

NAME: Korath The Pursuer
PLAYER:

VALUE	CHAR	COST	BASE	PTS
43	Strength	x1	10	33
18	Dexterity	x3	10	24
21	Constitution	x2	10	22
10	Body	x2	10	0
20	Intelligence	x1	10	10
10	Ego	x2	10	0
14	Presence	x1	10	4
10	Comeliness	x1/2	10	0
12	Physical Defex	1	9	3
8	Energy Defens	x1	4	4
4	Speed	x10	2.8	12
13	Recovery	x2	13	0
42	Endurance	x1/2	42	0
43	Stun	x1	43	0
Characteristics Cost:				112

STR Roll: 18-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 13-	Jump	9"
EGO Roll: 11-	Flight	13"
PER Roll: 13-		

Experience: 20

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Blue Kree cyborg", concealable, major		15
Hunted, "Enemies of the Kree", as powerful, non-combat influence, harsh, appear 8-		15
Psych Lim, "Overconfident", common, strong		15
Psych Lim, "Scientific curiosity", very common, moderate		15
Psych Lim, "Duty to the Kree race", common, total		20
Public ID, "Korath of the Starforce"		10
Rep, "Mad Kree scientist turned cyborg", occur 8-		5
Rivalry, "Kree Accusers", professional, in superior position		10
Unluck, 2D6		10
Watched, "Deathbird", more powerful, non-combat influence, harsh, appear 14-		15

Disadvantages Total : 130
Experience Spent + 20
Total Points = 250

THE AVENGERS

HERO 4TH EDITION

PTS	POWERS	END
18	6/6 Armor	
18	EC (27), "Pursuer Powers", OIF(-1/2)	
22a)	11D6 EB, "Beta-Batons", stun only, No Range (-1/2), Accessible Focus(-1/2), Affects Desolid(+1/2)	8
18b)	13" Flight, "Jet Boots", x8 Non-Combat, 0 END(+1/2)	0
19c)	7D6 Mind Scan, "Psychic Helmet", +20 Plus To Roll, Concentrate (-1/2), constant concentration, Extra Time(-1/2)	7
13	Life Support, doesn't breathe, safe in vacuum/pressure, safe in radiation, safe in heat/cold, OIF(-1/2) ==Skills==	
3	Bureaucratics 12-	
3	Computer Programming 13-	
3	Electronics 11-	
3	Forgery 11-	
4	Lang: English, native accent	
0	Lang: Kree, native	
3	Inventor 13-	
3	SC: Genetics 13-, (INT based)	
3	SC: Robotics 13-, (INT based)	
3	Systems Operation 13-	
2	TF, Space Vehicles	

138 : Powers Total
112 + Characteristic Total
250 = 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	

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

0 DEX: 18 **SPD:** 4 **ECV:** 3
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 18/ 6 **ED/rED** 14/ 6
END: 42 **STUN:** 43 **BODY:** 10

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 October 4th, 2016 by Mathew R. Ignash.
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Name: Korath
Species: Blue Kree
Gender: Male
Team: Starforce

