


<b>NAME:</b> Minuteman <b>PLAYER:</b>				
<b>VALUE</b>	<b>CHAR</b>	<b>COST</b>	<b>BASE</b>	<b>PTS</b>
22	Strength	x1	10	12
21	Dexterity	x3	10	33
20	Constitution	x2	10	20
10	Body	x2	10	0
11	Intelligence	x1	10	1
18	Ego	x2	10	16
6	Presence	x1	10	-4
14	Comeliness	x1/2	10	2
6	Physical Defex	x1	4	2
6	Energy Defens	x1	4	2
6	Speed	x10	3.1	29
13	Recovery	x2	8	10
44	Endurance	x1/2	40	2
33	Stun	x1	31	2
<b>Characteristics Cost:</b>				127
<b>STR Roll:</b> 13-	Run		6"	
<b>DEX Roll:</b> 13-	Swim		2"	
<b>INT Roll:</b> 11-	Jump		4"	
<b>EGO Roll:</b> 13-				
<b>PER Roll:</b> 11-				
<b>Experience:</b> 24				
<b>DISADVANTAGES BASE: 100+PTS</b>				
DNPC, "Innocents in need", incompetent, appear 8-				15
Distinctive, "Vibrant blue eyes", easily concealable, minor				5
Hunted, "Enemies of the US", as powerful, non-combat influence, harsh, appear 14-				25
Physical Lim, "Chronic headaches", frequently, slightly				10
Psych Lim, "Patriotic", common, strong				15
Psych Lim, "Protective of Stripes", common, strong				15
Psych Lim, "Arrogant", common, strong				15
Rep, "Famous US superhero", occur 11-				10
Rivalry, "Patriot & Flagwaver", professional				5
Secret ID, "Frank Poole"				15
Unluck, 1D6				5
Watched, "US government", more powerful, non-combat influence, harsh, appear 14-				15
<b>Disadvantages Total :</b>				150
<b>Experience Spent +</b>				24
<b>Total Points =</b>				274

<b>HERO 4TH EDITION</b>		
		
<b>PTS</b>	<b>POWERS</b>	<b>END</b>
12	4/4 Armor	
3	+0 Detect, "History and purpose of a timepiece"	
5	Discriminatory, Detect	
2	6 Mental Defense	
6	2D6 Mind Control, "Clock Control", telepathic contact, Only works on machines(-1/2), Only to change and stop time on a machine(-1/2), No Range(-1/2), Concentrate(-1/4), Works on machines (+1/2)	
3	3 Power Defense ==Perks==	
3	Federal Police Powers ==Skills==	
3	Breakfall 13-	
11	Climbing 17-	
3	13- Fast Draw	
13	Interrogation 15-	
16	2 Levels, all combat	
4	Martial Block	
4	M Strike, "Jump Kick"	
5	Navigation 12-	
5	Off Strike, "Karate Kick"	
0	PS: Soldier 8-	
11	Survival 15-	
3	Tactics 11-	
9	Tracking 14-	
2	TF, Small (Cars), Helicopters	
4	WF, Common Melee, Small Arms	
15	MP (30), "Weapons", OAF (-1)	
1u	3" Darkness, "Smoke bombs", 5-6 Charges(0), continuing, duration: 1 minute	0
1u	3D6 Flash, "Flash bombs", Sight, 13-16 Charges(0)	0
1u	2D6 HKA, "Swords"	3
1u	1/2D6 RKA, "Shuriken", vs physical defense, 7-8 Charges(0), recoverable, Penetrating(+1/2)	0
1u	1D6+1 RKA, "Colt 45", 5-6 Charges(0), 8 Clips	0
147	<b>: Powers Total</b>	
127	<b>+ Characteristic Total</b>	
274	<b>= Total Cost</b>	

Base OCV: 7		Base DCV: 7				
Adjustment +		Adjustment +				
Final OCV =		Final DCV =				
<b>Maneuver</b>	<b>Phase</b>	<b>OCV</b>	<b>DCV</b>	<b>Effect</b>		
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			
Martial Block	1/2	+2	+2			
M Strike	1/2	+0	+2	6D6		
Off Strike	1/2	-2	+1	8D6		
<b>Rang</b>	<4	<8	<16	<32	<64	<128
<b>RMod</b>	-0	-2	-4	-6	-8	-10
DEX:	21	SPD:	6	ECV:	6	
Phases -	2	-	4	-	6	- 8 - 10 - 12
PD/rPD	10/	4	ED/rED	10/	4	
END:	44	STUN:	33	BODY:	10	
<b>3D6</b>	<b>Loc</b>	<b>StunX</b>	<b>NStun</b>	<b>BodyX</b>	<b>CV</b>	<b>Armor</b>
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	x1/2	x1	-7	
13	Vitals	x4	x1/2	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	
<b>NOTES</b>						
Villains Unlimited p123						
Name: Frank Poole						
Species: Human mutate						
Gender: Male						
Team: Sentinels of Liberty and Justice						
