Character Name	Field Leader (select a name)
Alternate Identities _	
Player Name	



CHARACTERISTICS					
Val	Char	Points	Roll		
15	STR	5	<u>12-</u>		
18	DEX	16	<u>13-</u>		
18	CON	8	<u>13-</u>		
13	INT	3	12-		
13	EG0	3	12-		
18	PRE	8	<u>13-</u>		
_ 4	OCV	5			
_ 4	DCV	5			
4	OMCV	3			
_ 4	DMCV	3			
4	SPD	20			
3/23	PD	1			
3/23	ED	1			
6	REC				
_ 30	END	2			
20	BODY	10	Total Cost		
34	STUN		104		

CURRENT STATUS					
	Maximum	Current			
END	30				
BODY	20				
STUN	34				

VITAL INFORMATION				
HTH damage (STR/5)d63d6				
Lift 200kg STR END Cost 1				
Phases 1 2 ③ 4 5 ⑥ 7 8 ⑨ 10 11 ①				
Base OCV <u>4</u> Base DCV <u>4</u>				
Base OMCV <u>4</u> Base DMCV <u>4</u>				
Combat Skill Levels +2 OCV with Bushmaster II Rifle				
Presence Attack (PRE/5)d6 <u>3 ½d6</u>				

HERO
SVSVEIM SIXTH EDITION

EXPERIENCE POINTS				
Total Points175				
Total Experience Earned	0			
Experience Spent	0			
Experience Unspent	0			

	HIT LO					
3d6 Roll	Location	STUN	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	хЗ	x1	x1	-5	/
10-11	Chest	хЗ	x1	x1	-3	/_
12	Stomach	x4	x1½	x1	-7	/
13	Vitals	х4	x1½	x2	-8	/
14	Thighs	x2	x1	x1	-4	/
15-16	Legs	x2	X½	x½	-6	/
17-18	Feet	x1	X½	X½	-8	_/_
			Ave	rage D	ef_	
DCV N	/lodifier		Tota	l Weig	jht .	
	Modifier r Notes			_	7	1

ATT	ACK	S 8	& M	IANEUVERS
Maneuver	Phase	OCV	DCV	Effects
Block	1/2	+0	+0	Block, abort
Brace	0	+2	1/2	+2 OCV vs R. Mod.
Disarm	1/2	-2	+0	Disarm, STR v. STR
Dodge	1/2	_	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab 2 limbs
Grab By	1/2†	-3	-4	Move & Grab; +(v/10) to STR
Haymaker	1/2*	+0	-5	+4 DCs to attack
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 full
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	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				
12-/14-				
Enhanced and Unusual Senses				

СОМВАТ МО	DIF	IERS
Range (m) 0-8 9-16 17-32 OCV mod -0 -2 -4	33-64 -6	65-125 126-250 -8 -10
Targeting Shot	OCV	Hit Location
Head Shot (Head to Shoulders)	-4	1d6+3
High Shot (Head to Vitals)	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 lo	cation

MOVEMENT				
Туре	Combat	Noncombat		
Run (12m)	14m	28m		
Swim (4m)	4m	8m		
H. Leap (4m)	4m	<u>8m</u>		
V. Leap (2m)	<u>2m</u>	4m		
Movement SFX				

CHARACTER INFORMATION

Character Name <u>Field Leader (select a name)</u>
Height <u>2.00 m</u> Weight <u>100.00 kg</u>
Hair color <u>Brown</u> Eye color <u>Brown</u>



CAMPAIGN INFORMATION

Campaign Name <u>Invasion!!!</u>
Genre <u>Standard Heroic Military Sci-Fi</u>
Gamemaster <u>GM_Champion</u>

