

NAME: Constitution
PLAYER:

VALUE	CHAR	COST	BASE	PTS
30/75	Strength	x1	10	20
25	Dexterity	x3	10	45
25	Constitution	x2	10	30
10/19	Body	x2	10	0
13	Intelligence	x1	10	3
11	Ego	x2	10	2
10/19	Presence	x1	10	0
12	Comeliness	x1/2	10	1
6	Physical Defex	x1	6	0
5	Energy Defens	x1	5	0
6	Speed	x10	3.5	25
12	Recovery	x2	11	2
50	Endurance	x1/2	50	0
38/47	Stun	x1	38	0
Characteristics Cost:				128

STR Roll: 24-	Run	14"
DEX Roll: 14-	Swim	4"
INT Roll: 12-	Jump	15"
EGO Roll: 11-		
PER Roll: 12-		

Experience: 99

DISADVANTAGES	BASE:	200+PTS
DNPC,"Innocents in need",		15
incompetent,appear 8-		
Distinctive,"Detects as a		10
mutant",easily		
concealable,major		
Distinctive,"Stocky		10
build",concealable,minor		
Hunted,"Enemies of the		20
US",as powerful,harsh,		
appear 14-		
Psych Lim,"Always jovial,		10
good natured",common,		
moderate		
Psych Lim,"Patriotic",		15
common,strong		
Psych Lim,"Truthful",		10
common,moderate		
Psych Lim,"Code vs.		15
killing",common,strong		
Rep,"Famous US hero",occur		15
14-		
Secret ID,"Carl Treager"		15
Watched,"US government",		15
more powerful,non-combat		
influence,harsh,appear		
14-		

Disadvantages Total : 150
Experience Spent + 99
Total Points = 449

HERO 4TH EDITION



PTS	POWERS	END
5	3D6 Aid,use optional healing rules,Only on self(-1/2),2 Charges (-1 1/2)	0
20	50% Damage Reduction (ED),resistant,Only vs. heat and cold attacks(-1/2)	0
67	9 LVLS Growth (stats already included),0 END(+1/2)	0
3	5 Mental Defense	0
42	PKG,Linked(-1/2), "Growth"	0
(18)	9/9 Armor	0
(6)	+9 PRE	0
(18)	+9" Running,0 END (+1/2)	0
5	5 Power Defense	0
7	1 BODY Regen,recovery rate: per 5 minutes	0
3	5" Running,0 END(+1/2)	0
37	75 STR,0 END(+1/2)	0
4	4" Swimming,0 END (+1/2)	0
	==Perks==	
3	Federal Police Powers	
	==Skills==	
7	Acrobatics 16-	
3	Breakfall 14-	
9	Climbing 17-	
4	Crush	
2	KS: Football 11-	
15	Electronics 17-	
16	2 Levels,all combat	
5	Lockpicking 15-	
4	M Strike,"Karate Kick"	
3	Martial Throw	
11	Mechanics 15-	
11	Navigation 15-	
7	Paramedic 14-	
6	SC: Mathematics 15-, (INT based)	
2	SC: Robotics 11-	
5	Stealth 15-	
5	Systems Operation 13-	
2	TF,Ground Vehicles	
	==Talents==	
5	Defense Maneuver	
3	Immunity,very common, Desc: to common poisons	

321 : Powers Total
128 + Characteristic Total
449 = Total Cost

Base OCV: 8 Base DCV: 8
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	
Crush	1/2	+0	+0	19D6
M Strike	1/2	+0	+2	17D6
Martial Throw	1/2	+0	+1	15D6 + v/5

Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10

DEX: 25 SPD: 6 ECV: 4
Phases - 2 - 4 - 6 - 8 - 10 - 12
PD/rPD 15/ 9 ED/rED 14/ 9
END: 50 STUN: 47 BODY: 19

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 1/2	x1	-7	
13	Vitals	x4	x1 1/2	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
Villains Unlimited p120
Name: Carl Treager
Species: Human mutant
Gender: Male
Team: Sentinels of Liberty and Justice

