Stevie

Character Name
StevieType I robot
Alternate Identities:
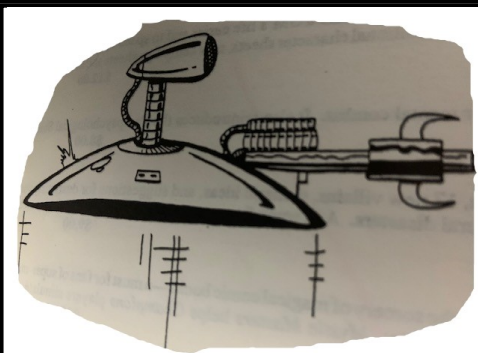Player Name: Shaughn

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll	Notes
5	STR	-5	10-	HTH Damage 1d6 END [1]
18	DEX	16	13-	
10	CON	0	11-	
13	INT	3	12-	PER Roll 12-
0	EGO	0	9-	
8	PRE	-2	11-	PRE Attack: 1 1/2d6
6	OCV	15		
10	DCV	15		
0	OMCV	0		
0	DMCV	0		
4	SPD	20		Phases: 3, 6, 9, 12
11	PD	0		11 PD (10 rPD)
11	ED	0		11 ED (10 rED)
0	REC	-4		
0	END	-4		
10	BODY	0		

38 Total Characteristics Points

CHARACTER IMAGE

EXPERIENCE POINTS

Total Points:	390
Total XP Earned:	0
XP Spent:	0
XP Unspent:	0
Base Points:	390
Complication Points:	65

MOVEMENT

Type	Total
Run	0m[NC]
Swim	0m[NC]
H. Leap	0m
V. Leap	0m
Flight	30m[120m NC]

DEFENSES

Type	Amount
Physical Defense	11
Res. Phys. Defense	10
Energy Defense	11
Res. Energy Defense	10
Mental Defense	0
Power Defense	0

COMBAT INFORMATION

OCV: 6   DCV: 10

Combat Skill Levels: +4 with a small group of attacks

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	Block, abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	1/2	-2	+0	Can disarm
Dodge	1/2	--	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2*	+0	-5	+4 DC attack damage
Move By	1/2	-2	-2	STR/2+v/10; you take 1/3
Move Through	1/2	-v/10	-3	STR+v/6; you take ½ or all
Multiple Attack	1	var	1/2	Attack multiple times
Set	1	+1	+0	Ranged Attacks only
Shove	1/2	-1	-1	Push 1m per 5 STR
Strike	1/2	+0	+0	STR or weapon
Throw	1/2	+0	+0	Throw w/STR dmg
Trip	1/2	-1	-2	Ranged Attacks only

COMBAT MODIFIERS

Range (M)	0-8	9-16	17-32	33-64	65-128	126-250
RMOD	0	-2	-4	-6	-8	-10

HIT LOCATION

Roll	Location	STUNx	NSTUN	BODYx	To Hit
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	x1.5	x1	-7
13	Vitals	x4	x1.5	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

Targeting shot	OCV	Hit Location
Head shot (Head to Shoulders)	-4	1d6+3
High shot (Head to Vitals)	-2	2d6+1
Body shot (Hands to Legs)	-1	2d6+4
Low shot (Shoulders to Feet)	-2	2d6+7 (19=Foot)
Leg shot (Vitals to Feet)	-4	1d6+12

Image

SKILLS

POWERS

Cost	Name
6	*Flight Training:* +3 with one mode of Movement
12	*Laser sight:* +4 with a small group of attacks
18	**Total Skills Cost**

Cost	Power	END
40	*AntiGrav Tech:* Flight 30m, Position Shift, x4 Noncombat, Reduced Endurance (0 END; +1/2) (60 Active Points); Restrainable (-1/2)	0
5	*IR Vision:* Infrared Perception (Sight Group)	0
8	*Radio Signals:* Radio Perception	0
18	*Tiny Flying Robot:* Shrinking (0.125 m tall, 0.0312 kg mass, -4 PER Rolls to perceive character, +4 DCV, takes +12m KB), Reduced Endurance (0 END; +1/2) (18 Active Points)	0
0	*Based from Shrinking:* +4 DCV (Custom Adder)	
60	*Tiny Robot Body:* Takes No STUN	0
90	*Robot Body:* Resistant Protection (10 PD/10 ED)	0
87	*Attack matrix:* Multipower, 70-point reserve, all slots 32 Charges (+1/4) (87 Active Points)	
5f	1) *Low Level Laser Blast:* Blast 5d6, Attack Versus Alternate Defense (target is insulated; NND; +1) (50 Active Points); 32 Charges (-0)	[32]
7f	2) *Your dex is Meaningless:* Blast 9d6, Area Of Effect Accurate (1m Radius; +1/2) (67 Active Points)	0
7f	3) *Bring Em Down, Dano:* Blast 9d6, Penetrating (+1/2) (67 Active Points)	0
7f	4) *Wall Breaker:* Killing Attack - Ranged 3d6, Penetrating (+1/2) (67 Active Points)	0
334	**Total Powers Cost**	

Character Name: Stevie
Alternate Identities: StevieType I robot
Player Name: Shaughn

Image

COMPLICATIONS

Cost	Complication
25	Physical Complication: No senses but Sight & Radio (All the Time; Slightly Impairing)
20	Vulnerability: 2 x STUN Elecrtical Attacks (Common)
20	Vulnerability: 2 x BODY Electrical Attacks (Common)
65	**Total Disadvantages Cost**

APPEARANCE

Hair Color: Brown
Eye Color: Red
Height: 0.50 m : 1' 8"
Weight: 2.00 kg : 4 lbs
Description:

BACKGROUND

PERSONALITY

QUOTE

POWERS/TACTICS

CAMPAIGN_USE

Character created with [Hero Designer](#) (version 20200614) **Character exported on Sun, 3 Jan 2021 13:50:20**