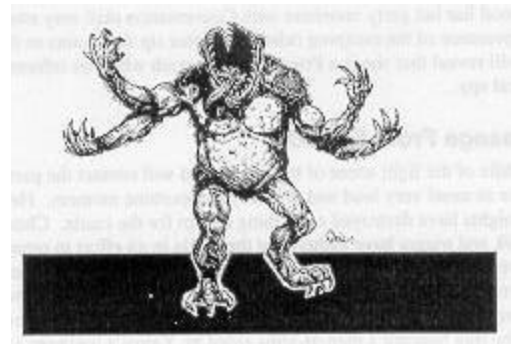


River Beast (Base form of Kiriss)

Value	Characteristic	Points
15/30	STR	5
18	DEX	24
20	CON	20
17/20	BODY	14
8	INT	-2
8	EGO	-4
25	PRE	15
0	COM	-5
16	PD	13
16	ED	12
6	SPD	32
7	REC	0
40	END	0
42/45	STUN	7
	Total	131



Points	Powers	END
37	2d6 Death Touch (Body Drain) (Return/min.); Range: 0; Affects: Single Power, +0; Damage Shield: +1/2; Reduced END: Zero & Persistent, +1; Always On: -1/2	0
5	Four Arms (Extra Limbs) (1); Number: 1	
30	2d6 HKA Maw (Total 4d6); Range: 0	3
24	Human Form (Multiform); Form: Second, ×2; Costs END: -1/2	
20	Large Body (Growth)-3 (×8 mass, ×2 height); Mass: 0 kg/0.00 lbs; Reduced END: Zero & Persistent, +1; Always On: -1/2; Height: 0 cm/0"; Extra STR: 15; Knockback Reduction: -3; Extra BODY: 3; Extra STUN: 3; DCV Penalty: -2; PER Penalty: +2	0
6	Running (+3", 9", NC: 18"); Non-Combat Multiplier: ×2, +0	1
3	Swimming (+3", 5", NC: 10"); Non-Combat Multiplier: ×2, +0	1
10	Tough Beast (Damage Reduction) (Physical, 25%)	
10	Tough Beast (Damage Reduction) (Energy, 25%)	
10	Tough Beast (Damage Reduction) (Mental, 25%)	
16	Tough Black Hide (Damage Resistance) (16 PD/16 ED)	
171	Total Powers	

Points	Skills, Talents, Perks	Roll
3	Climbing	13-
3	Concealment	11-
10	+2 level w/HTH Combat	
2	KS: Death Grabs (Compliments Str Roll)	11-
18	Total Skills, Talents, Perks	

100+	Disadvantages
25	Accidental Change To Human Form When KO (14-)
20	Berserk If Drained Over 20 Body (8-, 8-, Berserk); Circumstances: Common, +10
10	Can't Speak Coherently (Frequently, Slightly)
25	Horrible Black Creature Of Death (Distinctive Features); Concealability: Not Concealable, 15; Reaction: Extreme, +10
20	Hunted by Good Religion (11-); Capabilities: As Powerful, 10; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Actions: Hunting, ×1; Punishment: Harsh, 0
15	Hunted by Merchant's Guild (11-); Capabilities: Less Powerful, 5; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Actions: Hunting, ×1; Punishment: Harsh, 0
20	Likes To Cause Death (Common, Total)
15	Near Animal Instincts (Common, Strong)
10	Reputation of River Creature (11-)
10	Respects Morgath and Priests (Common, Moderate)
15	Secret Identity
15	Susceptibility to Healing Or Light Attacks (2d6 BODY/Turn); Condition: Uncommon, +5
20	4d6 Unluck
220	Total Disadvantages

COSTS: **Char.** **Powers** **Total** **Total** **Disadv.** **Base**
 131 + 189 = 320 320 = 220 + 100

OCV	DCV	ECV	Mental Def.	PD/rPD	ED/rED	Phases
6	6 / 4	3	0	16/16	16/16	2, 4, 6, 8, 10, 12

Notes: There are some ways that the river beast can be toned down if it starts to overpower the party. I allowed Bazral's net and dispel power to temporarily stop the death touch effect but not the grab damage. For example, the limb that was entangled was not glowing with the death field. The dispel limited the effect or reduced it in strength for several round.