NAME: Flagwaver PLAYER: VALUE CHAR COST BASE PTS 19 Strength 10 x19 Dexterity x310 -3 13 Constitution x2 10 6 8 Body x210 -4 15 Intelligence x1 10 5 7 Ego x210 -6 10 Presence x110 0 3 16 Comeliness x1/210 6 Physical Defex1 4 2 5 Energy Defensx1 3 1.9 x106 Speed 41 12 Recovery x210 26 26 Endurance x1/20 25 Stun x12.5 Λ Characteristics Cost: 65 5 " STR Roll: 13-4 " DEX Roll: 11-Swim 4 " INT Roll: 12-Jump 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 10 Distinctive, "Detects as a mutant", easily concealable, major Hunted, "Enemies of the 20 US", as powerful,

non-combat influence,

Psych Lim, "Patriotic",

honest", very common,

Psych Lim, "Code vs.

Rivalry, "Minuteman",

Psych Lim, "Truthful and

killing", common, strong

Rep, "Famous US hero", occur

Secret ID, "Jimmy Davigne"

more powerful, non-combat

Watched, "US government",

influence, harsh, appear

harsh, appear 11-

common, strong

professional

Unluck,1D6

moderate

11-

14-

15

15

15

10

5

15

15

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)10b) 50% Damage Reduction (ED), resistant, Only vs. cold and electricity(-1/2) 12c) 6D6 EB (Electricity), Gestures(-1/4)24d) 4D6 EB (Air), stun only, Gestures(-1/4), Area Effect(+1/2), Double Knockback(+3/4) 10 Life Support, doesn't breathe 18 MP (18) 2u 8" Flight (Air) 2 2u 8" Gliding,x8 Non-Combat -2 5" Running 2 4" Swimming ==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

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	

< 8

-0 -2 -4 RMod -6 -8 DEX: 9 SPD: 6 ECV: 2. Phases - 2 - 4 - 6 - 8 - 10 - 12 PD/rPD 6/ 0 ED/rED END: 26 STUN: 25 BODY:

<16 <32 <64 <128

	3D6	Loc	StunX	NStun	BodyX	CV	Armor
2	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	Shoulder	s 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

Rang <4

Team: Sentinels of Liberty and Justice



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

201 : Powers Total 65 + Characteristic Total

266 = Total Cost