

## Serpent Pharaoh

Male; Age: 39; Height: 6' 1"; Weight: 200 lb.

Eyes: Brown; Hair: Brown

Power Level 12, 180 PP; Abilities 66 + Powers 40 + Advantages 26 + Skills 19 (38 ranks) + Defenses 29



### Abilities

Strength	5	Agility	3	Fighting	8	Awareness	2
Stamina	6	Dexterity	3	Intellect	2	Presence	4

### Offense

Initiative: +3

Attack Name	Attack Bonus & Resistance DC	Notes
Acidic Poison Touch: Damage 12	+12, DC 27	Acid, Crit 20
Throw	+3, DC 20	Bludgeon, Crit 20
Unarmed	+8, DC 20	Bludgeon, Crit 20

### Powers

#### ✓ Magical Serpent Powers (17 PP)

##### Acidic Poison Touch: Damage 12 (linked)

Acid, DC 27; Double (Standard - Close - Instant)

##### Paralyzing Poison Touch: Affliction 12 (alternate)

1st degree: Hindered, 2nd degree: Immobile, 3rd degree: Paralyzed, Resisted by: Fortitude, DC 22 (Standard - Close - Instant)

##### ✓ Phantom Serpent Arms: Elongation 2 (linked)

Elongation: 30 feet, +2 to grab; Affects Insubstantial: half ranks, Custom: Projections - Cannot be harmed; Limited: Only Arms (Free - Personal - Sustained)

#### ✓ Magical Serpent-like Body (23 PP)

##### ✓ Serpent Hide: Protection 6 (linked)

+6 Toughness (Personal - Permanent)

##### ✓ Snake Senses: Senses 6 (linked)

Accurate (Type): Taste, Infravision, Tracking: Taste 1: -1 speed rank (Personal - Permanent)

##### ✓ Snake Speech: Comprehend 2 (linked)

Animals - Speak To, Animals - Understand; Narrow Type: Snakes (Personal - Permanent)

##### ✓ Snake's Mind: Immunity 10 (linked)

Common Descriptor: Mental Powers (Personal - Permanent)

### Advantages

Daze (Deception) Use Deception or Intimidation to daze an opponent.

Equipment 13 5 points of equipment per rank.

Fearless Immune to fear effects.

Languages 1 Speak and understand additional languages.

Leadership Spend a hero point to remove a condition from an ally.

Minion 6 Gain a follower or minion with (15 x rank) power points.

Precise Attack (Close, Concealment) Ignore attack check penalties for either cover or concealment.

Precise Attack (Close, Cover) Ignore attack check penalties for either cover or concealment.

Startle Use Intimidation to feint in combat.

### Movement

Base Movement Speed - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)

Routine Jump Distance - Running jump: 15 ft.; standing: 7.5 ft.; vertical: 3 ft.; standing vert.: 1.5 ft.

### Defenses

Dodge	12
Parry	12
Fortitude	12
Toughness	12
Will	12

Hero Points: 1

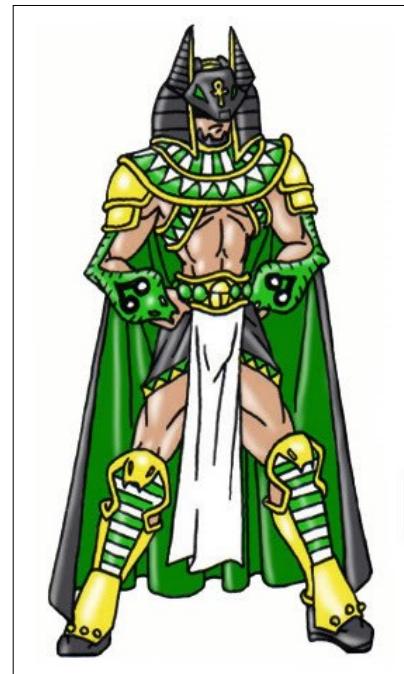
Knockback: -12

### Damage

<input type="checkbox"/>	Bruises
<input type="checkbox"/>	Dazed
<input type="checkbox"/>	Staggered
<input type="checkbox"/>	Incapacitated

