

NAME: Minuteman
PLAYER:

VALUE	CHAR	COST	BASE	PTS
22	Strength	x1	10	12
21	Dexterity	x3	10	33
20	Constitution	x2	10	20
10	Body	x2	10	0
11	Intelligence	x1	10	1
18	Ego	x2	10	16
6	Presence	x1	10	-4
14	Comeliness	x1/2	10	2
6	Physical Defex	x1	4	2
6	Energy Defens	x1	4	2
6	Speed	x10	3.1	29
13	Recovery	x2	8	10
44	Endurance	x1/2	40	2
33	Stun	x1	31	2
Characteristics Cost:				127

STR Roll: 13-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 11-	Jump	4"
EGO Roll: 13-		
PER Roll: 11-		

Experience: 0

DISADVANTAGES	BASE:	144+PTS
DNPC,"Innocents in need",	15	
incompetent,appear 8-		
Distinctive,"Vibrant blue	5	
eyes",easily concealable,		
minor		
Hunted,"Enemies of the	20	
US",as powerful,		
non-combat influence,		
harsh,appear 11-		
Physical Lim,"Chronic	10	
headaches",frequently,		
slightly		
Psych Lim,"Patriotic",	15	
common,strong		
Psych Lim,"Protective of	15	
Stripes",common,strong		
Psych Lim,"Arrogant",	15	
common,strong		
Rep,"Famous US superhero",	10	
occur 11-		
Rivalry,"Patriot &	5	
Flagwaver",professional		
Secret ID,"Frank Poole"	15	
Watched,"US Government",as	10	
powerful,non-combat		
influence,harsh,appear		
11-		

Disadvantages Total : 135
Experience Spent + 0
Total Points = 279

HERO 4TH EDITION



PTS POWERS END

12	4/4 Armor	
3	+0 Detect,"History and purpose of a timepiece"	
5	Discriminatory, Detect	
2	6 Mental Defense	
6	2D6 Mind Control,"Clock Control", telepathic contact, Only works on machines(-1/2),Only to change and stop time on a machine(-1/2),No Range(-1/2), Concentrate(-1/4), Works on machines (+1/2)	
3	3 Power Defense ==Perks==	
3	Federal Police Powers ==Skills==	
3	Breakfall 13-	
11	Climbing 17-	
3	13- Fast Draw	
13	Interrogation 15-	
16	2 Levels,all combat	
4	Martial Block	
4	M Strike,"Jump Kick"	
5	Navigation 12-	
5	Off Strike,"Karate Kick"	
0	PS: Soldier 8-	
11	Survival 15-	
3	Tactics 11-	
9	Tracking 14-	
2	TF,Small (Cars), Helicopters	
4	WF,Common Melee,Small Arms ==Talents==	
5	1D6 Luck ==Equipment==	
15	MP (30),"Weapons",OAF (-1)	
1u	3" Darkness,"Smoke bombs",5-6 Charges(0), continuing,duration: 1 minute	0
1u	3D6 Flash,"Flash bombs",Sight,13-16 Charges(0)	0
1u	2D6 HKA,"Swords"	3
1u	1/2D6 RKA,"Shuriken", vs physical defense, 7-8 Charges(0), recoverable, Penetrating(+1/2)	0
1u	1D6+1 RKA,"Colt 45", 5-6 Charges(0),8 Clips	0

152 : **Powers Total**
127 + **Characteristic Total**
279 = **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	
Martial Block	1/2	+2	+2	
M Strike	1/2	+0	+2	6D6
Off Strike	1/2	-2	+1	8D6

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

DEX:	21	SPD:	6	ECV:	6						
Phases -	2	-	4	-	6	-	8	-	10	-	12
PD/rPD	10/	4	ED/rED	10/	4						
END:	44	STUN:	33	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	x1/2	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
Villains Unlimited p123
Name: Frank Poole
Species: Human mutate
Gender: Male
Team: Sentinels of Liberty and Justice

