


# Lictors

## Val Char Cost

20 **STR** 10  
 18 **DEX** 24  
 21 **CON** 22  
 20 **BODY** 20  
 10 **INT** 0  
 10 **EGO** 0  
 20 **PRE** 10  
 10 **COM** 0   
 4/19 **PD** 0  
 4/19 **ED** 0  
 6 **SPD** 32  
 8 **REC** 0  
 42 **END** 0  
 85 **STUN** 24  
 12" **RUN** 12  
 2" **SWIM** 0  
 4" **LEAP** 0

## Characteristics Cost: 154

### Cost Power

### END

- 30 **Chameleon Scales:** Multipower, 30-point reserve  
 2u 1) Invisibility to Sight Group , Reduced Endurance (0 END; +1/2) (30 Active Points); Conditional Power Only when not moving (-1/2) 0  
 1u 2) Negative Penalty Skill Levels (increase Range Modifier character suffers with All Attacks by -5) (15 Active Points); Conditional Power Only when moving (-1/2) 1  
 32 **Flesh Hooks:** Multipower, 57-point reserve, (57 Active Points); all slots Extra Time (Extra Phase, -3/4)  
 1u 1) **Grapple wall:** Clinging (normal STR) (10 Active Points); Extra Time (Extra Phase, -3/4) 0  
 2u 2) **Pierce Enemy:** (Total: 57 Active Cost, 21 Real Cost) HKA 1d6 (1 1/2d6 w/STR), Armor Piercing (+1/2) (22 Active Points); Extra Time (Extra Phase, -3/4) (Real Cost: 12) **plus** Stretching 7" (35 Active Points); Only to Grab (-1), Extra Time (Extra Phase, -3/4), Only if BODY damage caused (-1/2), Restrained (if the hooks take BODY damage; -1/2), no Noncombat Stretching (-1/4) (Real Cost: 9) 5  
 33 **Chitin Shell:** (Total: 72 Active Cost, 33 Real Cost) FF (15 PD/15 ED), Hardened (+1/4), Reduced Endurance (0 END; +1/2) (52 Active Points); Cap, Long Vest (Protects Locations 10-13; -1 1/4) (Real Cost: 23) **plus** +20 STUN (20 Active Points); Conditional Power Only if attack hits the force field (-1) (Real Cost: 10) 0  
 40 **Lictor Senses:** (Total: 40 Active Cost, 40 Real Cost) Nightvision (Real Cost: 5) **plus** +5 PER with all Sense Groups (Real Cost: 15) **plus** Targeting with Smell/Taste Group (Real Cost: 20) 0  
 26 **Lictor Claws:** HKA 1d6 (1 1/2d6 w/STR), Autofire (3 shots; +1/4), Armor Piercing (+1/2) (26 Active Points) 3  
 4 **Chitin:** Damage Resistance (4 PD/4 ED) 0  
 7 **Hive Mental Barrier:** Mental Defense (9 points total) 0  
 5 **Two Extra Arms:** Extra Limbs (2) 0  
 20 **Bio-Engineered:** LS (Immunity All terrestrial diseases and biowarfare agents; Immunity: All terrestrial poisons and chemical warfare agents) 0

## Powers Cost: 203

### Cost Skill

- 6 +2 with Claws  
 10 +2 with HTH Combat

7 Stealth 15-

**Skills Cost: 23 Total Character Cost: 380**

**Val Disadvantages**

20 Psychological Limitation: Hive Mind (Common, Total)

15 Psychological Limitation: Aggressive (Uncommon, Total)

**Disadvantage Points: 35**

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