

NAME: Synergy				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
13/23	Strength	x1	10	3
18	Dexterity	x3	10	24
13	Constitution	x2	10	6
13	Body	x2	10	6
13	Intelligence	x1	10	3
13	Ego	x2	10	6
13	Presence	x1	10	3
14	Comeliness	x1/2	10	2
7/9	Physical Defex	x1	3	4
7/9	Energy Defens	x1	3	4
4	Speed	x10	2.8	12
8	Recovery	x2	6	4
26	Endurance	x1/2	26	0
28	Stun	x1	27	1
Characteristics Cost:				78

STR Roll: 14-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 12-	Jump	5"
EGO Roll: 12-	Gliding	2"
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE: 100+PTS
DNPC, "Protects innocent mutants", less powerful, appear 8-	5
Hunted, "Genomex", more powerful, non-combat influence, harsh, appear 14-	30
Normal Stats	20
Psych Lim, "Sensitive about being called a freak", uncommon, moderate	5
Psych Lim, "In love with Emma", common, strong	15
Psych Lim, "Code vs. killing", common, total	20
Rep, "Mutant hero", occur 8-	5
Susc, "Staying desolid for more than 1 turn", very common, per phase, 3D6	35
Unluck, 1D6	5
Watched, "Adam", as powerful, non-combat influence, mild, appear 14-	10

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

MUTANT X

HERO 4TH EDITION

PTS	POWERS	END
8	2 LVLS Density Increase (stats already included), Must hold breath. (-1/2), 1/2 END(+1/4)	0
30	EC (30), "Density Control"	
15a)	8/8 Armor, Only In Hero ID(-1/4), Must hold breath. (-1/2), [Usable Against Others(+1 1/2), x4 Increased Mass, Concentrate (-1/2), constant concentration	
64b)	Desolid, Concentrate (-1/4), Usable Against Others(+1 3/4), x8 Increased Mass	11
1	2" Gliding, Linked (-1/2), "to Desolid"	
5	4" KB Resist, Linked (-1/2), "to Density Increase"	
3	Acrobatics 13-	
3	Acting 12-	
3	Computer Programming 12-	
3	Forgery 11-	
16	2 Levels, all combat	
4	Martial Disarm	
4	Martial Dodge	
5	Off Strike	
3	Systems Operation 12-	
1	TF, Planes	
	==Equipment==	
4	Radio XMIT/REC, "Ring", IIF(-1/4), personal focus	

172 : **Powers Total**
78 + **Characteristic Total**
250 = **Total Cost**

Base OCV: 6 Base DCV: 6
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	
Martial Disarm	1/2	-1	+1	33 STR
Martial Dodge	1/2	+0	+5	
Off Strike	1/2	-2	+1	8 1/2D6

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

DEX: 18 SPD: 4 ECV: 4
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 17/ 8 ED/rED 17/ 8
END: 26 STUN: 28 BODY: 13

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
Last updated October 7th, 2016 by Mathew R. Ignash.
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Name: Jesse Kilmartin
Species: Human mutant
Gender: Male
Team: Mutant X

