

NAME: Mustang
PLAYER:

VALUE	CHAR	COST	BASE	PTS
45/50	Strength	x1	10	35
20	Dexterity	x3	10	30
20	Constitution	x2	10	20
15/16	Body	x2	10	10
10	Intelligence	x1	10	0
14	Ego	x2	10	8
18	Presence	x1	10	8
14	Comeliness	x1/2	10	2
12	Physical Defex	x1	9	3
7	Energy Defens	x1	4	3
4	Speed	x10	3.0	10
13	Recovery	x2	13	0
40	Endurance	x1/2	40	0
48/49	Stun	x1	48	0
Characteristics Cost:				129

STR Roll: 19-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 11-	Jump	10"
EGO Roll: 12-		
PER Roll: 11-		

Experience: 50

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Mutant", easily concealable, major		10
Distinctive, "Green skin", concealable, major		15
Hunted, "Mutant hunters", as powerful, harsh, appear 8-		10
Hunted, "Various villains", as powerful, harsh, appear 11-		15
Psych Lim, "Flirt", common, moderate		10
Psych Lim, "Overconfident", common, moderate		10
Psych Lim, "Code vs. killing.", common, strong		15
Public ID, "Clinton Francis Barton Jr."		10
Rep, "Heroic archer", occur 8-		5
Disadvantages Total :		100
Experience Spent +		50
Total Points =		250

THE AVENGERS

HERO 4TH EDITION

PTS	POWERS	END
12	4/4 Armor	
7	1 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
7	1 BODY Regen, recovery rate: per 5 minutes	
3	+2 Telescopic Sense, Sight Group	
==Skills==		
3	Acrobatics 13-	
1	Breakfall 8-	
1	Climbing 8-	
3	13- Fast Draw	
9	3 Levels: with Multipower, tight group	
3	Stealth 13-	
1	Weaponsmith 8-	
==Equipment==		
44	MP (100), "Bow and Arrows", OAF(-1), Gestures(-1/4)	
3u	4" Darkness, "Smoke Arrow", Sight Group, 2 Charges(-1), continuing, duration: 1 turn, Continuous(+1)	0
2u	4D6 EB, "Sleep Gas Arrows", NND(+1), Defense: LS-Breathing., 4 Charges (-1), Area Effect(+1/2)	0
1u	10D6 EB (Electricity), "Electro Arrow", beam attack, 2 Charges(-1 1/2), No Knockback (-1/4)	0
2u	10D6 EB, "Explosive Arrows", vs physical defense, 2 Charges(-1 1/2), Explosion(+1/2)	0
3u	10D6 EB, "Acid Arrow", 2 Charges(-1), continuing, duration: 1 turn, No Knockback (-1/4), Continuous(+1)	0
2u	6D6 Entangle, "Bola Arrows", entangle not damaged, 2 Charges(-1 1/2)	0
3u	10D6 Entangle, "Net Arrows", 2 Charges(-1 1/2)	0
3u	4D6 Flash, "Flare Arrows", Sight Group, 2 Charges(-1 1/2), Area Effect(+1), line	0
3u	4D6 Flash, "Siren Arrows", Hearing Group, 2 Charges(-1), recoverable, Area Effect(+1), radius	0
2u	3D6 RKA, "Blunt Arrows", vs physical defense, 2 Charges(-1	0
121	: Powers Total	
129	+ Characteristic Total	
250	= 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	

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

DEX: 20 SPD: 4 ECV: 5
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 16/ 4 ED/rED 11/ 4
END: 40 STUN: 49 BODY: 16

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 16th, 2021
Name Clinton Francis Batron Jr.
Species: Human mutant
Sex: Male



DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
			1/2),+1 Increased Stun Mult(+1/2)	0			
		2u	2D6 RKA,"Conventional Arrowheads",vs physical defense,13-16 Charges(0),x1 Armor Piercing(+1/2)	0			
		1u	2D6 RKA,"Buzzsaw Arrows",vs physical defense,Penetrating (+1/2),2 Charges(-1 1/4),continuing, duration: extra phase	0			