

Character Name Sniper (select a name)

Alternate Identities _____

Player Name _____

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
15	STR	5	12-
18	DEX	16	13-
19	CON	9	13-
13	INT	3	12-
13	EGO	3	12-
15	PRE	5	12-
6	OCV	15	
4	DCV	5	
4	OMCV	3	
4	DMCV	3	
4	SPD	20	
3/23	PD	1	
3/23	ED	1	
6	REC	2	
30	END	2	
20	BODY	10	Total Cost
34	STUN	7	112

CURRENT STATUS

	Maximum	Current
END	30	
BODY	20	
STUN	34	

VITAL INFORMATION

HTH damage (STR/5)d6	3d6
Lift	200kg
STR END Cost	1
Phases	1 2 3 4 5 6 7 8 9 10 11 12
Base OCV	6
Base DCV	4
Base OMCV	4
Base DMCV	4
Combat Skill Levels	
+6 versus Range Modifiers with B&H M-99	
+2 OCV with B&H M-99	
Presence Attack (PRE/5)d6	3d6

EXPERIENCE POINTS

Total Points	175
Total Experience Earned	0
Experience Spent	0
Experience Unspent	0

HIT LOCATION CHART

3d6 Roll	Location	STUN x	N STUN	BODY x	To Hit	Defense/Weight
3-5	Head	x5	x2	x2	-8	/
6	Hands	x1	x½	x½	-6	/
7-8	Arms	x2	x½	x½	-5	/
9	Shoulders	x3	x1	x1	-5	/
10-11	Chest	x3	x1	x1	-3	/
12	Stomach	x4	x1½	x1	-7	/
13	Vitals	x4	x1½	x2	-8	/
14	Thighs	x2	x1	x1	-4	/
15-16	Legs	x2	x½	x½	-6	/
17-18	Feet	x1	x½	x½	-8	/
Average Def						
DCV Modifier						Total Weight
Armor Notes						

ATTACKS & MANEUVERS

Maneuver	Phase	OCV	DCV	Effects
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 OCV vs R. Mod.
Disarm	½	-2	+0	Disarm, STR v. STR
Dodge	½	—	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab 2 limbs
Grab By	½†	-3	-4	Move & Grab; +(w/10) to STR
Haymaker	½*	+0	-5	+4 DCs to attack
Move By	½†	-2	-2	STR/2 + v/10; you take 1/3
Move Through	½†	-w/10	-3	STR + v/6; you take ½ or full
Multiple Attack	1	var	½	Attack multiple times
Set	1	+1	+0	Ranged attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	STR or weapon
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Knock target Prone

DEFENSES

Type	Amount/Effect
Normal PD	3/23
Resistant PD	0/20
Normal ED	3/23
Resistant ED	0/20
Mental Defense	0
Power Defense	0
Flash Defense	

SENSES

Perception Roll (9+INT/5) 12-
Enhanced and Unusual Senses

COMBAT MODIFIERS

Range (m)	0-8	9-16	17-32	33-64	65-125	126-250
OCV mod	-0	-2	-4	-6	-8	-10
Targeting Shot						
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*
Leg Shot (Vitals to Feet)	-4					1d6+12

* Treat a 19 as the Feet location

MOVEMENT

Type	Combat	Noncombat
Run (12m)	14m	28m
Swim (4m)	4m	8m
H. Leap (4m)	4m	8m
V. Leap (2m)	2m	4m

Movement SFX _____

CHARACTER INFORMATION

Character Name Sniper (select a name)
 Height 2.00 m Weight 100.00 kg
 Hair color Brown Eye color Brown

HERO SYSTEM SIXTH EDITION

CAMPAIGN INFORMATION

Campaign Name Invasion!!!
 Genre Standard Heroic Military Sci-Fi
 Gamemaster GM Champion

