NAME: Ping

PLAYER:	
VALUE CHAR COST BASE PTS 12 Strength x1 10 2 14 Dexterity x3 10 12 13 Constitution x2 10 6 6 Body x2 10 -8 11 Intelligence x1 10 1	
<pre>11 Intelligence x1 10 1 10 Ego x2 10 0 12 Presence x1 10 2 12 Comeliness x1/2 10 1 4 Physical Defex1 2 2 5 Energy Defensx1 3 2 3 Speed x10 2.4 6 6 Recovery x2 5 2 30 Endurance x1/2 26 2 22 Stun x1 19 3 Characteristics Cost: 33 STR Roll: 11- DEX Roll: 12- Experience: 0 DISADVANTAGES BASE: 100+PTS Distinctive, "Detects as a 10 mutant", easily concealable, major Hunted, "INS", less 10 powerful, non-combat influence, harsh, appear 8- Normal Stats 20 Psych Lim, "Loves expensive 10 cars and motorcycles", common, moderate Psych Lim, "Loves expensive 10 cars and motorcycles", common, moderate Psych Lim, "Cocky", common, 15 strong Public ID, "Felicia 10 Rodriguez" Rep, "Trouble making mutant 10 gang member", occur 8-, extreme reputation Rivalry, "Sister", 5 professional </pre>	<pre>PTS POWERS E 5 IR Vision 30 5 OCV Missile Deflection (Light), deflect all attacks, reflect at attacker, deflect adjacent,Only vs. light/laser attacks(-1) 23 MP (Gravity) (23) 2u 9" Flight,x4 Non-Combat 1u 5" Gliding,Usable By Others(+3/4),Usable at range 2u +0" Running,x8 Non-Combat,Usable By Others(+3/4),Usable at range 2u +10" Superleap,Usable By Others(+3/4),Usable at range 20 MP (Light) (20) 2u 2" Change Environment, vary environment 2u Invisibility,Sight 2 4" Swimming 30 30 STR TK (Gravity), affects all parts,Only to push down(-1),Area Effect(+1/2) 5 UV Vision ==Skills== 3 Flying Tackle 3 Lang: English,fluent w/accent 0 Lang: Spanish,native 4 Martial Dodge 4 M Strike,"Kick" 2 PS: Cook 11- 3 PS: Dancer 12-,(DEX based) 2 PS: Seamstress 11- 3 Stealth 12- 1 TF,Small (Cars) 2 WF,Swords,Pistols ==Talents== 5 1D6 HKA,"Knife",vs physical defense,OAF (-1),7-8 Charges (-1/4),2 Clips</pre>
Disadvantages Total : 105 Experience Spent + 0 Total Points = 205	<pre>172 : Powers Total 33 + Characteristic Total 205 = Total Cost</pre>

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PTS POWERS	END	Disa
5 IR Vision 30 5 OCV Missile		Doc
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vs. light/laser		Flyi
attacks(-1) 23 MP (Gravity) (23)		Maı M S
2u 9" Flight,x4	2	
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range 2u +0" Running,x8		DE
Non-Combat,Usable By		Pł
Others(+3/4),usable at range	0	PI
2u +10" Superleap,Usable		El
By Others(+3/4),usable at range	e 5	
20 MP (Light) (20)		
2u 2" Change Environment, vary environment	2	3L 3-
2u Invisibility,Sight	2 2 1	6
2 4" Swimming 30 30 STR TK (Gravity),	1	- 7- 9
affects all parts, Only	7	10-
to push down(-1),Area Effect(+1/2)	7	1
5 UV Vision	,	1
==Skills== 3 Flying Tackle		15- 17-
3 Lang: English,fluent		- /
w/accent 0 Lang: Spanish,native		La
4 Martial Dodge		20
4 M Strike,"Kick" 2 PS: Cook 11-		- Vi
3 PS: Dancer 12-,(DEX		Na
based) 2 PS: Seamstress 11-		Ge Sr
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3 Stealth 12- 1 TF,Small (Cars) 2 WF,Swords,Pistols		We Te
==Talents==		
5 1D6 Luck ==Equipment==		
7 1D6 HKA,"Knife",vs		
physical defense,OAF (-1)	1	
7 1D6 RKA, "Gun", vs	-	
physical defense,OAF (-1),7-8 Charges		
(-1/4),2 Clips	0	
		l

HERO 4TH EDITION

Base OCV:	5	Base DCV:
Adjustment +		Adjustment +
Final OCV =		Final DCV =

5

	Maneuvo	er	Phase	ocv		Effect		
	Block		1/2 0	+0 +2		stops attack		
END	Brace Disarm		1/2	+2 -2		+2 vs RMod STR vs STR		
	Dodge		1/2	+0		all attacks		
	Grab		1/2	-1		grab, do STR		
	Haymake Maya Bu		1/2 1/2	+0 -2		x1 1/2 STR STR/2 + v/5		
	Move By Move Th		1/2	-2 -v/5		STR/2 + v/3 STR + v/3		
	Set		1	$^{+1}$	+0			
	Flying Ta		1/2	+0		2D6 + v/5		
	Martial D M Strike		1/2 1/2	$^{+0}_{+0}$	+5 +2	4D6		
	WI SUIKC		1/2	+0	τ2	400		
2		<4 -0		<16 -4	<32 -6	<64 <128 -8 -10		
	DEX:	14	SP	D:	3	ECV: 3		
	Phas	es -	4		- 8	12		
	PD/r	PD	4 /	0 ED/	/rED	5/0		
0						BODY: 6		
	END.	30	510	IN• 2	22	BODI: 0		
5								
		Loc S	StunX	NStun	Body			
2 2		Head	x5	x2	x2	-8		
2 1		Hands Arms	x1 x2	x1/2 x1/2	x1/2 x1/2			
-		Shoulders		x1/2 x1	x1/2 x1	-5		
	10-11	Chest	x3	x1	x1	-3		
-		Stomach	x4	x1 1/2	x1	-7		
7		Vitals	x4	x1 1/2 x1	x2 x1	-8 -4		
	15-16	Thighs Legs	x2 x2	x1/2	x1/2			
	17-18	-	x1	x1/2	x1/2			
	NOTES							
	Last updated November 23rd, 2016 by Mathew R. Ignash. -							
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