

NAME: Crusader
PLAYER:

VALUE	CHAR	COST	BASE	PTS
38	Strength	x1	10	28
18	Dexterity	x3	10	24
21	Constitution	x2	10	22
10	Body	x2	10	0
13	Intelligence	x1	10	3
18	Ego	x2	10	16
18	Presence	x1	10	8
20	Comeliness	x1/2	10	5
9	Physical Defex	x1	8	1
9	Energy Defens	x1	4	5
4	Speed	x10	2.8	12
12	Recovery	x2	12	0
42	Endurance	x1/2	42	0
40	Stun	x1	40	0
Characteristics Cost:				124

STR Roll: 17-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 12-	Jump	8"
EGO Roll: 13-	Flight	11"
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Hot blonde in Rogue/Captain outfit", easily concealable, minor		5
Distinctive, "Mutant", easily concealable, major		10
Hunted, "Various enemies", as powerful, non-combat influence, harsh, appear 14-		25
Psych Lim, "Feels responsible for her teammates", common, moderate		10
Psych Lim, "Code vs. killing", common, total		20
Psych Lim, "Protector of freedom", common, total		20
Psych Lim, "Honorable", common, total		20
Public ID, "Sarah Rogers"		10
Rep, "Sentinel of liberty's daughter", occur 11-		10
Rivalry, "Bravado", professional		5
Unluck, 1D6		5
Watched, "Parents", more powerful, non-combat influence, mild, appear 11-		10

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

THE AVENGERS

HERO 4TH EDITION

PTS	POWERS	END
7	EC (7), "Human Missile"	
8a)	5/5 Armor	
15b)	11" Flight	2
2	Life Support, immune to aging, Ages slowly (-1/2)	
3	Life Support, immune to disease	
6	10 Mental Defense	
5	5 Power Defense	
	==Skills==	
3	Acrobatics 13-	
8	1 Levels, all combat	
3	Oratory 13-	
1	Tactics 8-	
	==Equipment==	
21	MP (48), "Shield", OAF (-1), Gestures (-1/4)	
2u	12 OCV Missile Deflection, deflect all attacks, deflect adjacent	
2u	15/15 Armor	
2u	8D6 EB, "Shield Strike", vs physical defense	4
30	MP (60), "Magic Hammer", OAF (-1)	
3u	12D6 EB, "Hammer Throw", vs physical defense	6
3u	12D6 EB, "Lightning"	6
2u	X-D Move, any dimension, x8 Increased Mass	4

126 : **Powers Total**
124 + **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 ECV: 6
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 14/ 5 ED/rED 14/ 5
END: 42 STUN: 40 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: Sarah Rogers
Species: Human mutant
Gender: Female

