

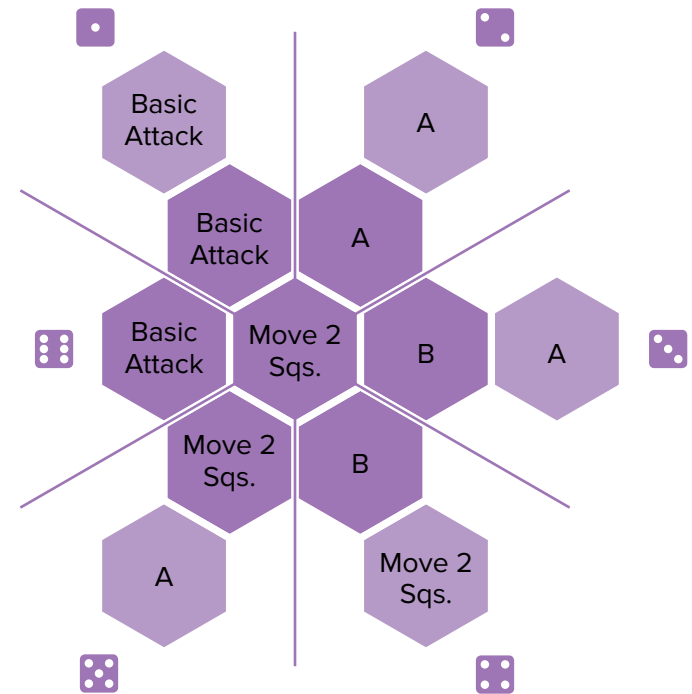


BLOODVIPER

Size on map: 1 x 1

TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll a d6.
3. Perform the action in the Central Action Hex, followed by each Action in every subsequent Action Hex.



DEFAULT CHARACTERISTICS

Reaper: Moves toward and Targets Hero with most current Damage taken.

Mother's Comfort: Bloodvipers cannot have their Actions Cancelled if they are within 5 Squares of a Ka-type Foe.

Life Siphon: Reduce Healing from all Actions that Target Heroes to 0 and Bloodviper heals that HP instead.

OPTIONAL MODIFIERS

Bloodcurdle: All Heroes that start their Turn within 5 Squares of Bloodviper have -1 Max HP until the End of the Encounter.

HP: /200

Toughness: 0

Resistance: 0

Rank: Awakened

Type: Carrion

Name	Type	Range	Effect
BASIC ACTIONS [Storyteller only] Actions per Turn: 2			
Blightcleave vs	Melee	1	Deal 1d10 + 5 Damage VS .
SPECIAL ABILITIES			
Sanguine Siphoning vs	A	5	-2 Max HP to all Heroes within Range until the End of the Encounter or that Hero becomes FALLEN .
Chargebane Touch vs	B	1	Deal 1d10 + 5 Damage VS and -1 to 1 Special Action Limit (Sustain, Trigger, Amplify) of Target Hero's choice until the End of the Encounter or that Hero becomes FALLEN .