

NAME: Hellbent
PLAYER:

VALUE	CHAR	COST	BASE	PTS
22	Strength	x1	10	12
18	Dexterity	x3	10	24
24	Constitution	x2	10	28
8	Body	x2	10	-4
16	Intelligence	x1	10	6
12	Ego	x2	10	4
24	Presence	x1	10	14
20	Comeliness	x1/2	10	5
4	Physical Defex	x1	4	0
5	Energy Defens	x1	5	0
8	Speed	x10	2.8	52
16	Recovery	x2	9	14
48	Endurance	x1/2	48	0
31	Stun	x1	31	0
Characteristics Cost:				155

STR Roll: 13-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 12-	Jump	4"
EGO Roll: 11-		
PER Roll: 12-		

Experience: 175

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Enraged, "Cheetah hurt", uncommon, occur 14-, recover 11-		10
Hunted, "Sentinels of Liberty and Justice", as powerful, non-combat influence, harsh, appear 11-		20
Psych Lim, "Arrogant", common, strong		15
Psych Lim, "Vengeful", common, strong		15
Psych Lim, "In love with Cheetah", common, strong		15
Rep, "Speedy villain", occur 8-		5
Secret ID, "Drake Zarik"		15
Unluck, 2D6		10

Disadvantages Total : 115
Experience Spent + 175
Total Points = 390

HERO 4TH EDITION



PTS	POWERS	END
2	+1 BODY, Only if he's recently Transferred a target (-1/4)	
61	MP (61)	
6u	+18" Running, x4 Non-Combat, 0 END(+1/2)	0
2u	+10" Swimming, x4 Non-Combat, 0 END(+1/2)	0
24	1D6 Transfer, "Bio-Ghost", Only vs. living targets (-1/4), 0 END(+1/2), Damage Shield(+1/2)	0
5	UV Vision	
	==Perks==	
15	Money, filthy rich	
10	Vehicle: Other (50pt)	
	==Skills==	
9	Acrobatics 16-	
9	Climbing 16-	
11	Computer Programming 16-	
11	Cryptography 16-	
13	Electronics 16-	
5	Lockpicking 14-	
2	KS: War History 11-	
7	Navigation 13-	
7	PS: Radio Operator 16-, (INT based)	
7	SC: Robotics 16-, (INT based)	
9	Stealth 16-	
11	Systems Operation 16-	
3	Tactics 12-	
1	TF, Small (Cars)	
	==Talents==	
5	Defense Maneuver	

235 : **Powers Total**
155 + **Characteristic Total**
390 = **Total Cost**

Base OCV: 6 Base DCV: 6
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:	18	SPD:	8	ECV:	4
Phases -	2 3 - 5 6 - 8 9 - 11 12				
PD/rPD	4/ 0	ED/rED	5/ 0		
END:	48	STUN:	31	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

Last updated November 23rd, 2016 by Mathew R. Ignash.
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Villains Unlimited (501) p100
Name: Drake Zarik
Species: Human mutant
Gender: Male
Height: 6 feet 5 inches
Weight: 240 pounds
Team: The Masters of Speed (leader)

