

Character Name Morph  
 Alternate Identities Flôrência "Flow" Magro (born Floro)  
 Player Name Teetengee

# HERO

## SYSTEM

### SIXTH EDITION

#### CHARACTERISTICS

Val	Char	Points	Roll
<u>30</u>	STR	<u>20</u>	<u>15-</u>
<u>18</u>	DEX	<u>16</u>	<u>13-</u>
<u>18</u>	CON	<u>8</u>	<u>13-</u>
<u>18</u>	INT	<u>8</u>	<u>13-</u>
<u>18</u>	EGO	<u>8</u>	<u>13-</u>
<u>18</u>	PRE	<u>8</u>	<u>13-</u>
<u>8</u>	OCV	<u>25</u>	
<u>7</u>	DCV	<u>20</u>	
<u>3</u>	OMCV	<u>0</u>	
<u>5</u>	DMCV	<u>6</u>	
<u>4</u>	SPD	<u>20</u>	
<u>15</u>	PD	<u>5</u>	
<u>15</u>	ED	<u>5</u>	
<u>8</u>	REC	<u>4</u>	
<u>40</u>	END	<u>4</u>	
<u>18</u>	BODY	<u>8</u>	
<u>50</u>	STUN	<u>15</u>	
			<b>Total Cost</b>
			<u>184</u>

#### CURRENT STATUS

	Maximum	Current
END	<u>40</u>	
BODY	<u>18</u>	
STUN	<u>50</u>	

#### VITAL INFORMATION

HTH damage (STR/5)d6 6d6  
 Lift 1600kg STR END Cost 3  
 Phases 1 2 3 4 5 6 7 8 9 10 11 12  
 Base OCV 8 Base DCV 7  
 Base OMCV 3 Base DMCV 5  
 Combat Skill Levels \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 Presence Attack (PRE/5)d6 3 1/2d6

#### EXPERIENCE POINTS

Total Points	<u>400</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
Bencão (Front...	1/2	+0	+2	8d6 Strike
Block	1/2	+1	+3	Block, Abort
Cocorinha/Es...	1/2	—	+5	Dodge, Affects All Attacks, Abort
Dedeira (Eye...	1/2	-1	-1	Flash 4d6
Rasteira/Ban...	1/2	+2	-1	7d6 Strike, Target Falls
Voo-do-morce...	1/2	+1	-2	10d6 Strike

#### DEFENSES

Type	Amount/Effect
Normal PD	<u>15</u>
Resistant PD	<u>8</u>
Normal ED	<u>15</u>
Resistant ED	<u>8</u>
Mental Defense	<u>0</u>
Power Defense	<u>6</u>
Flash Defense	

#### SENSES

Perception Roll (9+INT/5) 13-  
 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	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				
<i>* Treat a 19 as the Feet location</i>						

#### MOVEMENT

Type	Combat	Noncombat
Run (12m)	<u>14m</u>	<u>28m</u>
Swim (4m)	<u>6m</u>	<u>12m</u>
H. Leap (4m)	<u>6m</u>	<u>12m</u>
V. Leap (2m)	<u>3m</u>	<u>6m</u>
Movement SFX		

## CHARACTER INFORMATION

Character Name Morph  
 Height 1.73 m Weight 59.00 kg  
 Hair color Black Eye color Brown

