NAME: Mister Fantastic PLAYER:

VALUE	CHAR	COST	BASE	PTS	
13	Strength	x1	10	3	
20	Dexterity	x = x3	10	30	
18	Constitut	ion x2	10	16	
10	Body	x2		0	
23	Intellige	nce x1	10	13	
14	Ego	x2	10	8 3 0 5 2	
13	Presence	x1	10	3	
10	Comelines	s x1/2	2 10	0	
8	Physical	Defex1	3	5	
6	Energy De	fensx1	4	2	
4	Speed	x10	3.0	10	
8	Recovery	x2	7	2	
36	Endurance	x1/2	36	0	
26	Stun	x1	26	0	
Characteristics Cost:					
STR RO	<b>-11•</b> 12-	Run		6"	

Swim

Jump

## PER Roll: 14-Experience: 0

DEX Roll: 13-INT Roll: 14-

**EGO Roll:** 12-

DISADVANTAGES BASE: 100+ DNPC, "Family and friends", less powerful, appear 11- Distinctive, "Stretchy guy", easily concealable, minor	PTS 10 5
Hunted, "Almost every villain in the known universe", as powerful, non-combat influence, harsh, appear 14-	25
Psych Lim, "Gets lost in his work often", very common, moderate	15
Psych Lim, "In love with the Invisible Woman", common, strong	15
Psych Lim, "Explorer", common, strong	15
Psych Lim, "Code vs. killing", common, total	20
Public ID, "Reed Richards" Rep, "Super scientist and renoun hero", occur 14-, extreme reputation	10 20
Rivalry, "Doctor Doom and other smart guys", professional	5
Watched, "U.S. government", more powerful, non-combat influence, mild, appear 11-	10

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

## Fantastic

## **HERO 4TH EDITION**

PTS	S POWERS	END
4	8/0 Damage Resistance	
20	EC (20), "Rubber Body"	
20a)	75% Damage Reduction (PD)	
,	(PD)	
30b)	10" Stretching	5
45	MP (45), "Stretching	J
1	Tricks"	
211	Desolid, cannot pass	
Zu	thru solids,	
	Vulnerability: Heat,	
	Concentrate(-1/2),	
	constant concentration	4
1,,		. 4
	15" Gliding	
ıμ	3D6 HA, "Enlarged	0
_	Fists", 0 END(+1/2)	0
3u	Shape Shift, any shape,	
	Can not alter color or	
	total mass(-1/4),0	_
_	END(+1/2)	0
lu	+15" Superleap	4
_	==Skills==	
3	Computer Programming	
	14-	
3	Inventor 14- Electronics 12- SC: Chemistry 14-,(INT	
5	Electronics 12-	
2		1
	based)	
2	SC: Physics 14-,(INT	
	based)	
2	SC: Robotics 14-,(INT	
	based)	
3	Scientist	
3	Tactics 14-	
	==Equipment==	
8	4/4 Armor, OIF(-1/2)	
I .		

Base OCV: 7 Base DCV:
Adjustment + Adjustment +
Final OCV = Final DCV = Base DCV: 7

Maneuver	Phase	ocv	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
<b>D</b> 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	

RMod	-0	-2	-	4 -6	5 -8	-10
DEX:	20	S	PD:	4	EC	V: 5
Phase	:s -	- 3		6 -	- 9	12
PD/rP	D :	12/	12	ED/rE	ED 1	0/ 4

END: 36 STUN: 26 BODY: 10

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

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	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

Name: Reed Richards Species: Human mutate

Gender: Male

Team: Fanstastic Four



158 : Powers Total 92 + Characteristic Total

250 = Total Cost