

**NAME:** Onslaught the Unstoppable  
**PLAYER:**

**HERO 4TH EDITION**



Base OCV: 8      Base DCV: 8  
Adjustment +      Adjustment +  
Final OCV =      Final DCV =

VALUE	CHAR	COST	BASE	PTS
25/35	Strength	x1	10	15
24	Dexterity	x3	10	42
36	Constitution	x2	10	52
10/12	Body	x2	10	0
5	Intelligence	x1	10	-5
11	Ego	x2	10	2
7	Presence	x1	10	-3
6	Comeliness	x1/2	10	-2
7	Physical Defex	x1	5	2
7	Energy Defens	x1	7	0
5	Speed	x10	3.4	16
12	Recovery	x2	12	0
72	Endurance	x1/2	72	0
42/44	Stun	x1	41	1
<b>Characteristics Cost:</b>				<b>120</b>

<b>STR Roll:</b> 16-	Run	3"
<b>DEX Roll:</b> 14-	Swim	4"
<b>INT Roll:</b> 10-	Jump	7"
<b>EGO Roll:</b> 11-		
<b>PER Roll:</b> 10-		

**Experience:** 0

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Red headed giant man", not concealable, major		20
Hunted, "Authorities", less powerful, non-combat influence, harsh, appear 14-		20
Enraged, "Aggressor hurt", uncommon, occur 14-, recover 11-		10
Physical Lim, "Large", infrequently, slightly		5
Psych Lim, "Hates wealthy and macho males", common, moderate		10
Psych Lim, "Follow Aggressor without question", common, total		20
Public ID, "Gerald Knoff Jr."		10
Rep, "Aggressive brick criminal", occur 8-, extreme reputation		10
Unluck, 3D6		15
Vuln, "Supernatural/magic attacks", uncommon, x2 body		10
Vuln, "Supernatural/magic attacks", uncommon, x2 stun		10

**Disadvantages Total :** 140  
**Experience Spent +** 0  
**Total Points =** 340

PTS	POWERS	END
5	+5 CON, Only to hold breath longer(-1)	
30	EC (30), "Adaptive body"	
30a)	20/20 Armor	
30b)	75% Damage Reduction (ED), resistant	
30c)	75% Damage Reduction (PD), resistant	
13	2 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
2	Life Support, doesn't eat/sleep/excrete, Only to not eat(-1)	
8	8 Power Defense	1
-6	3" Running	0
9	35 STR, 1/2 END(+1/4)	0
2	4" Swimming	1
==Skills==		
3	Climbing 14-	
2	Lang: French, fluent conversation	
2	PS: Cook 11-	
2	PS: Dancer 11-	
3	Navigation 11-	
3	Survival 11-	
==Talents==		
5	Defense Maneuver	
==Equipment==		
47	PKG, "Energy resistant armor suit", OIF(-1/2)	
(16)	8/8 Armor	
(11)	+8 BODY	
(20)	50% Damage Reduction (ED), resistant	

220 : **Powers Total**  
120 + **Characteristic Total**  
340 = **Total Cost**

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: 24      SPD: 5      ECV: 4  
Phases - - 3 - 5 - - 8 - 10 - 12  
PD/rPD 35/ 28      ED/rED 35/ 28  
END: 72      STUN: 44      BODY: 12

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**  
Villains Unlimited p130  
Name: Gerald Knoff, Junior  
Species: Human mutate  
Gender: Male  
Height: 10 feet 6 inches  
Weight: 576 pounds  
Age: 20

