NAME: Thing PLAYER:

VALUE	CHAR	COST	BASE	PTS
14/59	Strength	x1	10	4
18	Dexterity	x3	10	24
14/24	Constitutio	n x2	10	8
15	Body	x2	10	10
13	Intelligenc	e x1	10	3
18	Ego	x2	10	16
18/23	Presence	x1	10	8
6/10	Comeliness	x1/2	2 10	-2
8/17	Physical De	fex1	11	5
8/11	Energy Defe	nsx1	5	5
4	Speed	x10	2.8	12
6/16	Recovery	x2	16	0
28/48	Endurance	x1/2	48	0
28/53	Stun	x1	54	-1
Cl	naracteristi	.cs Co	st:	92
1				

STR Roll: 21- DEX Roll: 13- INT Roll: 12- EGO Roll: 13- PER Roll: 12-	Swim 2"
---	---------

Experience:

DISADVANTAGES DNPC, "Girlfrien appear 8-	BASE: 10 nd",normal,	
Distinctive, "Bi rocky guy in h easily conceal extreme	nero ID.",	15
Hunted, "Super v galore! ", as po non-combat inf harsh, appear 1	owerful, fluence,	25
Physical Lim, "E heavy in hero infrequently,s	Big and ID.",	5
Psych Lim, "Code killing.", comm	vs.	15
Psych Lim, "Play tough guy part common, moderat	vs the dumb :.",very	15
Psych Lim, "Over common, strong		, 15
Public ID, "Benj	jamin Jacob	10
Rep, "Famous her 11-, extreme re		15
Rivalry, "with o	ther	5
bricks.",profe Unluck,2D6 Watched,"by the powerful,non-o influence,hars 11-	e media.",a combat	10 10

Fantastic Four

ŀ	HERO 4TH EDITION	
PTS	S POWERS	END
3	0/4 Armor, Only vs. fire.(-1/2), Linked	
2	(-1/2), "to Shapeshift" +4 COM, Only in normal	
13	ID. $(-1/4)$ +10 CON,Linked $(-1/2)$,	
3	"to Shapeshift"	,
3	EC (5), "Brick!", Linked(-1/2), "to	
10a)	Shapeshift" 9/4 Armor	
3b)	Increase (stats	
	<pre>already included),0 END Persistent(+1)</pre>	0
3	5 Flash Defense, Hearing Group, Linked	Ū
4	(-1/2), "to Shapeshift"	
4	Life Support, safe in heat/cold, immune to	
	<pre>disease,Linked(-1/2), "to Shapeshift"</pre>	
2	+5 PRE, Negative uses only.(-1/2), Linked	
1 2	(-1/2), "to Shapeshift" +10" Running, Linked	
	(-1/2), "to Shapeshift"	2
11	Shape Shift, Concentrate(-1/4),	
	Extra Time $(-1/2)$, 0 END Persistent $(+1)$	0
32		4
_	==Skills==	1
5 4	Combat Piloting 14- Crush	
1 3	Interrogation 8- KS: Public supers 12-,	
24	(INT based)	
2 7		
2	PS: Professional	

Base OCV: 6 Base DCV: 6 Adjustment + Adjustment + Final OCV = Final DCV = 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	
Crush	1/2	+0	+0	15 1/2D6

Rang RMod	< 4 - 0	<8 -2	<16 -4	<32 -6	< 64 -8	< <u>_</u>	10
DEX:	18	SF	ים:	4	ECV	:	6

Phases - - 3 - - 6 - - 9 -0 PD/rPD 26/ 9 ED/rED 19/ 8

END: 48 STUN: 53 BODY: 15

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	Shoulder	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	

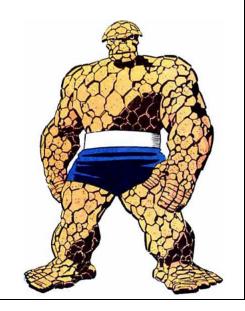
NOTES

Last updated October 4th, 2016 by Mathew R. Ignash.

Name: Benjamin Jacob Grimm

Species: Human mutate Gender: Male

Team: Fantastic Four



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

158 : Powers Total 92 + Characteristic Total

Wrestler 11-1 Stealth 8-3 Streetwise 14-

Vehicles

3 Tactics 12-4 TF, Air Vehicles, Space

250 = Total Cost