

NAME: Lightspeed
PLAYER:

VALUE	CHAR	COST	BASE	PTS
5	Strength	x1	10	-5
18	Dexterity	x3	10	24
20	Constitution	x2	10	20
8	Body	x2	10	-4
13	Intelligence	x1	10	3
13	Ego	x2	10	6
14	Presence	x1	10	4
14	Comeliness	x1/2	10	2
8	Physical Defex	x1	1	7
8	Energy Defens	x1	4	4
4	Speed	x10	2.8	12
5	Recovery	x2	5	0
40	Endurance	x1/2	40	0
22	Stun	x1	21	1
Characteristics Cost:				74

STR Roll: 10-	Run	6"
DEX Roll: 13-	Swim	4"
INT Roll: 12-	Jump	1"
EGO Roll: 12-		
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE:	100+PTS
DNPC, "Innocents in need",		20
incompetent, appear 11-		
Distinctive, "Brightly colored costume", easily concealable, minor		5
Distinctive, "Flying leaves a long rainbow trail", easily concealable, minor		5
Hunted, "Various villains", more powerful, non-combat influence, harsh, appear 8-		20
Physical Lim, "Minor", frequently, greatly		15
Psych Lim, "Protective mother-hen of the group", common, strong		15
Psych Lim, "Code vs. killing", common, total		20
Rep, "Minor super heroine", occur 8-		5
Rivalry, "Siblings", professional		5
Secret ID, "Julie Power"		15
Unluck, 2D6		10
Watched, "Parents", more powerful, non-combat influence, harsh, appear 14-		15

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

MARVEL

HERO 4TH EDITION

PTS	POWERS	END
10	4/4 Armor, Only In Hero ID(-1/4)	
6	3/3 Force Field, Linked(-1/2), "Flight", 0 END(+1/2)	0
4	Instant Change, Incantation(-1/4)	
15	Life Support, doesn't breathe, safe in vacuum/pressure, safe in radiation, safe in heat/cold, Only In Hero ID(-1/4)	
105	MP (105)	
1u	3D6 Aid, use optional healing rules, Concentrate(-1), 0 DCV, constant concentration, Extra Time(-1/2)	1
8u	25" Flight, x16 Non-Combat, 1/2 END (+1/4)	3
7u	5" Teleport, x4 Increased Mass, x125K Increased Range, Concentrate(-1/2), 0 DCV	1
2	+2" Swimming, "Swim fins on underwater costume", Only In Hero ID(-1/4)	0
==Skills==		
3	Flying Tackle	
3	KS: American Literature 12-, (INT based)	
4	Martial Escape	
5	Navigation 12-	
3	Stealth 13-	

176 : Powers Total
74 + 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	
Flying Tackle	1/2	+0	-1	1D6 + v/5
Martial Escape	1/2	+0	+0	20 STR

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

DEX:	18	SPD:	4	ECV:	4
Phases - -	3	- -	6	- -	9
PD/rPD	15/	7	ED/rED	15/	7
END:	40	STUN:	22	BODY:	8

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
Name: Julie Power
Species: Human mutate
Gender: Female
Height: 5 feet 4 inches
Weight: 110 pounds
Hair Strawberry blonde
Eyes: Blue
Team: Power Pack

