

Character Name Sandcrab
 Alternate Identities Rex Miller
 Player Name Alfred

HERO SYSTEM SIXTH EDITION

CHARACTERISTICS

Val	Char	Points	Roll
<u>60</u>	STR	<u>0</u>	<u>21-</u>
<u>23</u>	DEX	<u>0</u>	<u>14-</u>
<u>23</u>	CON	<u>0</u>	<u>14-</u>
<u>23</u>	INT	<u>13</u>	<u>14-</u>
<u>13</u>	EGO	<u>3</u>	<u>12-</u>
<u>15</u>	PRE	<u>0</u>	<u>12-</u>
<u>8</u>	OCV	<u>0</u>	
<u>8</u>	DCV	<u>0</u>	
<u>4</u>	OMCV	<u>3</u>	
<u>4</u>	DMCV	<u>3</u>	
<u>6</u>	SPD	<u>0</u>	
<u>2/28</u>	PD	<u>0</u>	
<u>2/28</u>	ED	<u>0</u>	
<u>10</u>	REC	<u>0</u>	
<u>60</u>	END	<u>0</u>	
<u>10</u>	BODY	<u>0</u>	
<u>43</u>	STUN	<u>0</u>	
			Total Cost
			<u>22</u>

CURRENT STATUS

	Maximum	Current
END	<u>60</u>	
BODY	<u>10</u>	
STUN	<u>43</u>	

VITAL INFORMATION

HTH damage (STR/5)d6	<u>12d6</u>
Lift	<u>102.4tons</u>
STR END Cost	<u>6</u>
Phases	1 2 3 4 5 6 7 8 9 10 11 12
Base OCV	<u>8</u>
Base DCV	<u>8</u>
Base OMCV	<u>4</u>
Base DMCV	<u>4</u>
Combat Skill Levels	
Presence Attack (PRE/5)d6	<u>3d6</u>

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	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	<u>2/28</u>
Resistant PD	<u>0/8</u>
Normal ED	<u>2/28</u>
Resistant ED	<u>0/8</u>
Mental Defense	<u>0</u>
Power Defense	<u>0</u>
Flash Defense	<u>5 (Sight Group)</u>

SENSES

Perception Roll (9+INT/5)	<u>14-</u>
Enhanced and Unusual Senses	
High Range Radio Perception (Radio...)	
Spatial Awareness (Unusual Group),...	
Detect A Single Thing 9- (Unusual G...)	

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)	<u>12m</u>	<u>24m</u>
Swim (4m)	<u>4m</u>	<u>8m</u>
H. Leap (4m)	<u>44m</u>	<u>88m</u>
V. Leap (2m)	<u>22m</u>	<u>44m</u>
Flight	<u>35m</u>	<u>70m</u>
Tunneling	<u>20m</u>	<u>40m</u>
Movement SFX		

Character Name Sandcrab
Height 2.00 m Weight 100.00 kg
Hair color Brown Eye color Brown

Campaign Name _____
Genre Superheroic
Gamemaster GameKnight

[illegible]

