

NAME: Ultra Boy
PLAYER:

VALUE	CHAR	COST	BASE	PTS
10/70	Strength	x1	10	0
18	Dexterity	x3	10	24
18	Constitution	x2	10	16
13	Body	x2	10	6
13	Intelligence	x1	10	3
13	Ego	x2	10	6
13	Presence	x1	10	3
12	Comeliness	x1/2	10	1
6	Physical Defex	1	2	4
6	Energy Defens	x1	4	2
4/8	Speed	x10	2.8	12
8	Recovery	x2	6	4
36	Endurance	x1/2	36	0
27	Stun	x1	27	0
Characteristics Cost:				81

STR Roll: 23-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 12-	Jump	14"
EGO Roll: 12-	Flight	21"
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE:	100+PTS
Hunted,"Enemies of the Legion",as powerful,harsh,appear 11-		15
Psych Lim,"Cocky",common,moderate		10
Psych Lim,"In love with Apparition.",common,strong		15
Psych Lim,"Code vs.killing",common,total		20
Psych Lim,"Uses powers responsibly",common,total		20
Public ID,"Jo Nah"		10
Rep,"Legionnaire",occur 14-		15
Rivalry,"Superboy",professional		5
Vuln,"Radioactivity",uncommon,x2 stun		10
Vuln,"Positive PRE attacks from women",common,x2 effect		20
Watched,"Galatic press",as powerful,non-combat influence,mild,appear 14-		10

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



PTS	POWERS	END
15	Life Support,doesn't breathe,safe in vacuum/pressure,safe in radiation,safe in heat/cold,immune to disease,Linked(-1/2), "Armor Multipower slot"	
72	MP (90),Not near intense radioactivity (-1/4)	
7u	20/20 Armor,x2 Hardened(+1/2)	
7u	PKG,"Speed Powers",11" Flight,x8 Non-Combat,0 END(+1/2),+4.0 SPD	
7u	+60 STR,0 END(+1/2)	0
5u	PKG,"Vision powers", N-Ray Vision, Substance: Radio activematerial, Concentrate(-1/2), constant concentration,4D6 RKA, No Knockback(-1/4), Concentrate(-1/4),+6 Telescopic Sense,Sight Group,Concentrate (-1/2),constant concentration	6
5	Intl Police Powers	
==Skills==		
1	Navigation 8-	
1	TF,Small Spaceships	
==Equipment==		
12	6/6 Armor, "Trans-suit",OIF(-1/2)	
24	10" Flight,"Flight ring",IIF(-1/4),0 END (+1/2)	0
9	Life Support,doesn't breathe,safe in vacuum/pressure,OIF (-1/2)	
4	Radio XMIT/REC,"Flight Ring",IIF(-1/4)	

169 : Powers Total
81 + 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	

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

DEX: 18 SPD: 4/8 ECV: 4
Phases - 2 3 - 5 6 - 8 9 - 11 12
PD/rPD 12/ 6 ED/rED 12/ 6
END: 36 STUN: 27 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 April 8th, 2021
Name: Jo Nah
Gender: Male
Team: Legion of Super-Heroes

