

NAME: Flagwaver
PLAYER:

VALUE	CHAR	COST	BASE	PTS
19	Strength	x1	10	9
9	Dexterity	x3	10	-3
13	Constitution	x2	10	6
8	Body	x2	10	-4
15	Intelligence	x1	10	5
7	Ego	x2	10	-6
10	Presence	x1	10	0
16	Comeliness	x1/2	10	3
6	Physical Defex	x1	4	2
5	Energy Defens	x1	3	2
6	Speed	x10	1.9	41
12	Recovery	x2	7	10
26	Endurance	x1/2	26	0
25	Stun	x1	25	0
Characteristics Cost:				65

STR Roll: 13-	Run	5"
DEX Roll: 11-	Swim	4"
INT Roll: 12-	Jump	4"
EGO Roll: 10-		
PER Roll: 12-		

Experience: 16

DISADVANTAGES	BASE:	100+PTS
DNPC,"Innocents in need",	20	
incompetent,appear 11-		
Distinctive,"Black man	5	
with green eyes",easily		
concealable,minor		
Distinctive,"Detects as a	10	
mutant",easily		
concealable,major		
Hunted,"Enemies of the	20	
US",as powerful,		
non-combat influence,		
harsh,appear 11-		
Psych Lim,"Patriotic",	15	
common,strong		
Psych Lim,"Truthful and	15	
honest",very common,		
moderate		
Psych Lim,"Code vs.	15	
killing",common,strong		
Rep,"Famous US hero",occur	10	
11-		
Rivalry,"Minuteman",	5	
professional		
Secret ID,"Jimmy Davigne"	15	
Unluck,1D6	5	
Watched,"US government",	15	
more powerful,non-combat		
influence,harsh,appear		
14-		

Disadvantages Total : 150
Experience Spent + 16
Total Points = 266

HERO 4TH EDITION



PTS	POWERS	END
15	EC (15)	
24a)	64" Change Environment,"Air and weather control",vary environment,Extra Time(-1),time: 1 turn, Concentrate(-1/4)	7
10b)	50% Damage Reduction (ED),resistant,Only vs. cold and electricity(-1/2)	
12c)	6D6 EB (Electricity), Gestures(-1/4)	3
24d)	4D6 EB (Air),stun only,Gestures(-1/4), Area Effect(+1/2), Double Knockback(+3/4)	4
10	Life Support,doesn't breathe	
18	MP (18)	
2u	8" Flight (Air)	2
2u	8" Gliding,x8 Non-Combat	
-2	5" Running	1
2	4" Swimming	1
==Perks==		
3	Federal Police Powers	
==Skills==		
9	Computer Programming 15-	
4	Lang: French,native accent	
4	Lang: German,native accent	
4	Lang: Russian,native accent	
16	2 Levels,all combat	
5	Lockpicking 12-	
9	Navigation 14-	
5	Paramedic 13-	
5	SC: Mathematics 14-, (INT based)	
15	Stealth 17-	
2	TF,Small (Cars),Boats	
==Talents==		
3	Ambidexterity	

201 : **Powers Total**
65 + **Characteristic Total**
266 = **Total Cost**

Base OCV: 3 Base DCV: 3
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: 9 SPD: 6 ECV: 2
Phases - 2 - 4 - 6 - 8 - 10 - 12
PD/rPD 6/ 0 ED/rED 5/ 0
END: 26 STUN: 25 BODY: 8

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 p122
Name: Jimmy Davigne
Species: Human mutant
Gender: Male
Team: Sentinels of Liberty and Justice

