

Character Name Field Leader (select a name)

Alternate Identities _____

Player Name _____

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
<u>15</u>	STR	<u>5</u>	<u>12-</u>
<u>18</u>	DEX	<u>16</u>	<u>13-</u>
<u>18</u>	CON	<u>8</u>	<u>13-</u>
<u>13</u>	INT	<u>3</u>	<u>12-</u>
<u>13</u>	EGO	<u>3</u>	<u>12-</u>
<u>18</u>	PRE	<u>8</u>	<u>13-</u>
<u>4</u>	OCV	<u>5</u>	
<u>4</u>	DCV	<u>5</u>	
<u>4</u>	OMCV	<u>3</u>	
<u>4</u>	DMCV	<u>3</u>	
<u>4</u>	SPD	<u>20</u>	
<u>3/23</u>	PD	<u>1</u>	
<u>3/23</u>	ED	<u>1</u>	
<u>6</u>	REC	<u>2</u>	
<u>30</u>	END	<u>2</u>	
<u>20</u>	BODY	<u>10</u>	Total Cost
<u>34</u>	STUN	<u>7</u>	<u>104</u>

CURRENT STATUS

	Maximum	Current
END	<u>30</u>	
BODY	<u>20</u>	
STUN	<u>34</u>	

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 4 Base DCV 4
Base OMCV 4 Base DMCV 4
Combat Skill Levels _____
+2 OCV with Bushmaster II Rifle

Presence Attack (PRE/5)d6 3 1/2d6

EXPERIENCE POINTS

Total Points	<u>175</u>
Total Experience Earned	<u>0</u>
Experience Spent	<u>0</u>
Experience Unspent	<u>0</u>

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	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	/
Average Def _____						
DCV Modifier _____ Total Weight _____						
Armor Notes						

ATTACKS & MANEUVERS

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; +(w/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+	-w/10	-3	STR + v/6; you take 1/2 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	<u>3/23</u>
Resistant PD	<u>0/20</u>
Normal ED	<u>3/23</u>
Resistant ED	<u>0/20</u>
Mental Defense	<u>0</u>
Power Defense	<u>0</u>
Flash Defense	

SENSES

Perception Roll (9+INT/5) 12-/14-
Enhanced and Unusual Senses
+2 PER with Sight Group

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				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*
Leg Shot (Vitals to Feet)	-4					1d6+12
* Treat a 19 as the Feet location						

MOVEMENT

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

Movement SFX _____

CHARACTER INFORMATION

Character Name Field Leader (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 Field Agent	—
4	1) +2 OCV with Bushmaster II Rifle	—
3	2) Climbing	13-
2	3) KS: The Geopolitical World	11-
3	4) KS: The Gifted and Gifted Disciplines	12-
2	5) KS: The Military/Mercenary/Terrorist World	11-
2	6) KS: PALADIN History And Customs	11-
3	7) Lockpicking	13-
3	8) Navigation	12-
3	9) Paramedics	12-
3	10) Persuasion	13-
2	11) PS: PALADIN Agent	11-
3	12) Security Systems	12-
3	13) Survival	12-
3	14) Tactics	12-
2	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	8-
0	2) Acting	8-
0	3) Computer Programming	8-
0	4) Concealment	8-
0	5) Deduction	8-
0	6) Electronics	8-
0	7) KS: Character's Choice (Setting Modifier)	11-
0	8) KS: Character's Choice	8-
0	9) Language: Character's Choice (completely fluent; literate)	—
0	10) Language: Second Language (Character's Choice) (Fluent conversation; literate, Setting Modifier)	—
0	11) Mechanics	8-
0	12) PS: Character's Choice	11-
0	13) Shadowing	8-
0	14) Stealth	8-
0	15) Streetwise	8-
0	16) Systems Operation	8-
1	17) TF: Small Motorized Ground Vehicles	—
3	Fringe Benefit (National Police Powers)	—
1	Fringe Benefit (PALADIN Rank)	—
3	Absolute Range Sense	—
12	Combat Luck (6 PD/6 ED)	—
3	Lightsleep	—
67	Total Skills, Perks, & Talents Cost	—

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
4		+2 PER with Sight Group	—
	Riven Bushmaster II	RKA 2d6+, +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 versus Range Modifiers (2 APs); OAF (-1) [20]	—
	Slimsteel	HKA ½d6 (1d6+1 w/STR), STR Minimum (2; +0), Armor Piercing (+¼), Reduced Endurance (0 END; +½) (17 APs); OAF (-1), Required Hands One-Handed (-0)	—
	Fragmentation, Extra Large	RKA 2d6, Area Of Effect (14m Radius Explosion; +¼), +1 Increased STUN Multiplier (+¼) (45 APs); 1 Charge (-2), OAF (-1), Real Weapon (-¼), Range Based On Strength (-¼) [1]	—
	Glow Rod	Sight Group Images, +2 to PER Rolls, Area Of Effect (3m Radius; +¼) (24 APs); OAF (-1), Only To Create Light (-1), No Range (-½), 1 Recoverable (must spend a Phase reshaking rod to recover Charge) Continuing Charge lasting 1 Hour (+¼) [1 rc]	—
	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 (-¼), Real Weapon (-¼) [1 cc]	—
	Basic Helmet	Resistant Protection (11 PD/11 ED), Hardened (+¼) (41 APs); Requires A Roll (8- roll; -1 ¼), 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, Standard	Radio Perception/Transmission (Radio Group) (10 APs); IIF (-¼), Affected As Hearing Group As Well As Radio Group (-¼)	—
4	Total Powers/Equipment Cost	—	—

MATCHING COMPLICATIONS (50)

Cost	Complication	
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	—