SKILLS, PERKS, & TALENTS

Cost	Name	Roll
0	PALADIN Sniper	
4	1) +2 OCV with B&H M-99	
6	2) +6 versus Range Modifiers with B&H M-99	
3	3) Climbing	13-
3	4) Concealment	12-
2	5) KS: PALADIN History And Customs	11-
2	6) KS: The Geopolitical World	11-
3	7) KS: The Gifted and Gifted Disciplines	12-
2	8) KS: The Military/Mercenary/Terrorist World	11-
2	9) PS: PALADIN Agent	11-
3	10) Paramedics	12-
3	11) Stealth	13-
2	12) TF: SCUBA, Two-Wheeled Motorized Ground Vehicles	
3	13) Tactics	12-
3	14) WF: Small Arms, Knives	
0	Everyman Skills - Extinction Event	
0	1) AK: Local Area/Home City	8-
0	2) Acting	8-
0	3) Computer Programming	8-
0	4) Deduction	8-
0	5) Electronics	8-
0	6) KS: Character's Choice (Setting Modifier)	11-
0	7) KS: Character's Choice	8-
0	8) Language: Character's Choice (completely fluent; literate)	
0	9) Language: Second Language (Character's Choice) (Fluent conversation; literate, Setting Modifier)	
0	10) Mechanics	8-
0	11) PS: Character's Choice	11-
0	12) Persuasion	8-
0	13) Shadowing	8-
0	14) Streetwise	8-
0	15) Systems Operation	8-
1	16) TF: Small Motorized Ground Vehicles	
0	PALADIN Field Agent	
3	Fringe Benefit (National Police Powers)	
1	Fringe Benefit (PALADIN Rank)	
12	Combat Luck (6 PD/6 ED)	
5	eidetic Memory	
63	Total Skills, Perks, & Talents Cost	

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
	B&H M-99	RKA 2 1/2d6, +1 Increased STUN Multiplier (+1/4) (50 APs); OAF (-1), STR Minimum 14 (-3/4), 10 Charges (-1/2), Required Hands Two-Handed (-1/2), Real Weapon (-1/4), Beam (-1/4) plus +1 OCV (2 APs); OAF (-1) plus +3 versus Range Modifiers (3 APs); OAF (-1)	[10]
	FHI Ronin	RKA 1d6+1, Autofire (2 shots; +1/4) (25 APs); OAF (-1), 7 Charges (-3/4), STR Minimum 8 (-1/4), Real Weapon (-1/4), Beam (-1/4), Required Hands One-Handed (-0)	[7]
	Fragmentation, Extra Large	RKA 2d6, Area Of Effect (14m Radius Explosion; +1/4), +1 Increased STUN Multiplier (+1/4) (45 APs); 1 Charge (-2), OAF (-1), Real Weapon (-1/4), Range Based On Strength (-1/4)	[1]
	Glow Rod	Sight Group Images, +2 to PER Rolls, Area Of Effect (3m Radius; +1/4) (24 APs); OAF (-1), Only To Create Light (-1), No Range (-1/2), 1 Recoverable (must spend a Phase reshaking rod to recover Charge) Continuing Charge lasting 1 Hour (+1/4)	[1 rc]
	Smoke Grenade	Change Environment (-3 to Sight Group PER Rolls), Area Of Effect (8m Radius; +1/2) (13 APs); OAF (-1), 1 Continuing Charge lasting 3 Turns (-1), Range Based On Strength (-1/4), Real Weapon (-1/4)	[1 cc]
	Basic Helmet	Resistant Protection (11 PD/11 ED), Hardened (+1/4) (41 APs); Requires A Roll (8- roll; -1 1/4), OIF (-1/2), Real Armor (-1/4)	
	Heavy Body Armor	Resistant Protection (9 PD/9 ED) (27 APs); OIF (-1/2), Real Armor (-1/4), Requires A Roll (14- roll; -1/4)	
	Earpiece Radio, Standard	Radio Perception/Transmission (Radio Group) (10 APs); IIF (-1/4), Affected As Hearing Group As Well As Radio Group (-1/4)	
0	Total Powers/Equipment Cost		

MATCHING COMPLICATIONS (50)

Cost	Complication
0	PALADIN Field Agent
10	Hunted: PALADIN Infrequently (Mo Pow; NC; Watching) Infrequently
15	Social Complication: Secret Identity (identity is classified) Frequently, Major
15	Social Complication: Subject To Orders Frequently, Major
40	Total Complications Points