

NAME: Sentinel - Mark IV
PLAYER:

VALUE	CHAR	COST	BASE	PTS
20/50	Strength	x1	10	10
20	Dexterity	x3	10	30
39	Constitution	x2	10	58
12/17	Body	x2	10	4
10	Intelligence	x1	10	0
28	Presence	x1	10	18
6	Comeliness	x1/2	10	-2
15/16	Physical Defexl	4	11	
22/23	Energy Defensx1	8	14	
4	Speed	x10	3.0	10
12	Recovery	x2	12	0
78	Endurance	x1/2	78	0
42/47	Stun	x1	42	0
Characteristics Cost:				153

STR Roll: 19-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 11-	Jump	10"
EGO Roll: 11-	Flight	21"
PER Roll: 11-		

Experience: 105

DISADVANTAGES	BASE:	200+PTS
Berserk, "Taken to one quarter BODY", uncommon, occur 14-, recover 14-		15
Distinctive, "Giant purple robot", not concealable, extreme		25
Hunted, "Mutants", as powerful, non-combat influence, harsh, appear 8-		15
Physical Lim, "Giant robot", frequently, greatly		15
Physical Lim, "No sense of taste, smell or touch", infrequently, slightly		5
Psych Lim, "Announces his actions", common, moderate		10
Psych Lim, "Obeys orders", common, total		20
Psych Lim, "Should not endanger normal humans", very common, strong		20
Psych Lim, "Must hunt mutants", very common, total		25
Public ID, "Mark VI Sentinel"		10
Rep, "Evil giant robot who hunts mutants", occur 14-, extreme reputation		20
Watched, "Creators", more powerful, non-combat influence, harsh, appear 14-		15

Disadvantages Total : 195
Experience Spent + 105
Total Points = 500

MARVEL

HERO 4TH EDITION

PTS	POWERS	END
18	6/6 Armor	
7	1" Change Environment, Desc: Searchlights, 0 END(+1/2)	0
7	1 LVLS Density Increase (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
9	+2 Detect, "Mutant", make into sense	
78	21" Flight, x8 Non-Combat, 0 END(+1/2)	0
33	5 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
30	Life Support, doesn't breathe, doesn't eat/sleep/excrete, safe in vacuum/pressure, safe in radiation, safe in heat/cold, immune to disease, immune to aging	
90	MP (90), "Onboard weapons systems"	
7u	9D6 EB, 0 END(+1/2)	0
7u	6D6 EB, "Gas Jets", Area Effect(+1/2), 13-16 Charges(0), NND(+1), Defense: LS - Breathing	0
9u	6D6 Entangle, "Catch Webs", 0 END(+1/2)	0
7	1 BODY Regen, Does not work if under 4 BOD is left(-1/2)	
10	Tracking Scent, "For Detect mutant" ==Skills==	
4	Crush	
5	Deduction 12-	
5	1 Levels, all combat, Only after analyzing target for 3 phases (-1/2)	
3	Navigation 11-	
5	Off Strike	
3	Oratory 15-	
4	Shove	
3	Tactics 11-	
3	Tracking 11-	

347 : Powers Total
153 + Characteristic Total
500 = 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	
Crush	1/2	+0	+0	14D6
Off Strike	1/2	-2	+1	14D6
Shove	1/2	+0	+0	65 STR

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

DEX:	20	SPD:	4	ECV:	3
Phases	- - 3	- - 6	- - 9	- - 12	
PD/rPD	22/	6	ED/rED	29/	6
END:	78	STUN:	47	BODY:	17

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	x1/2	x1	-7	
13	Vitals	x4	x1/2	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: Sentinel Mark IV
 Species: Robot
 Gender: N/A
 Height: 20 feet
 Team: Sentinels

