

**NAME:** Namor  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
55/60	Strength	x1	10	45
20	Dexterity	x3	10	30
20/23	Constitution	x2	10	20
14	Body	x2	10	8
10	Intelligence	x1	10	0
10	Ego	x2	10	0
18	Presence	x1	10	8
16	Comeliness	x1/2	10	3
12/13	Physical Defex	x1	12	1
4/5	Energy Defens	x1	5	0
4	Speed	x10	3.0	10
15/17	Recovery	x2	17	0
40/46	Endurance	x1/2	46	0
52/56	Stun	x1	56	0
<b>Characteristics Cost:</b>				125

<b>STR Roll:</b> 21-	Run	6"
<b>DEX Roll:</b> 13-	Swim	2"
<b>INT Roll:</b> 11-	Jump	12"
<b>EGO Roll:</b> 11-		
<b>PER Roll:</b> 11-		

**Experience:** 0

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Mutant", easily concealable, major		10
Distinctive, "Striking man with pointed ears and ankle wings.", concealable, minor		10
Hunted, "Various enemies", as powerful, non-combat influence, harsh, appear 11-		20
Physical Lim, "Sterile", infrequently, slightly		5
Psych Lim, "Loves Dorma, Marrina or Invisible Woman", common, strong		15
Psych Lim, "Overly dire and serious", very common, moderate		15
Psych Lim, "Responsability to his people", common, total		20
Public ID, "Namor McKenzie"		10
Rep, "Avenging son", occur 8-		5
Vuln, "Heat and fire", common, x2 body		20
Vuln, "Heat and fire", common, x2 stun		20

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



## HERO 4TH EDITION

PTS	POWERS	END
6	0/8 Armor, Only vs. electricity(-1)	
4	+3 CON, Only if watered in the last five minutes(-1/2)	
5	EC (5), "Whale powers"	
12a)	7/4 Armor	
7b)	Radar Sense, Concentrate(-1/2), constant concentration	
2	Life Support, immune to aging, Ages slowly (-1/2)	
8	Life Support, safe in vacuum/pressure, breathe env: Water	
48	MP (48)	
3u	24" Flight, Restrainable(-1/2)	5
2u	14" Running	3
1u	20" Swimming, Restrainable(-1/2), 1/2 END(+1/4)	2
3	+5 STR, Only if watered in the last five minutes(-1/2)	0
3	Flying Tackle	
2	KS: Atlantean Lore 11-	
0	Lang: Atlantean, native	
4	Lang: English, fluent w/accnt, literacy	
4	Martial Disarm	
3	Martial Throw	
2	SC: Marine Biology 11-	
2	SC: Oceanography 11-	
4	TF, Air Vehicles, Water Vehicles	

125 : **Powers Total**  
125 + **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	
Flying Tackle	1/2	+0	-1	12D6 + v/5
Martial Disarm	1/2	-1	+1	70 STR
Martial Throw	1/2	+0	+1	12D6 + v/5

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

DEX: 20      SPD: 4      ECV: 3  
Phases - - 3 - - 6 - - 9 - - 12  
PD/rPD 20/ 7 ED/rED 17/ 12  
END: 46      STUN: 56      BODY: 14

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: Namor McKenzie  
Team: Avengers, Invaders  
Species: Mutant human, Atlantean hybrid  
Sex: Male  
Height: 6'2''  
Weight: 278 pounds:  
Hair: Black  
Eyes: Grey/Blue

