

NAME: Thing				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
14/59	Strength	x1	10	4
18	Dexterity	x3	10	24
14/24	Constitution	x2	10	8
15	Body	x2	10	10
13	Intelligence	x1	10	3
18	Ego	x2	10	16
18/23	Presence	x1	10	8
6/10	Comeliness	x1/2	10	-2
8/17	Physical Defex	x1	11	5
8/11	Energy Defens	x1	5	5
4	Speed	x10	2.8	12
6/16	Recovery	x2	16	0
28/48	Endurance	x1/2	48	0
28/53	Stun	x1	54	-1
Characteristics Cost:				92

STR Roll: 21-	Run	16"
DEX Roll: 13-	Swim	2"
INT Roll: 12-	Jump	12"
EGO Roll: 13-		
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE: 100+PTS
DNPC, "Girlfriend", normal, appear 8-	10
Distinctive, "Big orange rocky guy in hero ID.", easily concealable, extreme	15
Hunted, "Super villains galore!", as powerful, non-combat influence, harsh, appear 14-	25
Physical Lim, "Big and heavy in hero ID.", infrequently, slightly	5
Psych Lim, "Code vs. killing.", common, strong	15
Psych Lim, "Plays the dumb tough guy part.", very common, moderate	15
Psych Lim, "Overconfident", common, strong	15
Public ID, "Benjamin Jacob Grimm"	10
Rep, "Famous hero.", occur 11-, extreme reputation	15
Rivalry, "with other bricks.", professional	5
Unluck, 2D6	10
Watched, "by the media.", as powerful, non-combat influence, harsh, appear 11-	10
Disadvantages Total : 150	
Experience Spent + 0	
Total Points = 250	

Fantastic Four

HERO 4TH EDITION

PTS	POWERS	END
3	0/4 Armor, Only vs. fire. (-1/2), Linked (-1/2), "to Shapeshift"	
2	+4 COM, Only in normal ID. (-1/4)	
13	+10 CON, Linked (-1/2), "to Shapeshift"	
3	EC (5), "Brick!", Linked (-1/2), "to Shapeshift"	
10a)	9/4 Armor	
3b)	1 LVLS Density Increase (stats already included), 0 END Persistent(+1)	
3	5 Flash Defense, Hearing Group, Linked (-1/2), "to Shapeshift"	
4	Life Support, safe in heat/cold, immune to disease, Linked (-1/2), "to Shapeshift"	
2	+5 PRE, Negative uses only. (-1/2), Linked (-1/2), "to Shapeshift"	
13	+10" Running, Linked (-1/2), "to Shapeshift"	
11	Shape Shift, Concentrate (-1/4), Extra Time (-1/2), 0 END Persistent(+1)	
32	+40 STR, Only In Hero ID (-1/4)	
5	Combat Piloting 14-4 Crush	
1	Interrogation 8-	
3	KS: Public supers 12-, (INT based)	
24	3 Levels, all combat	
2	Local Police Powers	
7	Navigation 13-	
2	PS: Professional Wrestler 11-	
1	Stealth 8-	
3	Streetwise 14-	
3	Tactics 12-	
4	TF, Air Vehicles, Space Vehicles	

158 : **Powers Total**
 92 + **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	
Crush	1/2	+0	+0	15 1/2 D6

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

DEX: 18 SPD: 4 ECV: 6
 Phases - - 3 - - 6 - - 9 - - 12
 0 PD/rPD 26/ 9 ED/rED 19/ 8
 END: 48 STUN: 53 BODY: 15

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	x1/2	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	

NOTES
 Last updated October 4th, 2016
 by Mathew R. Ignash.
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 Name: Benjamin Jacob Grimm
 Species: Human mutate
 Gender: Male
 Team: Fantastic Four

