NAME: Medusa PLAYER:

VALUE	CHAR	COST	BASE	PTS
18		x1	10	8
14	Dexterity	x3	10	12
18	Constitutio	n x2	10	16
10	Body	x2	10	0
12		ce x1	10	2
18	Ego	x2	10	16
8	Presence	x1	10	-2
4	Comeliness	x1/2	2 10	-3
4	Physical De	efex1	4	0
20	Energy Defe	ensx1	4	16
8	Speed	x10	2.4	56
8	Recovery	x2	8	0
36	Endurance	x1/2	36	0
28	Stun	x1	28	0
Cl	naracteristi	cs Co	st:	121
מייים דע	.11. 12_ D <sub>1</sub>	10	•	2 11

STR Roll: 13-	Run 3"
DEX Roll: 12- INT Roll: 11-	Swim 4"
INT Roll: 11-	Jump 4"
<b>EGO Roll:</b> 13-	
PER Roll: 11-	

## Experience: 0

u	_	
	DISADVANTAGES BASE: 183+B Distinctive, "Walking snake bundle", not concealable,	
	extreme Hunted, "Syrian government", as powerful,	10
	harsh,appear 8- Physical Lim,"Limited manipulation and odd body design",infrequently, slightly	5
	Psych Lim, "Fond of Razor",	10
	common, moderate Psych Lim, "Hates humans",	15
	common,strong Psych Lim, "Aggressive",	15
	common,strong Psych Lim,"Loves to drive fast cars",common, moderate	10
	Rep, "Alien mercenary",	5
	Watched, "Employer of the week", as powerful, harsh, appear 8-	5
	Watched, "DT Aliens", as powerful, non-combat influence, harsh, appear 11-	10

## **HERO 4TH EDITION**



	,	
PTS	S POWERS	END
10	360 Degree Sensing, Sight Group	
18	9/9 Armor,14-	
30	Activation(-1/2) 50% Damage Reduction	
	(ED),resistant	
	0/20 Damage Resistance 4D6 Drain, "Speed", No	3
	Range $(-1/2)$ , $14-$	
	Activation(-1/2), Personal Immunity	
	(+1/4), 0 END $(+1/2)24 Extra Limbs, "Dozens$	. 0
5	of snakes"	<b>;</b>
3	1D6 HA,Linked(-1/2), "Drain",0 END(+1/2)	Λ
4	8 Mental Defense	U
	3" Running 4" Swimming	1
5	UV Vision	
2	==Skills== Lang: English,fluent	
۷	w/accent	

0 Lang: Greek,native 3 Lang: Latin, fluent w/accent,literacy
2 Lang: Syrian,fluent

16 2 Levels, all combat

5 PS: Fisherman 14-5 PS: Dancer 14-,(DEX

3 SC: Mathematics 11-,

2 TF, Small (Cars), Boats 2 WF, Common Melee

w/accent

3 Linguist 5 Navigation 12-

based)

(INT based) 3 Stealth 12-

5 Survival 12-

172	:	Powers Total	
121	+	Characteristic	Total
293	=	Total Cost	

Base OCV: 5 Base DCV: 5 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	

KMOa	-0	-2	- 4	-6	-8	-10
DEX:	14	SP	D:	8	ECV	: 6
Phase	s - 2	3 -	5	6 -	8 9 -	11 12
PD/rP	D 1	3/	9 E	D/rE	D 29	/ 29
END:	36	STU	и:	28	BODY	: 10

Rang <4 <8 <16 <32 <64 <128

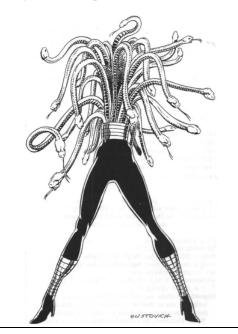
3D6	Loc	StunX	NStun	BodyX	CV	Armor
						Aimoi
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x1/2	x1/2	-6	
7-8	Arms	x2	x1/2	x1/2	-5	
9	Shoulder	s x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1 1/2	x1	-7	
13	Vitals	x4	x1 1/2	x2	-8	
14	Thighs	x2	x1	x1	-4	
15-16	Legs	x2	x1/2	x1/2	-6	
17-18	Feet	x1	x1/2	x1/2	-8	

## NOTES

Last updated November 23rd, 2016 by Mathew R. Ignash

Villains Unlimited (501) p166 Name: Medusula Gorgana

Gender: Female Species: Alien Height: 7 feet Weight: 130 pounds



Disadvantages Total : Experience Spent + 110 Total Points = 293