Cost	Name	Power/Equipment	END
4	NanoTech Activation	Cosmetic Transform 2d6 (Nanos in blood into Power Armored suit, Power Armored suit into Nanos in blood, Healed back to Power Armored suit by removing nanos from bloodstream) (6 APs); Limited Power Power loses about a third of its effectiveness (Self Only; -½)	1
5		High Range Radio Perception (Radio Group) (12 APs); Limited Power Power loses about half of its effectiveness (-1), IIF (-¼)	
17	S.C. Power Armor Enhancer	all slots OIF (Nanotech Constructed Armor Suit; -½), Unified Power (-¼)	
28		1) Resistant Protection (8 PD/8 ED), Hardened (+¼) (30 APs); OIF (Nanotech Constructed Armor Suit; -½), Unified Power (-¼)	5
15		2) +50 STR (50 APs); OIF (Nanotech Constructed Armor Suit; -½), Unified Power (-¼)	
7		3) +13 DEX (26 APs); OIF (Nanotech Constructed Armor Suit; -½), Unified Power (-¼)	
3		4) +13 CON (13 APs); OIF (Nanotech Constructed Armor Suit; -½), Unified Power (-¼)	
23		5) +5 PRE (5 APs); OIF (Nanotech Constructed Armor Suit; -½), Unified Power (-¼)	
6		6) +4 SPD (40 APs); OIF (Nanotech Constructed Armor Suit; -½), Unified Power (-¼)	
4		7) +23 STUN (12 APs); OIF (Nanotech Constructed Armor Suit; -½), Unified Power (-¼)	
3		8) +40 END (8 APs); OIF (Nanotech Constructed Armor Suit; -½), Unified Power (-¼)	
14		9) +6 REC (6 APs); OIF (Nanotech Constructed Armor Suit; -½), Unified Power (-¼)	
14		10) +5 OCV (25 APs); OIF (Nanotech Constructed Armor Suit; -½), Unified Power (-¼)	
2	Stealth Field	11) +5 DCV (25 APs); OIF (Nanotech Constructed Armor Suit; -½), Unified Power (-¼)	
11		12) Darkness to Hearing Group 1m radius, Personal Immunity (+¼) (4 APs); No Range (-½), OIF (Nanotech Constructed Armor Suit; -½), Unified Power (-¼)	1
		13) Life Support (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (19 APs); OIF (Nanotech Constructed Armor Suit; -½), Unified Power (-¼)	
11	Defense Matrix	Multipower, 23-point reserve, (23 APs); Requires A Roll (Characteristic roll; Int; -½); all slots OIF (Nanite Defenses; -½)	
2v		1) +18 PD (18 APs); OIF (Nanite Defenses; -½)	
2v		2) +18 ED (18 APs); OIF (Nanite Defenses; -½)	
23	H.U.D.	all slots OIF (Heads Up Display System; -½), Unified Power (-¼)	
4	Binocular Vision	1) Spatial Awareness (Unusual Group), Increased Arc Of Perception (360 Degrees), Rapid: x10 (40 APs); OIF (Heads Up Display System; -½), Unified Power (-¼)	
3		2) Naked Advantage: MegaScale (1m = 1 km; +1) for up to 7 APs (7 APs); OIF (Heads Up Display System; -½), Unified Power (-¼)	1
12	Nanite Tracers	3) Sight Group Flash Defense (5 points) (5 APs); OIF (Heads Up Display System; -½), Unified Power (-¼)	
9	Holograph Emitter	4) Detect A Single Thing 9- (Unusual Group), Discriminatory, Range, Tracking, MegaScale (1m = 1 km; +1) (36 APs); Limited Power Power loses about half of its effectiveness (Must have previously perceived the Target directly and declare it as the Target to later Detect; -1), OIF (Heads Up Display System; -½), Limited Power Power loses about a fourth of its effectiveness (Tracer will fall off if Target Desolidifies; -¼), Unified Power (-¼)	
		5) Sight Group Images (10 APs); OIF (Heads Up Display System; -½), Unified Power (-¼) plus +3 Int Rolls, Custom Skill (6 APs); OIF (Heads Up Display System; -½), Unified Power (-¼)	1
20	Claws	all slots OIF (-½), Restrainable (-½)	
		1) +5 with HTH Combat (40 APs); OIF (-½), Restrainable (-½)	

Cost	Complication	
15	<i>Social Complication: Secret Identity Frequently, Major</i>	
10	<i>Social Complication: Geeky Scientist mentality Frequently, Minor</i>	
15	<i>Psychological Complication: Protective of Innocents (Common; Strong)</i>	
10	<i>Vulnerability: 1 ½ x STUN Pulse Weapons (Common)</i>	
10	<i>Hunted: Evil Scientists Frequently (Less Pow; NC; Mildly Punish)</i>	Frequently
10	<i>Hunted: Government Infrequently (Mo Pow; NC; Watching)</i>	Infrequently
5	<i>Unluck: 1d6</i>	
75	Total Complications Points	

Character Name *Sandcrab*
 Alternate Identities *Rex Miller*
 Player Name *Alfred*

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POWERS AND EQUIPMENT (continued)

Cost	Name	Power/Equipment	END
	<i>Claws</i>	<i>(continued)</i>	
2		2) Extra Limbs (4) (5 APs); OIF (-½), Restrainable (-½), Limited Manipulation (No Fine Manipulation; -¼)	
1		3) Stretching 3m (3 APs); OIF (-½), Restrainable (-½)	1
15	<i>Claw Control</i>	4) Endurance Reserve (92 END, 10 REC) (31 APs); OIF (-½), Restrainable (-½)	
28		5) Entangle 4d6, 5 PD/5 ED, Area Of Effect Nonselective (2m Radius; +¼) (56 APs); OIF (-½), Restrainable (-½)	6
22	<i>Claw Control</i>	Multipower, 50-point reserve, (50 APs); all slots OIF (-½), Restrainable (-½), Unified Power (-¼)	
3v		1) Flight 35m, Position Shift, No Turn Mode (+¼) (50 APs); Limited Power Power loses about half of its effectiveness (Only while touching a surface; -1), OIF (-½), Restrainable (-½), Unified Power (-¼)	5
4v		2) Tunneling 20m through 10 PD material, Fill In (50 APs); OIF (-½), Restrainable (-½), Unified Power (-¼)	5
4v		3) Leaping +40m (44m forward, 22m upward) (Accurate), MegaScale (1m = 1 km; +1) (50 APs); Restrainable (-½), OIF (-½), Unified Power (-¼)	5