

NAME: J2
PLAYER:

VALUE	CHAR	COST	BASE	PTS
5/60	Strength	x1	10	-5
14	Dexterity	x3	10	12
10/30	Constitution	x2	10	0
10/21	Body	x2	10	0
13	Intelligence	x1	10	3
14	Ego	x2	10	8
10/20	Presence	x1	10	0
12	Comeliness	x1/2	10	1
8/18	Physical Defexl	x1	10	7
7/12	Energy Defensx1	6	5	5
4	Speed	x10	2.4	16
4/17	Recovery	x2	16	2
20/60	Endurance	x1/2	60	0
18/61	Stun	x1	60	0
Characteristics Cost:				49

STR Roll: 21-	Run	10"
DEX Roll: 12-	Swim	2"
INT Roll: 12-	Jump	12"
EGO Roll: 12-		
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE:	100+PTS
Accidental Chg,"Changes to normal ID after each hour as J2",common,occur 8-		10
Distinctive,"The unstoppable J2",easily concealable,major		10
Hunted,"Silly villains",as powerful,harsh,appear 11-		15
Physical Lim,"Limited vision",infrequently,slightly		5
Physical Lim,"Minor",infrequently,slightly		5
Physical Lim,"Big and heavy in hero ID",infrequently,slightly		5
Physical Lim,"Can't swim",infrequently,greatly		10
Psych Lim,"In awe of famous heroes",common,moderate		10
Psych Lim,"In love with Stinger",common,strong		15
Psych Lim,"Overconfident",common,strong		15
Psych Lim,"Code vs. killing",common,total		20
Rep,"Superhero brick Avenger",occur 8-,extreme reputation		10
Secret ID,"Zane Yama"		15
Watched,"Media and fans",less powerful,non-combat influence,mild,appear 11-		5

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



HERO 4TH EDITION

PTS	POWERS	END
13	+10 BODY,Linked(-1/2), "CON"	
32	+20 CON,Only In Hero ID(-1/4)	
3	EC (5),"Man-Mountain", Linked(-1/2),"CON"	
19a)	11/11 Armor	
3b)	1 LVLS Density Increase (stats already included),0 END Persistent(+1)	
3c)	1 LVLS Growth (stats already included),0 END Persistent(+1)	
4	Instant Change, Concentrate(-1/4)	
10	5" KB Resist	
7	10 Lack Of Weakness, Linked(-1/2),"CON"	
7	+10 PRE,Linked(-1/2),"CON"	
7	1 BODY Regen,Linked (-1/2),"CON"	
10	+4" Running,x4 Non-Combat,Only In Hero ID(-1/4)	
36	+45 STR,Only In Hero ID(-1/4)	
	==Perks==	
2	Local Police Powers	
	==Skills==	
4	KS: Super Hero History 13-, (INT based)	
16	2 Levels,all combat	
0	PS: Student 8-	
	==Equipment==	
23	43 Mental Defense,OIF (-1/2),Only In Hero ID(-1/4)	
2	Radio XMIT/REC,"Avengers Communicator",OAF(-1)	

201 : **Powers Total**
49 + **Characteristic Total**
250 = **Total Cost**

Base OCV: 5 Base DCV: 5
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

0 DEX: 14 SPD: 4 ECV: 5
Phases - - 3 - - 6 - - 9 - - 12
0 PD/rPD 29/ 11 ED/rED 23/ 11
END: 60 STUN: 61 BODY: 21

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: Zane Yama
Species: Human mutate
Gender: Male
Team: Avengers

