

**NAME:** Skyscraper  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
15/45	Strength	x1	10	5
14	Dexterity	x3	10	12
20	Constitution	x2	10	20
14/20	Body	x2	10	8
10	Intelligence	x1	10	0
13	Ego	x2	10	6
18	Presence	x1	10	8
16	Comeliness	x1/2	10	3
8	Physical Defex	x1	3	5
8	Energy Defens	x1	4	4
4	Speed	x10	2.4	16
8	Recovery	x2	7	2
40	Endurance	x1/2	40	0
33/39	Stun	x1	32	1
<b>Characteristics Cost:</b>				90

<b>STR Roll:</b> 18-	Run	12"
<b>DEX Roll:</b> 12-	Swim	2"
<b>INT Roll:</b> 11-	Jump	9"
<b>EGO Roll:</b> 12-		
<b>PER Roll:</b> 11-		

**Experience:** 0

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Aura of Death", not concealable, minor		15
Hunted, "by dark supernatural forces", as powerful, harsh, appear 8-		10
Normal Stats		20
Psych Lim, "Worried he will overuse his strength", common, moderate		10
Psych Lim, "Follows orders", common, moderate		10
Psych Lim, "Overconfident", common, strong		15
Psych Lim, "Code vs. killing", common, strong		15
Public ID		10
Rep, "US government super agent", occur 11-		10
Rivalry, "with other giant supers", professional		5
Unluck, 3D6		15
Vuln, "Positive PRE attacks", uncommon, x1 1/2 effect		5
Watched, "by the US government", more powerful, non-combat influence, mild, appear 11-		10

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

# STRIKE FORCE AMERICA

## Hero 4th Edition

PTS	POWERS	END
12	6/6 Armor, Linked (-1/2), "to Growth"	
10	4/4 Armor, "Ectoplasm Costume", Only In Hero ID(-1/4)	
13	50% Damage Reduction (PD), Linked(-1/2), "to Growth"	
13	50% Damage Reduction (ED), Linked(-1/2), "to Growth"	
60	6 LVLS Growth (stats already included), 0 END Persistent(+1)	0
5	Instant Change	
6	Life Support, immune to disease, immune to aging	
10	1 BODY Regen	
10	+6" Running, Only In Hero ID(-1/4) ==Skills==	1
16	2 Levels, all combat	
3	Navigation 11-	
2	WF, Small Arms	

160 : **Powers Total**  
90 + **Characteristic Total**  
250 = **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	

Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10

DEX: 14      SPD: 4      ECV: 4  
Phases - - 3 - - 6 - - 9 - - 12  
0 PD/rPD 18/ 10 ED/rED 18/ 10  
END: 40      STUN: 39      BODY: 20

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	Shoulders	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**