0 PALADIN Field Agent 4 1) +2 OCV with Bushmaster II Rifle 3 2) Climbing 2 3) K5: The Geopolitical World 3 4) K5: The Gifted and Gifted Disciplines 2 5) K5: The Military/Mercenary/Terrorist World 2 6) K5: PALADIN History And Customs 3 7) Lockpicking 3 8) Navigation 3 9) Paramedics 3 10) Persuasion 11) P5: PALADIN Agent 3 12) Security Systems 3 13) Survival 3 14) Tactics 15) TF: SCUBA, Two-Wheeled Motorized Ground Vehicles 3 16) WF: Small Arms, Knives 0 Everyman Skills - Extinction Event 0 1) AK: Local Area/Home City 0 2) Acting 0 3) Computer Programming 0 4) Concealment 0 5) Deduction 0 6) Electronics 0 7) K5: Character's Choice (Setting Modifier) 0 8) K5: Character's Choice 10 4) Language: Character's Choice (completely fluent; literate) 0 10) Language: Second Language (Character's Choice) (fluent conversation; literate, Settin Modifier) 11) Mechanics 12) P5: Character's Choice 13) Shadowing 14) Stealth 15) Streetwise 16) Systems Operation 17) TF: Small Motorized Ground Vehicles 17) TF: Small Motorized Ground Vehicles 17) TF: Small Motorized Ground Vehicles 18) Fringe Benefit (National Police Powers) 1 Fringe Benefit (PALADIN Rank)	SKILLS, PERKS, & TALENTS		
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st	Name	Power/Equipment +2 PER with Sight Group	ENI
_	Riven Bushmaster II	RKA 2d6+1, +1 Increased STUN Multiplier (+¼) (44 APs); OAF (-1), STR Minimum 13 (-½),	_
_		Required Hands Two-Handed (-½), Real Weapon (-¼), Beam (-¼), 20 Charges (-0) plus +1 OCV (2 APs); OAF (-1) plus +2 verus Range Modifers (2 APs); OAF (-1)	[20]
_	Slimsteel	HKA ½d6 (1d6+1 w/STR), STR Minimum (2; +0), Armor Piercing (+¼), Reduced Endurance (0	LZU
_	Similateei	END; +½) (17 APs); OAF (-1), Required Hands One-Handed (-0)	
	Fragmentation, Extra	RKA 2d6, Area Of Effect (14m Radius Explosion; +¼), +1 Increased STUN Multiplier (+¼)	
_	Large	(45 APs); I Charge (-2), OAF (-1), Real Weapon (-14), Range Based On Strength (-14)	ſı1
	Glow Rod	Sight Group Images, +2 to PER Rolls, Area Of Effect (3m Radius; +14) (24 APs); OAF (-1),	- 6-3
		Only To Create Light (-1), No Range (-½), 1 Recoverable (must spend a Phase reshaking n	od
		to recover Charge) Continuing Charge lasting 1 Hour (+¼)	[1 rd
	Smoke Grenade	Change Environment (-3 to Sight Group PER Rolls), Area Of Effect (8m Radius; +½) (13	
		APs); OAF (-1), 1 Continuing Charge lasting 3 Turns (-1), Range Based On Strength (-4),	-
		Real Weapon (-¼)	[1 00
	Basic Helmet	Resistant Protection (II PD/II ED), Hardened (+4) (41 APs); Requires A Roll (8- roll; -1 4),	
		OIF (-½), Real Armor (-¼)	
	Heavy Body Armor	Resistant Protection (9 PD/9 ED) (27 APs); OIF (-½), Real Armor (-¼), Requires A Roll (14-	
		roll; -¼)	
	Earpiece Radio,	Radio Perception/Transmission (Radio Group) (10 APs); IIF (-14), Affected As Hearing	
	Standard	Group As Well As Radio Group (-44)	
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	MATCHING COMPLICATIONS (50)
Cost	Complication
_10	Hunted: PALADIN Infrequently (Mo Pow; NCI; Watching)
15	Social Complication: Secret Identity (identity is classified) Frequently, Major
15	Social Complication: Subject To Orders Frequently, Major
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40	Total Complications Points