

NAME: Human Torch II
PLAYER:

VALUE	CHAR	COST	BASE	PTS
10	Strength	x1	10	0
18	Dexterity	x3	10	24
18	Constitution	x2	10	16
10	Body	x2	10	0
10	Intelligence	x1	10	0
14	Ego	x2	10	8
18	Presence	x1	10	8
18	Comeliness	x1/2	10	4
5	Physical Defex	x1	2	3
7	Energy Defens	x1	4	3
4	Speed	x10	2.8	12
8	Recovery	x2	6	4
36	Endurance	x1/2	36	0
24	Stun	x1	24	0
Characteristics Cost:				82

STR Roll: 11-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 11-	Jump	2"
EGO Roll: 12-	Flight	20"
PER Roll: 11-		

Experience: 0

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Flaming figure", easily concealable, extreme		15
Enraged, "If his friends are hurt", uncommon, occur 11-, recover 14-		5
Hunted, "By numerous villains", as powerful, non-combat influence, harsh, appear 11-		20
Normal Stats		20
Psych Lim, "Loves Crystal, Frankie, Alicia, Lyja or whoever", common, strong		15
Psych Lim, "Cocky attitude", common, strong		15
Psych Lim, "Code vs. killing", common, total		20
Public ID, "Jonathan Storm"		10
Rep, "Famous super hero", occur 14-, extreme reputation		20
Rivalry, "With the Thing, Iceman, Spiderman and others", professional		5
Watched, "By the media", as powerful, non-combat influence, mild, appear 8-		5

Disadvantages Total : 150
Experience Spent + 0
Total Points = 250

Fantastic Four

HERO 4TH EDITION

PTS	POWERS	END
3	4/0 Armor, Does not work in a vacuum or in water. (-1/4), Linked (-1/2), "to RKA Damage Shield"	
10	0/13 Armor, Only vs. fire (-1)	
19	EC (Fire) (24), Does not work in a vacuum or in water (-1/4)	
13a)	13D6 EB, "Nova burst", No Range (-1/2), Costs END (-1/2), 1 Charges (-2), Concentrate (-1), 0 DCV, constant concentration, Extra Time (-1/2), Explosion (+1/2)	10
15b)	20" Flight (Fire), Linked (-1/2), "to RKA Damage Shield", 1/2 END (+1/4)	2
17c)	1D6 RKA (Fire), No Knockback (-1/4), Continuous (+1), 0 END (+1/2), Damage Shield (+1/2), Selectable Damage Shield (+1/4)	0
5	8 Mental Defense	
48	MP (Fire) (60), Does not work in a vacuum or in water. (-1/4)	
1u	4" Change Environment, Desc: Change temperature	1
3u	4D6 EB (Fire), "Flame cages and walls", Concentrate (-1/2), constant concentration, Continuous (+1), Area Effect (+1), any area	6
5u	12D6 EB	6
1u	-0 Images (Fire), Sight Group, x8 Increased Area, Images must be made out of flames (-1)	3
4u	9D6 Suppress (Fire), vs SFX (one power), Concentrate (-1/4)	6
4	KS: Public super humans 12-, (INT based)	
2	Local Police Powers	
1	Paramedic 8-	
3	Persuasion 13-	
3	Systems Operation 11-	
1	Tactics 8-	
2	TF, Small (Cars), Other Air Vehicles	
8	4/4 Armor, "Unstable molecule costume", OIF (-1/2)	

168 : **Powers Total**
82 + **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	

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

DEX: 18 SPD: 4 ECV: 5
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 13/ 8 ED/rED 24/ 17
END: 36 STUN: 24 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

