NAME:	She-Hulk
	.

PLAYER:					
VALUECHARCOSTBASE54/59Strengthx11018Dexterityx31021Constitutionx21014Bodyx21013Intelligencex110	44 24 22 8 3	HERO 4TH EDITION			
11 Ego x2 10 18 Presence x1 10 20 Comeliness x1/2 10 15/16 Physical Defex1 11 8/9 Energy Defensx1 4 4 Speed x10 2.8 15 Recovery x2 15 42 Endurance x1/2 42 52 Stun x1 52 Characteristics Cost:	2 8 5 4 12 0 0 136	PTS POWERS I 7 1 LVLS Density Increase (stats already included), Always On(-1/2),0 END Persistent(+1) 13 EC (13),"Hulk Powers" 14a) 10/8 Armor 14b) 31" Superleap,1/2 END (+1/4) 0 Life Current acts in			
STR Roll: 21- DEX Roll: 13- INT Roll: 12- EGO Roll: 11- PER Roll: 12-	15" 2" 31"	<pre>9 Life Support,safe in radiation,safe in heat/cold,immune to disease 7 1 BODY Regen,recovery rate: per 5 minutes 23 15" Running,x4</pre>			
Experience: 0		Non-Combat ==Perks==			
DISADVANTAGES BASE: 100+ Distinctive, "Tall muscular woman with green skin and hair", concealable, extreme Hunted, "Various enemies", as powerful, harsh, appear	20 20	<pre>3 Federal Police Powers 1 License for Profession ==Skills== 3 Bureaucratics 13- 3 Criminology 12- 3 Deduction 12-</pre>			
14- Physical Lim, "Heavy", infrequently, slightly Psych Lim, "Wild and uninhibited", common,	5 10	1 Interrogation 8- 2 KS: Criminal Law 11- 8 1 Levels,all combat 0 PS: Attorney 8- 1 TF,Other Air Vehicles			
<pre>moderate Psych Lim, "Flirt", common, moderate Psych Lim, "Protector of the innocent", common, strong</pre>	10 15	==Equipment== 2 Radio XMIT/REC, "Avengers ID Card", OAF(-1)			
Psych Lim, "Code vs. killing", common, total	20				
Public ID, "Jennifer Walters"	10 15				
Rep, "Famous Avenger strong woman", occur 14- Unluck, 1D6	15 5				
<pre>Watched,"Press and fans", less powerful,non-combat influence,mild,appear 11- Watched,"US government", more powerful,non-combat influence,harsh,appear 14-</pre>	5 15				
Disadvantages Total : Experience Spent + Total Points =	150 0 250	<pre>114 : Powers Total 136 + Characteristic Total 250 = Total Cost</pre>			



Superleap,1/2 END (4) e Support, safe in iation, safe in t/cold,immune to ease ODY Regen, recovery e: per 5 minutes Running,x4 -Combat erks== leral Police Powers ense for Profession kills== eaucratics 13minology 12-luction 12errogation 8-Criminal Law 11-evels,all combat Attorney 8-Other Air Vehicles quipment== io XMIT/REC, engers ID Card", (-1)

Base OCV: 6 Base DCV: 6 Adjustment + Adjustment + Final OCV = Final DCV =

	Maneuver	Phase	ocv	DCV H	ffect	
	Block	1/2	+0		ops attack	
	Brace	0	+2		vs RMod	
END	Disarm	1/2	-2		R vs STR	
	Dodge	1/2	+0	+3 all	attacks	
	Grab	1/2	-1	-2 gra	ab, do STR	
	Haymaker	1/2	+0	-5 x1	1/2 STR	
	Move By	1/2	-2	-2 ST	rR/2 + v/5	
0	Move Through	1/2	-v/5	-3 ST	R + v/3	
	Set	1	+1	+0		
-	Rang <4	<8	<16	< 32 <	<64 <12	
6	RMod -0	-2	-4	-6	-8 -1	0
	DEX: 18	SP	. .	4	ECV:	4
				-		-
	Phases -	- 3 -	- 6		9	12
	PD/rPD 2	26/1	0 ED	/rED	17/	8
						-
	END: 42	STU	N:	52 B	ODY: I	4
3						
-						
n	3D6 Loc	StunX	NStun	BodyX	CV Arn	ıor
	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	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	
	Species: Gender: H Team: Far	Temal	е		Avenge	rs
1						