

NAME: Ultra
PLAYER:

VALUE	CHAR	COST	BASE	PTS
10/35	Strength	x1	10	0
14	Dexterity	x3	10	12
10/23	Constitution	x2	10	0
10	Body	x2	10	0
10/23	Intelligence	x1	10	0
13	Ego	x2	10	6
13	Presence	x1	10	3
10	Comeliness	x1/2	10	0
4/9	Physical Defex	x1	7	3
5/8	Energy Defens	x1	5	3
3/5	Speed	x10	2.4	6
4/12	Recovery	x2	12	0
20/46	Endurance	x1/2	46	0
20/40	Stun	x1	40	0
Characteristics Cost:				33

STR Roll: 16-	Run	6"
DEX Roll: 12-	Swim	2"
INT Roll: 14-	Jump	7"
EGO Roll: 12-	Flight	20"
PER Roll: 14-		

Experience: 0

DISADVANTAGES	BASE:	100+PTS
Accidental Chg, "If hit by a Drain, Transfer or Dispel may change form", common, occur 11-		15
Distinctive, "Bizarre multi-alien in hero ID", easily concealable, major		10
Hunted, "Various silly alien villains", as powerful, harsh, appear 11-		15
Normal Stats		20
Psych Lim, "Wishes he wasn't a "freak", common, moderate		10
Psych Lim, "Code vs. killing", common, strong		15
Psych Lim, "In love with Bonnie", common, strong		15
Rep, "Bizarre hero from space", occur 11-		10
Secret ID, "Ace Arn"		15
Unluck, 1D6		5
Vuln, "Transform, Drain and Suppress", common, x2 effect		20

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

STAR HERO™

PTS	POWERS	END
12	8/8 Armor, 12- Activation(-3/4), Only In Hero ID(-1/4)	
21	+13 CON, Only In Hero ID(-1/4)	
48	12D6 EB, Only In Hero ID(-1/4)	
32	20" Flight, Only In Hero ID(-1/4)	
9	+13 INT, Linked(-1/2), "Shape Shift"	
10	Shape Shift, OAF(-1), 0 END Persistent(+1)	
13	+2.0 SPD, Linked(-1/2), "Shape Shift"	
17	+25 STR, Only with his right arm(-1/4), Only In Hero ID(-1/4)	
30	40 STR TK, affects all parts, Magnetism(-1/4), Only In Hero ID(-1/4), Concentrate(-1/4)	
15	+10 Telescopic Sense, Sight Group ==Skills==	
3	Mechanics 11-	
3	Navigation 11-	
0	PS: Astronaut 8-	
3	Systems Operation 14-	
1	TF, Small Spaceships	

217 : **Powers Total**
33 + **Characteristic Total**
250 = **Total Cost**

Base OCV: 5 Base DCV: 5
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

DEX: 14 SPD: 3/5 ECV: 4
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 17/ 8 ED/rED 16/ 8
END: 46 STUN: 40 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
Last Updated April 6th, 2021
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Name: Ace Arn
Species: Human mutate
Gender: Male
Height: 5 feet 10 inches/6 feet 2 inches
Weight: 157 pounds/163 pounds
Hair: Black/green
Eyes: Blue/black

