |
| <b>RMod</b> | -0 | -2 | -4  | -6  | -8  | -10  |

DEX: 14      SPD: 4      ECV: 4  
Phases - - 3 - - 6 - - 9 - - 12  
PD/rPD 21/ 12 ED/rED 20/ 12  
END: 30      STUN: 29      BODY: 12

| 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    | x1/2  | x1    | -7 |       |
| 13    | Vitals    | x4    | x1/2  | 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.  
-  
Code name: Viper Squire  
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: Varies

