

NAME: Namorita
PLAYER:

VALUE	CHAR	COST	BASE	PTS
50/58	Strength	x1	10	40
20	Dexterity	x3	10	30
18/23	Constitution	x2	10	16
10	Body	x2	10	0
10	Intelligence	x1	10	0
14	Ego	x2	10	8
18	Presence	x1	10	8
16	Comeliness	x1/2	10	3
11/13	Physical Defex	x1	12	1
5/6	Energy Defens	x1	5	1
4	Speed	x10	3.0	10
14/17	Recovery	x2	17	0
36/46	Endurance	x1/2	46	0
44/51	Stun	x1	51	0
Characteristics Cost:				117

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

Experience: 0

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Distinctive, "Beautiful blonde with ankle wings", concealable, major		15
Hunted, "Various enemies", as powerful, non-combat influence, harsh, appear 11-		20
Psych Lim, "Loves/hates Nova", common, strong		15
Psych Lim, "Exhibitionist", very common, moderate		15
Psych Lim, "Code vs. killing", common, total		20
Public ID, "Namorita Prentiss"		10
Rep, "Minor league hero", 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

THE NEW WARRIORS

FOR HERO 4TH EDITION

PTS	POWERS	END
7	+5 CON, Only if watered in the last 5 minutes. (-1/2)	
7	8/5 Damage Resistance	
8	Life Support, safe in vacuum/pressure, breathe env: Water	
30	MP (30)	
2u	3D6 Drain, "Paralysis touch, Drains SPD", 7-8 Charges (-1/2)	
1u	6D6 EB, "Acid Touch", vs physical defense, No Knockback (-1/4), No Range (-1/2), 7-8 Charges (-1/2)	
3u	Invisibility, "Camouflage", Sight, no fringe	
48	MP (48)	
3u	24" Flight, Restrainable (-1/2)	
2u	14" Running	
1u	20" Swimming, Restrainable (-1/2), 1/2 END (+1/4)	
5	+8 STR, Only if watered in the last 5 minutes (-1/2)	
	==Skills==	
1	Acting 8-	
2	KS: Atlantean Lore 11-	
0	Lang: Atlantean, native	
5	Lang: English, native accent, literacy	
1	Lang: Lemurian	
2	SC: Marine Biology 11-	
2	SC: Oceanography 11-	
1	WF, Swords	
	==Equipment==	
2	Radio XMIT/REC, "Communications Pin", OAF (-1)	

133 : **Powers Total**
117 + **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

0	DEX: 20	SPD: 4	ECV: 5
	Phases - - 3 - - 6 - - 9 - - 12		
	PD/rPD 13/ 8	ED/rED 6/ 5	
0	END: 46	STUN: 51	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: Namorita Prentiss
Species: Human/Atlantean
Gender: Female
Team: New Warriors

