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|--|----------------|-------------|-------------|------------|
| NAME: Firestar | | | | |
| PLAYER: | | | | |
| VALUE | CHAR | COST | BASE | PTS |
| 8 | Strength | x1 | 10 | -2 |
| 14 | Dexterity | x3 | 10 | 12 |
| 13 | Constitution | x2 | 10 | 6 |
| 9 | Body | x2 | 10 | -2 |
| 10 | Intelligence | x1 | 10 | 0 |
| 14 | Ego | x2 | 10 | 8 |
| 18 | Presence | x1 | 10 | 8 |
| 18 | Comeliness | x1/2 | 10 | 4 |
| 6 | Physical Defex | 1 | 2 | 4 |
| 6 | Energy Defens | x1 | 3 | 3 |
| 4 | Speed | x10 | 2.4 | 16 |
| 8 | Recovery | x2 | 5 | 6 |
| 26 | Endurance | x1/2 | 26 | 0 |
| 20 | Stun | x1 | 20 | 0 |
| Characteristics Cost: | | | | 63 |
| STR Roll: 11- | Run | | | 6" |
| DEX Roll: 12- | Swim | | | 2" |
| INT Roll: 11- | Jump | | | 2" |
| EGO Roll: 12- | Flight | | | 14" |
| PER Roll: 11- | | | | |
| Experience: 0 | | | | |
| DISADVANTAGES BASE: 100+PTS | | | | |
| Distinctive, "Red headed hottie in colorful costume", easily concealable, major | | | | 10 |
| Distinctive, "Mutant", easily concealable, major | | | | 10 |
| Hunted, "Enemies and mutant haters", as powerful, non-combat influence, harsh, appear 8- | | | | 15 |
| Normal Stats | | | | 20 |
| Psych Lim, "In love with Justice", common, strong | | | | 15 |
| Psych Lim, "Afraid to cut loose", common, moderate | | | | 10 |
| Psych Lim, "Code vs. killing", common, total | | | | 20 |
| Rep, "Hot mutant Avenger", occur 11- | | | | 10 |
| Secret ID, "Angelica Jones" | | | | 15 |
| Unluck, 2D6 | | | | 10 |
| Watched, "US government", more powerful, non-combat influence, harsh, appear 14- | | | | 15 |
| Disadvantages Total : | | | | 150 |
| Experience Spent + | | | | 0 |
| Total Points = | | | | 250 |

| | | |
|---|---|------------|
|  HERO 4TH EDITION | | |
| PTS | POWERS | END |
| 20 | EC (Radiation) (20) | |
| 32a) | 4D6 EB (Radiation), No Knockback(-1/4), 0 END (+1/2), Continuous(+1), Damage Shield(+1/2) | 0 |
| 14b) | 14" Flight (Radiation), x4 Non-Combat, Linked (-1/2), "EB Damage Shield", 1/2 END(+1/4) | 1 |
| 4 | 2D6 EB (Radiation), Only in outer space (-1), No Knockback (-1/4) | 1 |
| 8 | 4/4 Force Field, Linked(-1/2), "to EB damage shield", 0 END (+1/2) | 0 |
| 3 | Life Support (Radiation), safe in radiation | |
| 70 | MP (Radiation) (70) | |
| 1u | 4" Change Environment (Radiation), Desc: Microwaves heat | 1 |
| 3u | 10D6 Dispel (Radiation), "Disrupt Mental Powers", vs SFX (one power), No Range (-1/2), Concentrate (-1/2), 0 DCV, Area Effect(+1), radius | 7 |
| 6u | 11D6 EB (Radiation), No Knockback(-1/4), 1/2 END(+1/4) | 3 |
| 4u | 7D6 EB (Radiation), No Range(-1/2), No Knockback(-1/4), Area Effect(+1), cone | 7 |
| 2u | 1D6 RKA, "Electromagnetic Pluse", No Range(-1/2), Only against electronics and computers(-1/2), Penetrating(+1/2), Area Effect(+1 1/4), radius, x2 Increased Area | 4 |
| ==Perks== | | |
| 3 Federal Police Powers | | |
| ==Skills== | | |
| 6 3 Levels: EB | | |
| 1 TF, Other Air Vehicles | | |
| ==Equipment== | | |
| 8 4/4 Armor, OIF(-1/2) | | |
| 2 Radio XMIT/REC, "Avengers ID Card", OAF(-1) | | |
| 187 : Powers Total | | |
| 63 + Characteristic Total | | |
| 250 = Total Cost | | |

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|---|--------------|--------------|--------------|---------------|-----------|--------------|
| Base OCV: 5 | | Base DCV: 5 | | | | |
| 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 | | | |
| Rang | <4 | <8 | <16 | <32 | <64 | <128 |
| RMod | -0 | -2 | -4 | -6 | -8 | -10 |
| DEX: | 14 | SPD: | 4 | ECV: | 5 | |
| Phases | - - 3 | - - 6 | - - 9 | - - 12 | | |
| PD/rPD | 14/ | 8 | ED/rED | 14/ | 8 | |
| END: | 26 | STUN: | 20 | BODY: | 9 | |
| 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 | | | | | | |
| Name: Angelica Jones | | | | | | |
| Species: Human mutant | | | | | | |
| Gender: Female | | | | | | |
| Team: Hellions, New Warriors, Avengers | | | | | | |
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