NAME: Pong

PLAYER:		HERO 4TH EDITION
VALUECHARCOSTBASE13Strengthx11013Dexterityx31014Constitutionx2109Bodyx2109Intelligencex110	PTS 3 9 8 -2 -1	
9 Intelligence x1 10 8 Ego x2 10 15 Presence x1 10 20 Comeliness x1/2 10 3 Physical Defex1 3 3 Energy Defensx1 3 3 Speed x10 2.3 6 Recovery x2 6 28 Endurance x1/2 28 23 Stun x1 23 Characteristics Cost: STR Roll: 12- DEX Roll: 12- DEX Roll: 12- SWim INT Roll: 11- PER Roll: 11- PER Roll: 11- Experience: 0	-4 5 5 0	<pre>PTS POWERS E 5 +5 CON,Only to hold breath longer(-1) 30 EC (30),"Adaptive body" 30a) 20/20 Armor 30b) 75% Damage Reduction (ED),resistant 30c) 75% Damage Reduction (PD),resistant 39d) 11" Stretching,1/2 END(+1/4) 2 Life Support,doesn't eat/sleep/excrete,Only to not eat(-1) 5 MP (5),"Stretching tricks" 1u 5" Gliding</pre>
DISADVANTAGES BASE: 100+ Distinctive, "Beautiful features", easily	• PTS 5	1u 8" Superleap 2 4" Swimming ==Skills== 3 Lang: English,fluent
concealable,minor Distinctive,"Detects as a mutant",easily concealable,major	10	w/accent O Lang: Spanish,native 4 Martial Escape 3 Martial Grab
Hunted, "INS", less powerful, non-combat influence, harsh, appear 8- Normal Stats Psych Lim, "Loves expensive	10 20 10	3 Paramedic 11- 2 PS: Cook 11- 2 PS: Dancer 11- 2 PS: Seamstress 11- 1 TF,Small (Cars)
<pre>cars and motorcycles", common,moderate Psych Lim,"Excitement junkie",common,strong Psych Lim,"Bragart",</pre>	15 15	<pre>1 WF,Swords ==Equipment== 7 1D6 HKA,"Knife",vs physical defense,OAF (-1)</pre>
<pre>common,strong Public ID,"Maryanne Rodriguez" Rep,"Trouble making mutant gang member",occur 8-,</pre>	10 10	7 1D6 RKA,"Gun",vs physical defense,OAF (-1),7-8 Charges (-1/4),2 Clips
extreme reputation Rivalry, "Sister", professional Unluck, 2D6	5 10	
<pre>Vuln,"Supernatural/magic attacks",uncommon,x2 body Vuln,"Supernatural/magic attacks",uncommon,x2 stun</pre>	10 10	
Disadvantages Total : Experience Spent + Total Points =	140 0 240	<pre>210 : Powers Total 30 + Characteristic Total 240 = Total Cost</pre>

PTSPOWERSEND5 +5 CON,Only to hold breath longer(-1)3030 EC (30), "Adaptive body"30 20/20 Armor30) 75% Damage Reduction (ED), resistant30) 75% Damage Reduction (ED), resistant30) 75% Damage Reduction (ED), resistant30) 11" Stretching, 1/2 END(+1/4)313224 Explort, doesn't eat/sleep/excrete, Only to not eat(-1)5 MP (5), "Stretching tricks"31324" Superleap224" Swimming tricks"313224" Swimming trial Escape3333444433939444159991011211121314151516171061710710810810910111011<

HERO 4TH EDITION

Base OCV: 4 Base DCV: 4 Adjustment + Adjustment + Final OCV = Final DCV =

	Maneuver	Phase	ocv	DCV	Effect	
	Block	1/2	+0		ops attac	ck
	Brace	0	+2		2 vs RM	
ND	Disarm	1/2	-2		TR vs S	
	Dodge	1/2	+0		1 attacks	
	Grab	1/2	-1		rab, do S	
	Haymaker	1/2	+0		1 1/2 ST	
	Move By	1/2	-2		TR/2 + v	
	Move Through	1/2	-v/5	-3 S'	$\Gamma R + v/s$	5
	Set	1 1/2	$^{+1}_{+0}$	$^{+0}_{+0}$ 23	8 STR	
	Martial Escape Martial Grab	1/2	+0 -1		3 STR	
•						
3	Rang <4 RMod −0			<32 -6		
	DEX: 13	SP	D:	3	ECV	: 3
	Phases			- 8		- 12
	PD/rPD 2					/ 20
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2	END: 28	STU.	N: 1	23 E	BODY	: 9
1						
	2D(L., 6	4 V	NC4	D - JV	CW	
	3D6 Loc S 3-5 Head	tunX x5	NStun x2	BodyX x2	CV -8	Armor
	6 Hands	x1	x1/2	x1/2	-6	
	7-8 Arms		x1/2 x1/2	x1/2	-5	
	9 Shoulders		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	
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