

NAME: Voltaic
PLAYER:

VALUE	CHAR	COST	BASE	PTS
23	Strength	x1	10	13
21	Dexterity	x3	10	33
21	Constitution	x2	10	22
9	Body	x2	10	-2
15	Intelligence	x1	10	5
14	Ego	x2	10	8
11	Presence	x1	10	1
14	Comeliness	x1/2	10	2
6	Physical Defexl	5	1	1
5	Energy Defensx1	4	1	1
6	Speed	x10	3.1	29
12	Recovery	x2	9	6
46	Endurance	x1/2	42	2
34	Stun	x1	32	2
Characteristics Cost:				123

STR Roll: 14-	Run	6"
DEX Roll: 13-	Swim	3"
INT Roll: 12-	Jump	5"
EGO Roll: 12-		
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Stocky", concealable, minor		10
Distinctive, "Detects as a mutant", easily concealable, major		10
Hunted, "Authorities", as powerful, non-combat influence, harsh, appear 8-		15
Psych Lim, "Overconfident", common, strong		15
Psych Lim, "Doesn't trust his teammates", very common, moderate		15
Psych Lim, "Loves his powers", very common, moderate		15
Public ID, "Clint Heuser" Rep, "Powerful super villain and killer", occur 11-, extreme reputation		15
Rivalry, "Bellicose", professional		5
Watched, "Fabricators Inc.", more powerful, non-combat influence, harsh, appear 14-		15

Disadvantages Total : 125
Experience Spent + 0
Total Points = 325

HERO 4TH EDITION



PTS	POWERS	END
7	+0 STR Clinging, Magnetic(-1/2)	
5	+0 Detect, "Iron", make into sense	
5	Discriminatory, Detect	
22	EC (22)	
23a)	250" Change Environment (Magnetism), No Range (-1/2), 1/2 END(+1/4)	3
18b)	2D6+1 RKA (Electricity), Gestures(-1/4), 1/2 END(+1/4)	2
16c)	29 STR TK, affects all parts, Magnetic(-1/2), Gestures(-1/4), 1/2 END(+1/4)	2
3	3 Power Defense	
5	Range, Detect	
1	3" Swimming	1
	==Perks==	
10	Money, wealthy	
	==Skills==	
5	Climbing 14-	
7	Computer Programming 14-	
4	Crush	
9	Electronics 14-	
4	Killing Strike	
24	3 Levels, all combat	
4	Martial Block	
4	M Strike, "Kick"	
7	Paramedic 14-	
0	PS: Burglar 8-	
5	SC: Mathematics 14-, (INT based)	
2	SC: Robotics 11-	
5	Stealth 14-	
1	TF, Small (Cars)	
1	WF, Pistols	
	==Talents==	
5	1D6 Luck	

202 : **Powers Total**
123 + **Characteristic Total**
325 = **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	
Crush	1/2	+0	+0	8 1/2D6
Killing Strike	1/2	-2	+0	1D6+1
Martial Block	1/2	+2	+2	
M Strike	1/2	+0	+2	6 1/2D6

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

DEX:	21	SPD:	6	ECV:	5						
Phases -	2	-	4	-	6	-	8	-	10	-	12
PD/rPD	6/	0	ED/rED	5/	0						
END:	46	STUN:	34	BODY:	9						

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
Updated November 23rd, 2016 by Mathew R. Ignash.
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Villains Unlimited (501) p73
Name: Clint Heuser
Species: Human mutant
Gender: Male
Height: 6 feet 6 inches
Weight: 295 pounds
Team: Fabricators Inc.

