NAME: Speedball
PLAYER:

VALUE	CHAR	COST	BASE	PTS
6/11	Strength	x1	10	-4
10/20	Dexterity	x3	10	0
10	Constitution	x2	10	0
10	Body	x2	10	0
13	Intelligence	x1	10	3
10	Ego	x2	10	0
8/13	Presence	x1	10	-2
12	Comeliness	x1/2	10	1
7/8	Physical Def	x1	2	6
7	Energy Defens	x1	2	5
4	Speed	x10	3.0	10
3/4	Recovery	x2	4	0
20	Endurance	x1/2	20	0
18/21	Stun	x1	21	0
	Characteristics Cost:			19

STR Roll: 11-   Run   6"
DEX Roll: 13-   Swim   2"
INT Roll: 12-   Jump   29"
EGO Roll: 11-
PER Roll: 12-

Experience: 0

DISADVANTAGES   BASE: 100+PTS

Accidental Chg,"If hit, changes to hero ID", uncommon,occur 14-	15
Distinctive,"Has inhuman voice in hero ID",easily concealable,major	10
Distinctive,"Bouncing bundle of kinetic fun", easily concealable,major	10
Hunted,"Various super villains",as powerful, non-combat influence, harsh,appear 11-	20
Psych Lim,"Juvinile antics",common,moderate	10
Psych Lim,"Code vs. killing",common,total	20
Rep,"Super hero",occur 8-	5
Secret ID,"Robert Baldwin"	15
Susc,"Takes knockback when knocked into something", very common,effect is instant,1D6	15
Vuln,"Knockback",very common,x2 effect	30

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

THE NEW WARRIORS

FOR HERO 4TH EDITION

PTS	POWERS	END
24	+10 DEX,Only In Hero ID(-1/4)	
20	EC (20),"Kinetic Aura"	
25a)	12/12 Armor,x1 Hardened(+1/4)	
16b)	75% Damage Reduction (ED),Not vs. magic (-1/4)	
32c)	75% Damage Reduction (PD),resistant,Not vs. magic(-1/4)	
39d)	9D6 EB,vs physical defense,Only In Hero ID(-1/4),Concentrate (-1/4),Double Knockback(+3/4)	8
17e)	29" Superleap,Only In Hero ID(-1/4),0 END (+1/2)	0
5	Instant Change	
11	10" KB Resist, Concentrate(-1/2), constant concentration,Only to negate knockback caused by his Vulnerability(-1/4)	
24	32 Mental Defense,Only In Hero ID(-1/4)	
4	+5 PRE,Only In Hero ID(-1/4)	
4	+5 STR,Only In Hero ID(-1/4)	0
	==Skills==	
3	Acrobatics 13-	
3	Breakfall 13-	
2	SC: Physics 11-	
	==Equipment==	
2	Radio XMIT/REC, "Communicator Pin", OAF(-1)	

231 : Powers Total
 19 + Characteristic Total
250 = Total Cost

Base OCV: 7   Base DCV: 7
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: 20   SPD: 4   ECV: 3

Phases - - 3 - - 6 - - 9 - - 12

PD/rPD   20/ 12 ED/rED   19/ 12

END: 20   STUN: 21   BODY: 10

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
Name: Robbie Baldwin
Species: Human mutate
Gender: Male
Team: New Warriors