# HERO SYSTEM SIXTH EDITION

## CAMPAIGN INFORMATION

Campaign Name New Champions Protocol  
 Genre Superhero  
 Gamemaster GameKnight

## SKILLS, PERKS, & TALENTS

Cost	Name	Roll
3	Acrobatics	13-
3	Acting	13-
3	Breakfall	13-
3	CK: Campaign City	13-
3	Charm	13-
3	Concealment	13-
3	Interrogation	13-
2	KS: Brazilian Music	11-
3	KS: Criminal Underworld	13-
3	Linguist	
3	1) Language: English (idiomatic)	
1	2) Language: French (fluent conversation)	
1	3) Language: Italian (fluent conversation)	
0	4) Language: Portuguese (idiomatic)	
1	5) Language: Spanish (fluent conversation)	
2	PS: Dancing	11-
3	Paramedics	13-
3	Persuasion	13-
3	Science Skill: Superpowers	13-
3	Shadowing	13-
3	Sleight Of Hand	13-
3	Stealth	13-
3	Streetwise	13-
2	Survival (Urban)	13-
3	Teamwork	13-
5	WF: Common Melee Weapons, Small Arms, Homemade Weapons	
0	Martial Arts: Capoeira	
4	1) Bencao (Front Thrust Kick)/Asfixiante (Punch) (Martial Strike)	
5	2) Block (Defensive Block)	
4	3) Cocorinha/Esquiva/Queda de Quatro (Martial Dodge)	
4	4) Dedeira (Eye Gouge) (Martial Flash)	
3	5) Rasteira/Banda/Tesoura/Arrastao (Legsweep/Takedown) (Legsweep)	
5	6) Voo-do-morcego (Flying Kick) (Sacrifice Strike)	
3	Well-Connected	
3	Contact: Doctor Morus (Underground Surgeon) (Contact has Contact limited by identity, very useful Skills or resources, Good relationship with Contact)	11-
4	Contact: Dr. Amadeus Kaleida (Superpower researcher) (Contact has very useful Skills or resources, Good relationship with Contact)	11-
3	Contact: Estevão (High Ranking Gang Member) (Contact has Contact limited by identity, useful Skills or resources, significant Contacts of his own, Good relationship with Contact)	11-
1	Contact: Lester Nicols (A Secretary for a politically active supervillain) (Contact has Contact limited by identity, access to major institutions)	8-
1	Contact: Ozi (Occultist) (Contact has Contact limited by identity, useful Skills or resources)	11-
3	Ambidexterity (no Off Hand penalty)	

**111** Total Skills, Perks, & Talents Cost

## POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
12	Permanent Adaptation	+8 PD, Resistant (+½) (12 APs)	
3	Adaptive Hardening	Hardened (x2; +½) for up to 8 APs of PD (4 APs); Conditional Power Power does not work in Uncommon Circumstances (Only when PD exceeded by an armor piercing attack within 1 turn; -¼)	
3	Adaptive Impregnability	Impenetrable (+½) for up to 8 APs of PD (4 APs); Conditional Power Power does not work in Uncommon Circumstances (Only when PD exceeded by a penetrating attack within 1 turn; -¼)	
12	Permanent Adaptation	+8 ED, Resistant (+½) (12 APs)	
3	Adaptive Hardening	Hardened (x2; +½) for up to 8 APs of ED (4 APs); Conditional Power Power does not work in Uncommon Circumstances (Only when ED exceeded by an armor piercing attack within 1 turn; -¼)	
3	Adaptive Impregnability	Impenetrable (+½) for up to 8 APs of ED (4 APs); Conditional Power Power does not work in Uncommon Circumstances (Only when ED exceeded by a penetrating attack within 1 turn; -¼)	
30	Adaptive Defense	Absorption 8 BODY (physical or energy), Increased Maximum (x4 points) (64 point maximum; +½), Defenses (including life support) that would have applied against the triggering attack (+½), Varying Effect (+¾), Can Apply (Remove) Adders (+1) (30 APs); Conditional Power Power does not work in Very Uncommon Circumstances (Must take damage past current defenses; -0)	
5	Ageless Adaptation	Life Support (Longevity: Immortal)	
27	Devolving Punch	Drain Defenses 1d6, Penetrating (+½), Defenses (+½), Can Apply (Remove) Adders (+1), Cumulative (24 points; +1) (40 APs); No Range (-½)	4
7	Controlled Change	Power Defense (6 points), Hardened (+¼) (7 APs)	
105	Total Powers/Equipment Cost		

## MATCHING COMPLICATIONS ( 75 )

Cost	Complication
10	Distinctive Features: Adaptive Form (Not Concealable; Noticed and Recognizable; Detectable By Simple Tests)
10	Psychological Complication: Fear of Her Potential (Uncommon; Strong)
15	Psychological Complication: Protection of the Disadvantaged (Common; Strong)
10	Social Complication: Criminal Record Infrequently, Major
15	Social Complication: Secret Identity Frequently, Major
5	Vulnerability: 1 ½ x BODY Attacks of Opposite Type to A Recent Attack (Uncommon)
10	Vulnerability: 2 x STUN Attacks of Opposite Type to A Recent Attack (Uncommon)
75	Total Complications Points