

**NAME:** Patriot  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
22	Strength	x1	10	12
18	Dexterity	x3	10	24
26	Constitution	x2	10	32
9	Body	x2	10	-2
18	Intelligence	x1	10	8
25	Ego	x2	10	30
29	Presence	x1	10	19
20	Comeliness	x1/2	10	5
4	Physical Defex	x1	4	0
5	Energy Defens	x1	5	0
6	Speed	x10	2.8	32
12	Recovery	x2	9	6
52	Endurance	x1/2	52	0
33	Stun	x1	33	0
<b>Characteristics Cost:</b>				166

<b>STR Roll:</b> 13-	Run	3"
<b>DEX Roll:</b> 13-	Swim	3"
<b>INT Roll:</b> 13-	Jump	4"
<b>EGO Roll:</b> 14-		
<b>PER Roll:</b> 13-		

**Experience:** 70

DISADVANTAGES	BASE:	100+PTS
DNPC, "Innocents in need", incompetent, appear 8-		15
Distinctive, "Detects as a mutant", easily concealable, major		10
Hunted, "Enemies of the US", as powerful, non-combat influence, harsh, appear 14-		25
Psych Lim, "Patriot", common, strong		15
Psych Lim, "Truthful and honest", common, strong		15
Psych Lim, "Code vs. killing", common, strong		15
Rep, "Famous US superhero", occur 14-		15
Rivalry, "Minuteman", professional		5
Secret ID, "Michael Tarot"		15
Susc, "Takes 1D6 of Unluck if does something bad", uncommon, effect is instant, 1D6		5
Watched, "US Government", more powerful, non-combat influence, harsh, appear 14-		15
<b>Disadvantages Total :</b>		150
<b>Experience Spent +</b>		70
<b>Total Points =</b>		320

**HERO 4TH EDITION**



PTS	POWERS	END
6	5 Lack Of Weakness, Must maintain good karma (-1/4), [Usable By Others(+3/4), usable at range, Concentrate (-1/2), 0 DCV	
7	11 Mental Defense, Must maintain good karma (-1/4), [Usable By Others(+3/4), usable at range, Concentrate (-1/2), 0 DCV	
5	4 Power Defense, Must maintain good karma (-1/4), [Usable By Others(+3/4), usable at range, Concentrate (-1/2), 0 DCV	
-6	3" Running	1
5	22 STR, 1/2 END (+1/4)	0
1	3" Swimming	1
==Perks==		
3	Federal Police Powers	
==Skills==		
3	Acrobatics 13-	
3	Climbing 13-	
11	Computer Programming 17-	
3	Contortionist 13-	
10	1 Levels, all combat, Must maintain good karma (-1/4), [Usable By Others(+3/4), usable at range, Concentrate (-1/2), 0 DCV	
16	2 Levels, all combat	
11	Forensic Medicine 17-	
4	Lang: French, native accent	
4	M Strike	
3	Martial Throw	
15	Navigation 17-	
11	Paramedic 17-	
6	SC: Biology 17-, (INT based)	
6	SC: Chemistry 17-, (INT based)	
6	SC: Mathematics 17-, (INT based)	
3	Scientist	
3	Stealth 13-	
3	Systems Operation 13-	
1	TF, Small (Cars)	
==Talents==		
6	Defense Maneuver, Must maintain good karma (-1/4), [Usable By Others(+3/4), usable at range, Concentrate (-1/2), 0 DCV	
5	1D6 Luck	

154 : **Powers Total**  
166 + **Characteristic Total**  
320 = **Total Cost**

Base OCV: 6      Base DCV: 6  
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	
M Strike	1/2	+0	+2	6D6
Martial Throw	1/2	+0	+1	4D6 + v/5

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

DEX: 18      SPD: 6      ECV: 8  
Phases - 2 - 4 - 6 - 8 - 10 - 12  
PD/rPD 4/ 0      ED/rED 5/ 0  
END: 52      STUN: 33      BODY: 9

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 p120  
Name: Michael Tarot  
Species: Human mutant  
Gender: Male  
Height: 6 feet 3 inches  
Weight: 221 pounds  
Team: Sentinels of Liberty and Justice (Leader)