### Fatigue

<input type="checkbox"/>	Fatigued
<input type="checkbox"/>	Exhausted



Movement		Skills			
		Total	Ranks	Ability	Other
<b>Throwing Distance</b> - Throw 3 tons 6 feet; throw 1600 lbs. 30 feet; throw 400 lbs. 120 feet					
Equipment					
<b>Serpent Island (Base), Serpent Strike Sled</b>					
ASPS Soldier					
Strength 1, Stamina 1, Agility 1, Dexterity 1, Fighting 3, Intellect 0, Awareness 0, Presence 0					
<b>Advantages</b>					
Equipment 6					
<b>Skills</b>					
Athletics 4 (+5), Close Combat: Unarmed 2 (+5), Expertise: Soldier 4 (+4), Intimidation 2 (+2), Perception 4 (+4), Ranged Combat: Assault Rifle 4 (+5)					
<b>Equipment</b>					
Assault Rifle, Bulletproof Vest, Heavy Pistol					
<b>Offense</b>					
Initiative +1					
Assault Rifle, +5 (DC 20)					
Grab, +3 (DC Spec 11)					
Heavy Pistol, +5 (DC 19)					
Throw, +1 (DC 16)					
Unarmed, +5 (DC 16)					
<b>Languages</b>					
English					
<b>Defense</b>					
Dodge 5, Parry 5, Fortitude 5, Toughness 5, Will 5					
<b>Power Points</b>					
Abilities 14 + Powers 0 + Advantages 6 + Skills 10 (20 ranks) + Defenses 15 = 45					
<b>Serpent Island (Base) (Headquarters)</b>					
<b>Toughness 6, Size Awesome</b>					
<b>Features:</b>					
Defense System, Dock, Hangar, Holding Cells, Infirmary, Isolated, Laboratory, Library, Living Space, Power System, Security System 3, Workshop					
<b>Power Points</b>					
Abilities 6 + Powers 0 + Advantages 0 + Features 14 + Skills 0 (0 ranks) + Defenses 0 + Equipment 0 (0 ep) + Weapons & Armor 0 (0 ep) = 20					
<b>Serpent Strike Sled (Vehicle)</b>					
<b>Strength 12, Defense -4, Toughness 12, Size Huge</b>					
<b>Features:</b>					
Autopilot 1 (+4), Communications 1, Navigation System 1					
<b>Powers</b>					
Damage 8 (DC 23; Increased Range: ranged)					
Burst Area Damage 5 (Alternate; DC 20; Burst Area: 30 feet radius sphere, DC 15, Increased Range: ranged)					
Flight 4 (Speed: 30 miles/hour, 500 feet/round)					
Impervious Toughness (Saving Throw: Toughness; Impervious [5 extra ranks])					
<b>Offense</b>					
Burst Area Damage 5 (DC 20)					
Damage 8, +3 (DC 23)					
<b>Power Points</b>					
Abilities 6 + Powers 33 + Advantages 0 + Features 3 + Skills 0 (0 ranks) + Defenses 3 + Equipment 0 (0 ep) + Weapons & Armor 0 (0 ep) = 45					

## Background Information

**Languages:** Arabic, English

Dr. Daniel Holt was working at a dig site in Egypt when the site collapsed. Daniel Holt found himself trapped in a cave with his wife Sarah and one of the workers named Abu Karim Muhammad. Inside the cave was a large gem. As Daniel touched the gem, power unleashed from the gem, entering into the bodies of the Daniel, Sarah, and Abu.

Daniel gained the knowledge and powers of an ancient Pharaoh of Egypt who worshipped Serpent Gods. He now has the power to create 'Serpent Arms', extensions of his arms made of pure force that resemble giant snakes. The Serpent Arms can deliver acid or a paralyzing poison on contact. Daniel's DNA changed slightly, giving him a serpent like mind that allows him to talk to snakes and is resistant to mental attack. His body was toughened by the change too.

Naming himself Serpent Pharaoh, Daniel sold the now useless gem for money. He used it to fund his criminal empire, The Serpent Circle. He has at his command 64 A.S.P.S members.

## ASPS Soldier

Male; Age: 25; Height: 5' 8"; Weight: 175 lb.

Power Level 5, 45 PP; Abilities 14 + Powers 0 + Advantages 6 + Skills 10 (20 ranks) + Defenses 15



### Abilities

Strength	1	Agility	1	Fighting	3	Awareness	0
Stamina	1	Dexterity	1	Intellect	0	Presence	0

### Offense

Initiative: +1

Attack Name	Attack Bonus & Resistance DC	Notes
Assault Rifle	+5, DC 20	Ballistic / Multiattack, Crit 20
Heavy Pistol	+5, DC 19	Ballistic, Crit 20
Throw	+1, DC 16	Bludgeon, Crit 20
Unarmed	+5, DC 16	Bludgeon, Crit 20

### Advantages

Equipment 6 5 points of equipment per rank.

### Movement

Base Movement Speed - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)

Routine Jump Distance - Running jump: 15 ft.; standing: 7.5 ft.; vertical: 3 ft.; standing vert.: 1.5 ft.

Throwing Distance - Throw 400 lbs. 6 feet; throw 100 lbs. 30 feet; throw 25 lbs. 120 feet

### Defenses

Dodge	5
Parry	5
Fortitude	5
Toughness	5
Will	5

Hero Points: 1

Knockback: -5

### Damage

<input type="checkbox"/>	Bruises
<input type="checkbox"/>	Dazed
<input type="checkbox"/>	Staggered
<input type="checkbox"/>	Incapacitated

### Fatigue

<input type="checkbox"/>	Fatigued
<input type="checkbox"/>	Exhausted



Equipment	Skills			
	Total	Ranks	Ability	Other
Assault Rifle, Bulletproof Vest, Heavy Pistol				
Background Information				
Languages: English				
Acrobatics	-	-	1	
Athletics	+5	4	1	
Close Combat: Unarmed	+5	2	3	
Deception	+0	-		
Expertise: Soldier	+4	4		
Insight	+0	-		
Intimidation	+2	2		
Investigation	-	-		
Perception	+4	4		
Persuasion	+0	-		
Ranged Combat: Assault Rifle	+5	4	1	
Sleight of Hand	-	-	1	
Stealth	+1	-	1	
Technology	-	-		
Treatment	-	-		
Vehicles	-	-	1	